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From the cell of HMA HQ...

By: Jamie LaFountain, HMGMA #IL-MG-0019-01

It's December in the north suburbs of Chicago as I write this and it's frickin' sixty degrees outside! The last time I lived in this part of the country was ten years ago when I worked for another game company in Lake Geneva, Wisconsin (for decorum's sake I won't mention their name but their initials are TSR) and I remember December being much colder than this.

I'm in my seventh week of employment here at Kenzer & Company and I find myself being continually amazed by the sheer dedication of the fans. At first I couldn't wait to get here and start in my position as Organized Play Manager but now I'm intimidated as hell by a group of savvy, clever, informed and demanding fans. But I love it. That's exactly the kind of energy that makes us feel like we're doing a job worth doing.

The HackMaster Association is and will continue to be exactly what you make of it. I'll risk being redundant and say that one more time: The HackMaster Association is and will continue to be exactly what you make of it. As the Organized Play Manager I also serve as the HMA Manager but really I'm little more than a coordinator, a…trustee, as Brian van Hoose (HMGMA #IN-4-00099-01) would fancy me. What the HMA becomes and how it develops is going to depend on you, frenzied reader (gentle reader just doesn't seem to fit).

Although HackJournal #1 was done almost entirely in-house, future issues will be primarily fan-driven. We will be counting on you, the HackMaster fans, to send your content to us. Tell us what you want to see by writing it for us. Do you like new monsters? Make some. Do you like new magic items and spells? Make some. Do you like adventures? Make some. How about tournament advice or game reviews or miniature painting tips? Well, I say again, make some!

So hoody-hoo, fellow HackMaster fans! Let's just see what kind of trouble we can stir up, shall we?

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Special Offers from the HMA!

HMRA Recruitment

This offer is open only to current HMGMA or HMPA members in good standing. If you recruit a hobby shop which signs up for a HackMaster Retail Association membership, we will add one year on to your already-existing HMA membership. No more than one membership extension per HMA member. Your local hobby shop can become the hub of HackMaster activity in your area simply by signing up with us. Benefits of the HMRA include:

Exclusive sales rights of the *HackJournal*: Other than being an HMA member, the only way to purchase issues of *HackJournal* is through HMRA stores.

HMRA stores are the focal point of HMA activity in their area. HMRA stores can host tournaments, HMA groups can play their local games there and players can search out fellow HackMaster GMs and players.

Quarterly co-op ads: The HMA will run quarterly ads in *Knights of the Dinner Table*, which has a circulation of 18,000 and a readership of around 40,000.

The HMA works hard to steer HMA members and potential HMA members to local HMRA stores. If a potential new HMA member contacts Kenzer & Company to join the organization, we first check to see if there is an HMRA store near them where they can go to join. This will not change when membership procedures are automated online.

Throughout 2002, the HMA Headquarters will be unveiling special offers, competitions and incentives to HMRA members.

If a store has more specific questions, the staff should contact us by email at: hma@kenzerco.com.

Tournament Writing Contest

That's right, we're looking for *high-quality* HMA tournaments. Look at the guidelines in this issue for creating a single-round HackMaster tournament and send us your best work by February 15, 2002. We'll select the best tournament – the winner will be awarded the following:

1. A free shared hotel room at Gencon 2002 with the Kenzer and Company staff.
2. A free dinner during Gencon 2002 with the Kenzer and Company staff.
3. $150 toward transportation/airfare to Gencon 2002.

Submissions must be postmarked by 2/15/2002. No more than one entry per HMA member. All tournament submissions become the sole and exclusive property of Kenzer & Company. Tournaments for this contest must be written at a level to challenge a six-member party of adventurers of 1st-3rd level.

From the Armchair of the Arch-Mage

On Supposed Rule Discrepancies in the 4th Incarnation of the HackMaster System

Greetings, and well-met gentle readers! If you are reading this, you are clearly a world-class gamer, a cut above the rest, one of a rare breed of players with the right stuff to play the single greatest game ever invented in the history of mankind. On this achievement (which is no small feat in-and-of itself as at least two former presidents and more than a handful of rocket scientists couldn't make the hack), I must express and extend a hearty and heart-felt Congratulations!!

Now then, let us dispense with the formalities and get down to the business of improving your insight and abilities. The subject of this article is rules-interpretation and the correctness of HackMaster 4th Edition as presented by the design team.

Before we proceed, I will tell you this flat-out: THERE ARE NO RULE DISCREPENCIES IN HACKMASTER. I do not discount the fact that there may be errata of one type or another, but these largely take the form of editor snafus, typos, word-processing mistakes, layout errors and software-glitch introduced irregularities in the text. But no errors in the rules. Don't believe me? I like your attitude, though it is misplaced and thus I will have to set you straight post-haste. I will explain in detail so you may understand and not waste my time with such matters henceforth.

Let us presuppose for a moment, gentle reader, that you are an experienced player, or even a GM (novices are years away from this position, but may find this article of interest nonetheless), and that you know the rules well. Sometimes, you will see a rule here or there and think you have found some form of contrariety or incongruity with a rule mentioned elsewhere. Now whether you have actually found a discrepancy depends on which core book you have consulted. Clearly 4th Edition superceded 3rd in all ways, so I will not bore you with rhetoric that you already understand and accept as canon. The relevant question is whether you are consulting the PHB or the GMG. This first possibility is easily explained and dismissed: the GMG supercedes the PHB in all ways and in all matters. Period.

Understanding that most of my audience are players, I will elaborate (and I will use words and concepts easily understood by players). The HackMaster Player's Handbook contains rules-errors and incongruities. So how does this apparent contradiction exist if there are "no rule discrepancies in HackMaster"? The answer is quite obvious. We placed them there

by design. That's right players. I hear the silent, primordial scream of your minds of "Why oh WHY!???" so I will grace you with an answer. We did this to keep the players off balance and on their toes. As GJ once said about players: "Theirs is not to know the rules, but to do or die!" We have given enough correct rules to allow players to know the basics and be able to keep a smooth game running smoothly. But we have NOT given all of the rules and some of the ones players THINK they know are incorrect! Indeed, the game would lose much of its luster and wonderment if we were simply to hand the players the rules on a silver platter so they could know-all from the start. What type of game would that be? About as much fun as playing hide and seek with your eyes open. Players know what the name of the game is. And the name they have for it is EXPERIENCE POINTS! We have chosen to give you a great gift. We have decided to let the players find out the hidden secrets of hack as they play and learn them from EXPERIENCE. We've sent out a clear message to players, so instead of whining there like a schoolgirl with a skinned knee, get hacking and learn the GAME! Once again, when you thought you knew it all, HackMaster has proved itself the most realistic game around.

Speaking of thinking you know it all, let us at this time move on to the second possibility: that the GMG has a discordance of some type. At this possibility, I firmly place my hands on my rotund center, drop my head back and guffaw deep and loud. Oh how droll! I laugh at your sheer presumptuousness. The HackMaster rules are like Mount Everest – only twice as foreboding. Indeed, HackMaster is a mountain of knowledge that you must scale to gain true understanding of your craft. We HackWriters stand tall upon the peak, holding strong and high the HackMaster banner. From here, we see the entire landscape of the HackMaster TetraVerse unfolding before us. We have tread all ground and can see with a clarity of understanding one can only hope to attain after not months, nor years, but decades of HackStudy. So when you see an apparent discrepancy, fear not, for it is only your lack of insight. Do not be dismayed by this, for such lack of comprehension is the path to understanding and greater knowledge of HackMaster, a pursuit most noble and consequential! It is an opportunity to speak up and ask another for the answer. But take care to form your question such that it is clear that you are seeking aid. For boldly stating that you have found an error will only get you laughed at again by anyone that has scaled the mountain to a greater level than thee.

Game on, friends!

JoJo Zeke
HMGMA Number Classified

A Day in the Life

by Ray Ennis, HMGMA # TX-8-00008-01
Subject: DoppleMeister

Reece's glare knifed through the cloud of insects buzzing around him and straight into Kari's back.

"Tell me again why we are crouching in a marsh being eaten alive while watching an old man plant flowers?" His voice was thick with frustration, and Reece swore softly as he swatted at another insect trying to bite him.

Kari pivoted around while staying crouched, with only a slight creak of her leather armor betraying the movement. She studied her partner of 3 years closely as he crouched behind a tree a few feet from her. Wet and muddy from falling into a bog earlier that morning, he had seemed to draw every insect within a mile to sting and bite him. Reece was always miserable any time they went more than fifty feet from a city. From what she had learned, he grew up on the streets, much like hundreds of other thieves, including Kari herself. However, Reeece must have angered some gawd of nature—he had truly awful luck in the wilds. If there was an angry animal, a pit, a bog, or any other natural hazard, you could bet Reece would tumble into it. Reece knew this too, and avoided going out of the city whenever possible. It had taken Kari three weeks to convince him this was worth the effort, and wasn't about to let him back out now.

"I told you before," she hissed angrily, "the old man is rich. He goes into town twice a week with a bundle of equipment that he sells to the outfitter store, and then heads over to the tavern. His purse is a little lighter when he leaves, but still heavy enough. I've spent the last week flirting with the old creep while he was drunk. He's the last surviving member of an adventuring band that retired years ago. He is too old to fight now, and just spends his time out here working on his gardens. He must have hundreds of gold pieces in there." Kari inclined her head towards the house in the clearing, where the old man was now trimming shrubbery and humming loudly and off-key.

"Why don't we just go kill him and be done with it? This marsh is horrible!" Reece had to admit the two-story house was impressive looking, with its large and well-kept grounds. The old man must be nuts to have built it out here, three miles from town in this gawd-awful insect breeding pit.

"Because, you idiot! He's a retired adventurer. He knows the how the game is played. Have you seen any guards, pets, or anything? I haven't, and it's a sure bet he's got the treasure guarded. It must be traps, or magic, and I don't want to be surprised by either, do you?" Kari saw Reece's eyes widen a bit, as she mentioned magic. Good, she thought, now that he's scared he'll be a bit more cautious. She turned silently to resume watching the old man.

There were no defenses anywhere that Kari could spot. The old man's house stood in the center of a large clearing in the marsh. The ground in the clearing was covered in wild flowers, trimmed bushes and fruit trees, miniature shrub mazes, and a rock garden. It was a good fifty feet to the door of the house, and who knows what traps were set in between, hidden by the elaborate plants. Patience always pays off, she reminded herself. Shifting to get more comfortable, Kari settled in to watch the old man, paying careful attention to where he did and didn't step throughout the afternoon.

At dusk, the old man went into the house and shut the door. Signaling Reece, who was dozing against the tree, the two stretched out and began crawling into the clearing.

"Stay low, and don't touch the stone pathway. The old man didn't go on it all day."

"I noticed," Reece grunted as he crawled towards the house, "he even jumped over it at one point. I'm really looking forward to killing this guy; I spent all day in a marsh, and now I'm crawling through dirt. He'd better be loaded." The pair crept slowly closer, with Kari probing ahead with her dagger every few feet. Finally, after an hour of crawling through the dirt, grass, and rocks, they reached the front door.

Signaling for Reece to keep watch, Kari listened at the door. Frowning, she knelt down and inhaled deeply, smelling the air at the base of the door. Looking slightly puzzled, Kari leaned close and tickled Reece's ear with her whisper.

"I hear the old man in there humming, but that's all. I couldn't smell any food or smoke, or hear a fire and sounds of eating. I think he's just sitting in the dark, humming. It doesn't feel right."

It was now Reece who was angry.

"Oh no. You drag me through all this, and now you are afraid of a senile old man in the dark? Let's just go in, kill him, and search the place. I wouldn't mind sleeping in a bed, either. Now get out of the way and let me do the lock." Pushing Kari aside, Reece knelt and rolled out his lockpick set. A quick motion was followed by a subtle click, and Reece smiled as he pulled out a dagger and slowly opened the door.

Glancing around and seeing no one, he slid to one side and Kari silently padded in next to him, leaving the door partially open. After a moment, they heard deep, off-key humming coming from upstairs. With a wicked smile, Reece mimed slicing a throat with his dagger. Kari nodded, the pair moved ghost-like up the darkened stairs.

The old man pulled the ring off his finger, turning visible as he carefully stepped out the front door, keeping his eyes on the retreating forms of the two thieves. Once outside, the old man picked up a rake, and stood a few feet from the front door, ready to swing.

A moment later, the house collapsed in on itself, the muffled screams of the thieves inside were quickly silenced by the chewing sounds coming from the dopplemeister.

The old man smiled up at his long-time partner. The dopplemeister and he had come to an agreement long ago, and had kept each other company since, passing the time by gardening and talking about adventurers they had both known. It was the old man that had thought of luring thieves to the dopplemeister. It kept the town a bit safer, and his old friend fed regularly. The sheriff knew about him and his house, and paid the old man for his services by buying any equipment left behind through a front company in town.

"Nice job, my friend. They didn't even make it to the door this time." The old man took off his gardening hat and tipped it politely to the dopplemeister, who's eyes looked happily back at the old man.

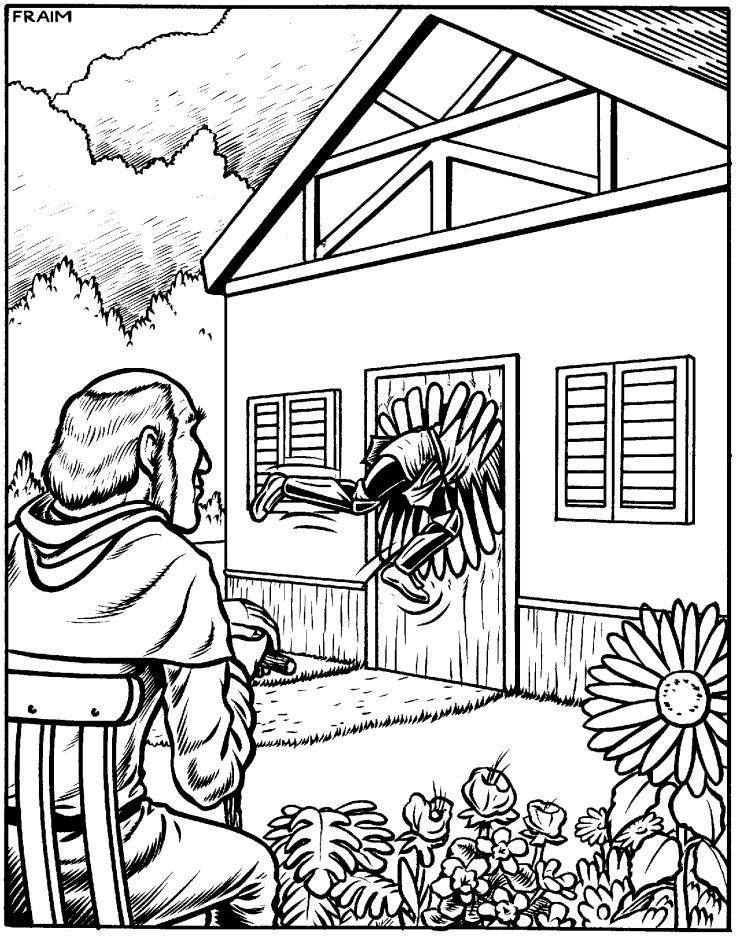
"Thanks, and nice job with the roses. I really like how they wind around the bushes."

"Hey," the old man winced, "what did I tell you about talking with your mouth full?"

Chuckling, the dopplemeister looked apologetically at the old man, then grinned and opened wide. Making gagging sounds, the old man turned away and laughed after a moment, then began picking up the pieces of armor and weapons his old friend spat out, already anticipating how much he'd get for such fine armor.

"What do you think, house? We could get some nice pear trees from the druids with the money this time." The two continued talking long into the night, enjoying each other's company and planning for the coming spring.

The End



WAR STORIES

GameMastering Tips from the Trenches

The Fast Hack to Success

Advice for pacing your HackMaster combat encounters

By Noah Kolman
HMGA# IL-8-00007-01

After GMing several sessions of HackMaster here at the Kenzerco offices, one thing became readily apparent: combat encounters can take a long time. However, as I put more sessions under my belt, I developed a few tricks to ensure that combat is the fast-paced hackfest it should be. Now I am prepared to impart my wisdom, gained through actual GameMastering experience, to you. So sit down and be prepared to take notes. There will be a test.

The key to making your HackMaster combat encounters enjoyable is to keep the pace brisk. Every player and GM loves combat, whether they admit it or not, because it is the purest form of competition between player and GM, and between players. However, if everyone becomes bogged down in tactics and details, the combat will drag on. While some players or GMs might enjoy this chess-like reenactment, combat is meant to be fast and brutal. A dwarven berserker is not taking fifteen minutes to decide on an action in combat. Instead he is reacting to past events and relying on his instincts (or blind rage, depending on the circumstances). Likewise, a player should not take an unreasonable amount of time deciding on an action for his character. By keeping the pace fast in combat, the players will have a better feel for what their character is experiencing. This will also keep the session moving, and allow you to weave a story in the limited amount of time you have available.

Be Prepared

The most important way to keep combat encounters moving is by doing your homework before the game. While not all combat that occurs is anticipated, those encounters that are planned before the session can be effectively prepared. You should start by making a separate sheet or sheets of paper for each encounter, depending on your needs. You should record the encounter name or number (for reference) at the top of the sheet and on the map location where it appears. Then, you need to record the pertinent information. One section should be devoted entirely to the hit points for each creature involved, noted separately, with enough space to mark damage to each one. Along with each hit point total should be their armor class and armor hit points, also with enough space to make changes. Remember that you want to do as much work beforehand, so that once combat starts, the players are not ever waiting on you. Finally, next to each creature should be the number required to hit them, again with room for changes. This number should be recorded for each member of the party and any hirelings or NPCs the party may have, and should include any modifiers that will remain fixed during the combat. If this information is next to the creature's hit points, you will not have to waste time referencing the combat matrices during combat. The quickest way to bog down combat is to make player's wait for the results of their attack while you look up the combat matrices. It is not a bad idea to have the basic to-hit for 0th and 1st level fighter as well.

On a separate sheet of paper or separate section of the same page, you should record the other pertinent information on the creature. In one section should be all the attack related information. Most important is the basic to-hit number needed to hit each of the party's PCs and NPCs. Also included should be the number of attacks and the weapons, with their damage and range (if applicable). Another section should have saving throws and ability scores, if possible, along with any other equipment that is usable in or may affect combat. In some cases, such as when there is only one creature or a large group of homogeneous creatures, you will need only one entry. However, in the case of multiple unique opponents, you should clearly separate each creature's information. The purpose of these sheets is to minimize the time spent searching through any of the books. Making your players wait while you scour the GameMaster's Guide will destroy both the mood and pace of the combat.

Just as important as recording the encounter information is choosing smart encounters. In general, the more combatants in armor there are, the longer the encounter will take. This is because recording the loss of armor hit points is tedious and takes time, in addition to the fact that armor absorbs damage and prolongs the life of those wearing it. This is not to suggest that your players should never fight anything in armor; that would be silly. Instead, you should reduce the number or size of encounters that involved armored opponents. There are hundreds of unarmored opponents you can use as substitutes, so you will never lack variety. Similarly, encounters with a large number of creatures will also necessarily slow down the game, regardless of how many there are. This is because it greatly increases the amount of information you need to record, and due to the 20 hit point kicker, even the weakest creatures last for several combat rounds. Thus, the more encounters with single, large creatures there are, the faster the game will move.

Be Strict

During combat, the most important thing you can do as GM is to make the players act quickly. This does not mean that you should rush them, but that you must be strict with the time constraints you set. At the beginning of each round, go around the table and make the players declare their actions. They do not have to be specific, but they should indicate if they are attacking, moving, casting a spell, etc. Then, start calling out initiative numbers, starting with all actions that happen on or before zero. Do not speed through the numbers, but do not dilly-dally either. And most of all, if a player misses their initiative number, do not go back. They can go once they realize their mistake, but not before. If you maintain this policy, they will soon begin paying attention, and the whole process will run smoother. Similarly, when it is a player's turn, do not allow them too much time to decide on their action. The exact amount is up to your discretion, but it should not exceed a two or three minutes. Once they have decided on an action, have them make the necessary rolls and move on. Continue this way each round until the encounter is over.

Be Confident

This will probably generate the most controversy, but during combat, your goal should be never to look in a rulebook. When in doubt, make the call that seems correct to you, and afterwards, find out the correct rule. Some people might object that this is ruining the sanctity of the game, but the fact is, if you mess up once, you are sure to remember it the next time. In the meantime, you have saved yourself countless minutes of searching and have kept the game moving. If your players object, too bad. The GM is always right.

Hand in hand with this is the notion of standing by calls you know are correct. Inevitably, one of your players will roll a to-hit and, based on previous knowledge, will assume they hit. However, there are modifiers they are unaware of which cause them to complain. When they do, you must stand behind your call, and move on. Remember that your goal is to keep things moving, so if a player wants to dispute a call, tell them you will do it after the combat. This is your right.

Remember that your goal is to make the combat encounter feel like actual combat for your players. This requires, most of all, proper pacing on your part. The suggestions made in this article should help you accomplish this goal, but you must keep in mind that these are only suggestions. Your game is your domain, and it is sacred. As GameMaster, you must be the master of your domain. Good luck. The game must go on.

Tales of the Broken Dartboard

by Tom Darga, HMGMA #WI-1-00027-01

"Wot's dis 'ere place?" Favial the elf asked Berg, his dwarven companion upon seeing an aged and shattered dartboard with a few pieces missing hanging by a pair of rusty chains.

"Ye nae wunt tae go in der iffen ye value yer 'ide! That be a 'stunty pub', an dey aint to kint tae ye tall filk." responded Berg – a hint of challenge in his voice.

"Aint offraed of a coople stunties .. let's have go at it."

A smirk crossed Berg's face as he led his elven associate into the tavern.

The Broken Dartboard is a quaint little tavern that was built by humans, but heavily modified by it's current owner, Dirk McGregor, a Gnome Titan now ten years retired of the 7th Highland Brigade. From the outside it looks like an old, dumpy two story building with living quarters above, and only a shattered dartboard hanging from rusty chains as a sign of it's use. The windows show signs of being long boarded up, but the front door looks particularly sturdy and well maintained. The sturdy bar counter sits four feet off the ground and runs along the length of the main room, ending in a 2 feet by 2 feet opening shuttered with a small door on the outside. Sturdy looking three foot high stools line both sides of the bar except for the six feet closest to the door where, on the far side, is often seen the bartender and proprietor, Dirk McGregor, walking on a small raised platform (more of a plank really). Behind his private space are two rows of ale kegs, stacked to the ceiling, with movable stairs on a hinge and supported by ropes and pulleys at the far end, designed to allow Dirk access to the various kegs by the pull of a rope.

Just past the second row of barrels, the bar has a side section with two stools. The left-most stool is "the seat of great prestige," currently reserved for the dwarf who won the last arm wrestling contest held at the bar. The other is reserved for those who wish to challenge Dirk to arm wrestling, "darts" (Dirk uses dagger), or "Last Man Standing." These seats offer unregulated access to one of the ale kegs and users are on the honor system for payment. Several months ago a grel was discovered taking drinks without paying. The location of his honorless, unmarked grave is unknown. A red painted "free-throw" line separates this "L" section from the long part of the bar. The bar section in front of where Dirk sits is kept well oiled at all times. There are three 3?' high by 18" wide passages cut through the bar (marked with dashed lines), one of which curves and gives access to the wine cellar via a stairwell beneath Dirk's moveable stairway. The stools "guarding" these accesses are hollowed out as well to permit passage beneath them. Gnome titans of the 7th Highland Brigade attempt to grab these stools whenever possible so as to be able to harass people attempting to pass beneath by "accidentally" kicking them. On the far wall and on the left side of the bar are two heavy-duty reinforced dartboards hanging from a foot thick, six foot tall, and three and a half foot wide, iron-banded solid oak backstop. Marks from axes, darts, and daggers can be seen in both the dartboards and the backstop.

To the right of the door are three low tables, each with three dwarf-sized chairs, and a foot-wide bench along the wall. Beyond the tables is a fireplace with a raised stone platform and a chair for a performing bard or entertainer. One of the doors to the kitchen is to the right of the fireplace.

Above the tables and continuing on above the kitchen is a first-and-a-half story loft area set six to seven feet above the floor. An identical structure can be found on the opposite side. They were added by Dirk soon after he took over because he believed the original structure's 15 foot ceiling to be an awful waste based on his desired clientele. The first-and-a-half story loft areas are five feet wide, and supported by angled beams that meet in the middle of the ceiling. A very narrow stairway runs up behind the kitchen. The only way to access the side above the bar is via a small bridge running over the entryway door. This elevated area contains several small tables with chairs.

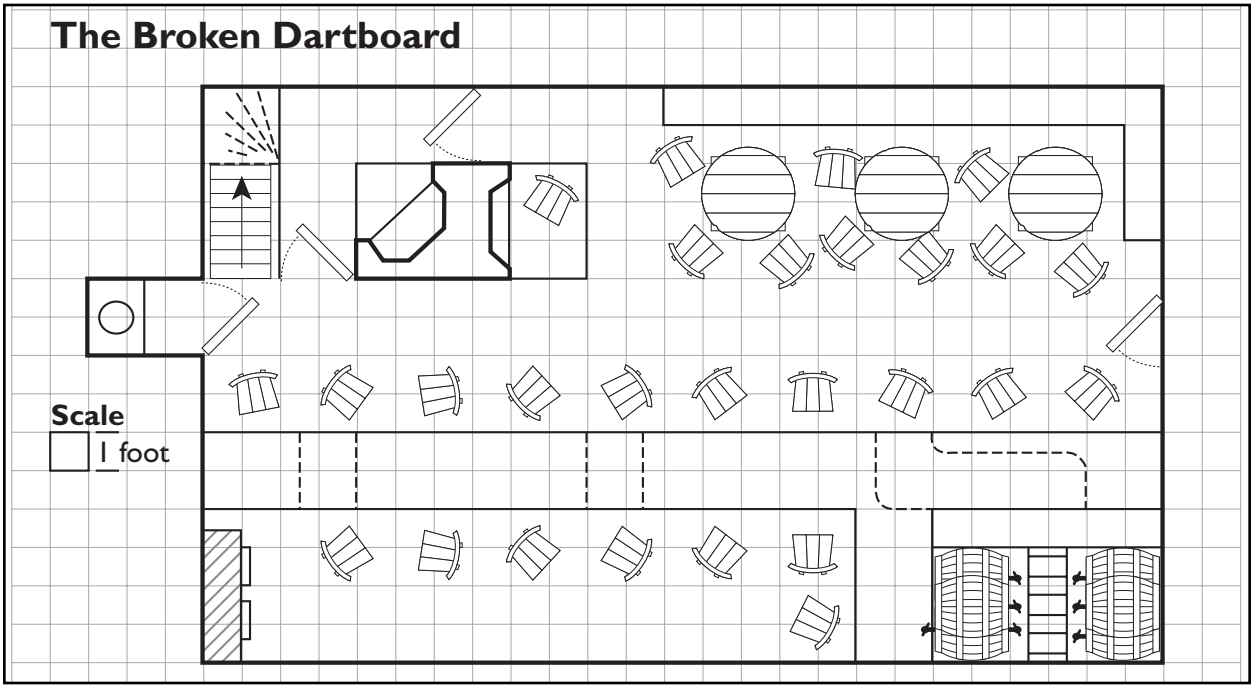
Pair of ducks

The Broken Dartboard sponsors many games and tournaments. Among the most popular are arm wrestling, keeps, darts, elf-bowling, dwarf tossing and Last Man Standing. Rules for darts, keeps, and arm wrestling can be found in the GMG. Arm wresting is often played as a prelude to Last Man Standing as a method of determining the betting odds, and darts are sometimes played as a prelude to elf-bowling because an unconscious elf is less likely to cause a foul.

Last Man Standing: Based on an old tradition of the gnome titan 7th Highland Brigade, Last man Standing was originally a punishment drill used on those who had the gall to speak up in the ranks or question an order. If the gnome titan was willing to take a punch from his superior (sergeant, officer, etc.) and didn't flinch, then whatever he had to say must be important enough to listen to. A form of it became a way of proving your worth and eventually one of the initiation rites of the 7th Highland Brigade. Last Man Standing uses the skill crane (see the PHB). After determining who gets the first swing (usually by arm wrestling or darts), the players take turns punching each other until one drops or flinches, whichever comes first. The last person to punch wins.

Dwarf Tossing: How dwarf tossing got its name is hotly debated but the game itself is a well-known gnome titan combat maneuver for leaping over low walls. Some think the name developed because gnome titan shot-put was too long, others think it was meant as an insult to dwarves. In reality the name caught on after a dwarf was goaded into playing. The game is played thus: teams of eight members are selected, a thrower, a leaper, and eight catchers. Pity the poor leaper who has pissed off too many of his catchers! The thrower stands with his hands cupped, facing the door, and with his back toward the catchers. The leaper, starting across the street to get a running start, makes an attack roll vs AC6 to hit the thrower's hands, then must make a successful jumping roll. The thrower rolls on open doors, the excess by which he makes that roll is added to the jump roll to yield the total distance the leaper is tossed. The contest is judged by distance tossed. Another successful alternate method is for the thrower to lay on the floor, legs up but crouched, head towards the catchers, and hands by his head. He stands ready to catch the leaper with his feet while doing a full extension handspring. This doubles the thrower's results but requires the acrobatics skill suite and an attack roll vs AC 6 (in addition to the rolls described above). If the leaper is lucky, the catchers will catch him before he hits the ground (4 successful rolls to hit AC 6 for a successful catch) or he will eat falling damage based on half the distance he was tossed.

Elf Bowling: If an elf enters the bar and does not go out of his way to make a good impression or if anyone taller that a dwarf makes a nuisance of himself, he will may soon notice the gnome titans whispering among themselves and glancing in his direction. That may be only chance to get out before someone yells "Elf Bowling!" Elf bowling involves grabbing the elf, pummeling him into submission (or playing darts with him tied in front of the dartboard to see if he will faint at the near misses), throwing him onto the bar next to the bartender and then sliding him down the bar. If the bowler crosses the free-throw line, the elf grabs someone or some-



thing or someone knocks the elf off the bar with an ale tankard, a "foul" is called and a barroom brawl ensues until the elf is recaptured and another throw proceeds. The goal is to get the elf to sail out the little opening, through the door and onto the trash heap. If this happens, the bar buys a round for the bowler and the gnome titans break into lusty drinking songs.

Yes, barroom brawls are common at the Broken Dartboard. That's why all the furniture is extremely sturdy and the tankards are made out of iron-bound hardwoods two layers thick.

The Staff

Brewer/Bartender (Dirk McGregor): 5th level gnome titan male fighter; 3'3" tall, 88lbs, 68 years old; Str 24/71, Dex 24/42, Con 10/21, Int 14/14, Wis 10/74, Cha 13/75, Com 6/01, Hon 43; dagger (mastery), hurled tankard; pegleg, hates elves, alcoholic, hack frenzy, psychotic aversion: trolls, inappropriate sense of humor; brawler 106%, brewing 41%, crane 88%. Known for joining barfights and accurately hurling tankards down the bar to customers. Keeps the bar well greased for this purpose as well as for elf-bowling.

Waitress (Gladiola Onyx): 0 level gnome female; Str 9, Dex 6, Con 13, Int 15, W is9, Cha 12, Com 23, no skills, tries to get by on her good looks and personality, popular amongst some of the regulars and most newcomers.

Waitress (Amethyst): 1st level gnome female thief; Str 13, Dex 18, Con 9, Int 12, Wis 12, Cha 11, Com 12; Skills include: customs & etiquette (dwarf), customs & etiquette (halfling), attitude adjustment, cricket-in-the-pea pod, fondling, maintain self discipline, mimic dialect, pinch, seduction, slip into shadows; vision impaired: nearsighted, truthful, misguided. Amethyst is the local's favorite. Most are not aware of her "working the crowd".

Wine Steward (Sard Onyx): 0 level gnome male; Str 13, Dex 15, Con 14, Int 11, Wis 16, Cha 11, Com11; customs & etiquette (dwarf). Sard is Gladiola's older brother. He has worked as Dirk's wine steward for the last 6 years and is quite cool under tense circumstances. He usually is in the wine cellar when "trouble" starts.

Waitress (Tina "Tray Trasher"): 0 level halfling female; Str 12, Dex 8, Con 7, Int 6, Wis 16, Cha 9, Com 16; Tina was hired because she was cute and a halfling. She is only allowed to serve drinks due to the incident which gained her the nickname "Tray Trasher". Some dwarves speak of it still.

Waitress (Florena): 0 level halfling female; Str 9, Dex 12, Con 8, Int 10, Wis 7, Cha 12, Com 13. Florena is only 16 years old and just started waitressing to supplement her parents' income (it was either that, join her father in the mines or help her mother wash clothes for the miners). She has yet to spill any drinks, despite the patrons best tries, and is starting to carry trays.

Assistant Cook (Tucker the Breadmaker): 1st level halfling male assassin; Str 14, Dex 19, Con 9, Int 11, Wis 7, Cha 10, Com15; culinary arts 54%, cooking 9%; ulterior motive 11%, botany 53%, herbalist 37%; paranoid, psychotic aversion: orcs. Tucker is working undercover for the Guild so as to be in a position to take out certain patrons if necessary.

Cook (Oakenshield IronBeard): 0 level dwarf male; Str 12, Dex 13, Con 13, Int 8, Wis 12, Cha 8, Com 4; culinary arts 83%, cooking 19%, orchestrate task 13%, slaughter livestock 66%, berate 11%; enmity: half-ogres. Oakenshield is a decent cook. A wise man would not complain about his cooking in any case.

What is Player Character HackFactor?

By Brian Jelke
HMGMA IL-10-00003-01

HackFactor (HF) is a scientific way to determine the relative "hackworthiness " of characters and monsters in the HackMaster RPG. It is a measure of the individual's ability to take damage, deal damage and perform special abilities that relate to dealing or withstanding damage. The exact formula for determining monster HackFactors is proprietary information. However, an experienced GM can estimate the relative HF of a creature by comparing its power to others in the Hacklopedia of Beasts. Now, this might be fine for monsters but a question often arises as to what HF should be assigned to people with a character class in the HackMaster game. Players always want to compare themselves to each other and a GM might want this information in order to adjust experience point awards to account for the relative strength of the parties involved.

The HackFactor of a HackMaster character (either PC or NPC) can be estimated using the following formula. Note that determining the relative weight for the factors involved is often subjective. That is why I use the term "estimate," as the weighting of certain factors can be incorrectly assigned different values by different GMs.

$$HF = [KF*((HD\ type/8)*\#HD)][(10-AC)^2 + Sum(Dam) + 50*Sum(SA+SD)]/100$$

Where:

HD type = number of sides to character's HD (Fighter = 10, Magic User = 4, etc.)

#HD = total number of character's hit dice. Note that when a character stops receiving additional hit dice (e.g., a 10th level thief), count additional hit points gained per level as a fraction of a hit die. An 11th level thief has "10+2 hit dice" meaning 10 6-sided hit dice plus 2 hit points. Since 2 hit points is 1/3 of a 6-sided hit die, for purposes of this equation his hit dice are 10.33.

AC = armor class of character (for those with variable AC, use the AC with which they are most often encountered.)

KF (Kicker Factor) = character's HP kicker/20 (e.g., battle mage KF = 0.8, pixie fairy KF = 0.5, etc.)

Sum(Dam) = the sum of the average damage from normal attacks the creature can deal in one round. For example, a person with average Strength and one attack per round using a longsword (1d8 points of damage against a man-sized opponent) would deal an average of 4.5 points each round he hits. The average damage is calculated by adding the maximum and minimum damage and dividing by two. If that person gets two attacks in a round, the average damage would be doubled to 9. If the character is capable of using a variety of attacks or a variety of weapons, use the average damage from the attack he most often uses.

Sum(SA+SD) = the sum of the weighting factors assigned to represent a character's special abilities and special defenses. This is where the subjective nature of HackFactor comes into play and is further discussed below.

To determine whether or not to account for a particular special ability, one should consider if it has anything to do with dealing out or withstanding damage. If it does not, it should not be considered in the HackFactor formula. Special attack and special defense weighting factors generally range from one to three, with one being relatively minor such as a special attack that might do 1d8 points of damage. A level three special attack/defense would be something major like a breath weapon or petrification. For those abilities that are even less significant, a lower value (such as 0.1) could be assigned. Note that quirks and flaws that hamper one's ability to fight can be weighted negatively in calculating HackFactor.

For spell casters, count "spell casting" as a single SA with a value equal to the spell caster's level (or the sum total of all spell casting levels for multiclass spell casters) divided by six. For example, a 5th level magic-user would have a spell casting SA of .83 and a 3rd/3rd level magic-user/cleric would have a spell casting SA of 1.0.

Consider the example of Bilamaroo the first level gnome titan fighter. Bilamaroo has a 19 Strength. He has great Honor, wears plate mail and is specialized in the use of the broad sword. He has no quirks or flaws and his skills, talents and racial abilities include defensive bonus, potion identification, less sleep, armor maintenance, haggle, first aid, cricket in the peapod, wuss slap, infravision, +2 to save vs. spell, +1 to hit Kobolds and Goblins, large size creatures get –4 to hit him, attack as one level higher, detect unsafe walls and groin stomp.

Being a first level fighter, he has one Hit Die and with plate mail, his AC is 3. His Strength gives him +7 to damage and weapon specialization adds another +2. However, because he uses a broad sword, his maximum damage bonus is +8 (range of broad sword damage is 2-8). The average damage of a broad sword is 5 and adding his damage bonus this becomes 13. His weapon specialization allows him three attacks every two rounds so we multiply his average damage in a round by 1.5 to get 18.5 for the Sum(Dam) factor in the HF formula.

Regarding his special attacks and defenses, potion identification, less sleep, armor maintenance, haggle, first aid, wuss slap, infravision and detect unsafe walls will be ruled out as they do not significantly relate to his ability to withstand or inflict damage in the middle of a fight. The remaining abilities: weapon specialization (+1 to hit), defensive bonus, cricket in a peapod, +2 save vs. spell, +1 to hit Kobolds and Goblins, large size creatures get –4 to hit him, attack as one level higher and groin stomp will be assigned a weighting factor of 0.1 each. His +3 "to hit" bonus from Strength is weighted at 0.3. If he were higher level or had studied some of his skills to raise them to 50% mastery or more, they would have a greater weighting factor, such as 0.2. Because he has great Honor, Bilamaroo also gets +1 to all die rolls and we can count this at a 0.1 weighted special defense/attack. The sum of the weighting factors for all of his special abilities is 1.2

Finally, we can plug in the values above to calculate Bilamaroo's HackFactor.

HF = [1.0*((10/8)*1)][(10-3)2 + 18.5 + 50*1.2]/100 = 1.594

Fractions are generally rounded to the nearest integer so his final HackFactor would be 2, which is reasonable for a first level character.

RUSTLERS OF THE NIGHT™

An Official New Monster for your HackMaster Campaign

Albino Purple Ice Worm

Description: Albino Purple Ice Worms are Purple Worms that have adapted to the frigid wastes of the north. They burrow through ice and snow just as a normal Purple Worm burrows through mud and muck. They are colored white with ice blue highlights.

Combat/Tactics: The creature can bite opponents for 3-30 points of damage. Anyone struck must make a Dexterity check or slip into the creature's icy mouth. On an attack roll of a natural 20, the victim is automatically swallowed (this effect supersedes the critical hit effects in the GMG). The creature's digestive system is cold-based, so victims inside begin to freeze at the rate of 1-6 points of cold damager per round. At the end of the fifth round and every round thereafter, the victim must make a saving throw vs. poison or freeze solid. If the victims fails this save, on the next round and every round thereafter he must make a save vs. polymorph or be shattered and digested by the Worm.

Albino Purple Ice Worm
AKA: Arctic Worm
HackFactor: 82
EP Value: 7,000
Climate/Terrain: Arctic
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Carnivore
Intelligence: Non- (0)
Alignment: Neutral
No. Appearing: 1
Size: G (140' long)
Movement: 9", 12" Burrow (snow & ice only)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Fearless (19)
Armor Class: 0
No. of Attacks: 1 or 1
Damage/Attack: 3-30 or 1-6
Special Attacks: Swallow whole, freezing sting
Special Defenses: Immune to cold, half damage from electricity and acid
Magic Resistance: Standard
Hit Dice: 17

The Worm's poison stinger tail does 1-6 points of damage and any victim struck must save vs. poison or become frozen solid. If a Neutralize Poison is cast upon the victim, he immediately recovers.

These Arctic Worms take double damage from all fire-based spells and no damage from cold attacks. Electrical and acid attacks cause half damage.

Habitat/Society: Albino Purple Ice Worms are mindless predators. They spend much of their lives lying dormant in the ice. Any vibration up to 100 feet away (plus 10 feet per year the Worm has spent in the ice) will awaken the Worm. It will immediately burst to the surface and devour everyone it can find. The lair of an Albino Purple Ice Worms will often be strewn with the creature's previous frozen victims.

Ecology: These creatures can only exist in the frigid cold. Any temperature above freezing causes the creatures to take 1-4 points of damager per round. Some sages theorize that the Albino Purple Ice Worm is actually the earlier version of the species. Still other sages theorize that they are a creation of the gawds of ice. A very small percentage of sages theorize that the Albino Purple Ice Worms were carved out of ice by a group of children and given life by a magical hat.

Albino Purple Ice Worm

YIELD:
Medicinal: The poison in the Albino Purple Ice Worm's tail is the rarest poison on Garweeze Wurld and is worth 2,000 gp per vial. 1-4 vials (minus one for each dose used that day) can be recovered from a worm, but the poison must be kept below freezing in order to be effective. Should the poison be brought to a temperature above freezing, it immediately loses its potency completely.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Nil

Asp of Doom

Description: The Asp of Doom resembles a six-foot long black asp. It has two distinctive swirls on the back of its hood.

COMBAT/TACTICS: The Asp can bite for 1d6-3 points of damage. It delivers venom that forces a victim to save vs. poison or become vulnerable to a powerful Suggestion from the Asp (no save). Additionally, meeting the gaze of the creature causes victims to save vs. spell or become hypnotized. The asp will use the opportunity to bite the victim and place it under its power. An Asp of Doom will have from 1-10 lackeys already in its control. These lackeys will obey the Asp without question. Although they will not fight to the death for the Asp, lackeys will immobilize targets for the Asp to bite.

The Asp's poison can be neutralized with a Neutral Poison spell. The effect wears off in 20 days minus the victim's Intelligence score. The Asp can deliver this poison up to four times per day. An Asp of Doom is immune to mental and magic attacks that attempt to charm or control it any way.

Asp of Doom

AKA: Slithering Ruler
HACKFACTOR: 8
EP VALUE: 270
CLIMATE/TERRAIN: Desert
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: S (6' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6-3
SPECIAL ATTACKS: Suggestive poison, hypnosis gaze
SPECIAL DEFENSES: Immune to charm
MAGIC RESISTANCE: Standard
HIT DICE: 3

Asp of Doom

HABITAT/SOCIETY: The Asp of Doom is a perfect villain for the GM seeking to foil a rowdy bunch of low-level PCs. It thinks nothing of sacrificing its lackey's in order to further its own evil goals. An Asp of Doom enjoys collecting treasure and spreading its influence via intermediaries. It sometimes makes alliances with powerful magic-users, clerics or thieves. The Asp of Doom often has an escape route that is too small for anyone but a snake to follow. This is known as an Asp hole.

ECOLOGY: Only one in every 100,000 asps is born as an Asp of Doom. Ironically, all snakes and snake-like beings are immune to the creature's gaze and poison. It is therefore a sworn enemy of all snakes – it usually has all such creatures within a few miles of its lair killed.

YIELD:
Medicinal: The venom of an Asp of Doom can be used to make victims susceptible to Charm and Suggestion spells. Anyone who misses a save vs. the poison gets no saving throw against those spells for the duration of the poison. It is worth 100 gp per vial.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: B
Other: Nil

Faux Lich

DESCRIPTION: Faux Liches resemble normal Liches in every way. Upon close examination, however, it is revealed that the creature is not undead. The tiny pinpoints of light in its skull are actually glowing pupils set far back in the head and the apparently skeletal figure is actually covered with a thin layer of clear flesh.

COMBAT/TACTICS: Like a normal Lich, the Faux Lich has a chilling touch that delivers 1-10 points of damage. The victim must also save vs. paralyzation. Like all pseudo-undead, it has just enough power to impersonate the undead creature that it resembles.

Most Faux Liches study magic to help better impersonate Liches. They will have the spell abilities of a 1st to 20th level magic-user. Almost all of these creatures learn the spell Change Self so they can disguise themselves as humans and mingle amongst them.

Faux Lich

AKA: Switch Lich
HACKFACTOR: 23
EP VALUE: 2,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Avg. to Genius (8-18)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Paralysis touch, spells, See text
SPECIAL DEFENSES: Spells, See text
MAGIC RESISTANCE: Standard
HIT DICE: 11+

HABITAT/SOCIETY: Faux Liches begin life very powerful, so they tend to be lazy and unambitious. Usually, the smarter ones will combine forces

Faux Lich

with a large group of pseudo-undead to populate a fake dungeon in order to rob foolish adventurers.

Faux Liches sometimes join forces with bandits and use their abilities to frighten travelers. The bandits then pretend to rescue the travelers by driving away the "Lich". Faux Liches have also been known to impersonate Lich Masters, Crypt Things and other monsters with a similar appearance. The ones that do not pursue a life of crime often become actors.

Ecology: It is believed that Faux Liches are the result of a mother's contact with a normal Lich during pregnancies. Faux Liches are not normally violent and evil (25% are good, 25% are evil and 50% are neutral.) Faux Lich actors take names such as Baron Eviltor, Malicebane, Awful Arthur and Steve.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: A (10% of normal amounts)
Other: The brain of a Faux Lich can be used to brew a Potion of Faux Lich Control (EP Value: 200, GP Value: 1,000).

Gargantuan Whale Monkey

Description: A Gargantuan Whale Monkeys is a bizarre mix of whale and monkey. The creature is some 50 feet tall and has a head that resembles that of a whale. It has a blowhole in the back of its head that it can use for breathing, but can breathe equally well through its mouth. It can hold its breath underwater for 20 minutes. The Whale Monkeys will always be encountered near a source of warm, fresh water.

Gargantuan Whale Monkey
AKA: Moby Monkey
HackFactor: 17
EP Value: 7,000
Climate/Terrain: Tropical and Subtropical Jungles
Frequency: Very Rare
Organization: Family
Activity Cycle: Day
Diet: Omnivore
Intelligence: Low (5-7)
Alignment: Neutral
No. Appearing: 1-3
Size: G (50' tall)
Movement: 15", 9" Climb, 12" Swim
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Foolhardy (16)
Armor Class: 4
No. of Attacks: 3
Damage/Attack: 2-16/2-16/1-12
Special Attacks: Nil
Special Defenses: Nil
Magic Resistance: Standard
Hit Dice: 15

Combat/Tactics: The creature can attack with each of its massive hands for 2-16 points of damage per strike. Its bite attack inflicts 1-12 points of damage. Additionally, on an attack roll of a natural 20, it can swallow victims (this effect supersedes the critical hit charts in the GMG). Those swallowed suffer 2-8 points of damage per round (no save) and can only fight with small, pointy weapons such as daggers. Due to its great size, it is 25% likely to knock over a tree during combat. Opponents must make a Dexterity check or become pinned by a random tree, taking 2-20 points of damage. Note that statues, towers, free-standing pillars and buildings can be treated as trees for this purpose.

Habitat/Society: Gargantuan Whale Monkeys feed on giant fish and humungous bananas. Encounters with two of the creatures will always be

Gargantuan Whale Monkey

a mated pair. Encounters with three will be a mated pair with a young Whale Monkey. The young creature will have 50% to 80% of an adult's hit points. The adults will fight to the death to save their young.

Male Whale Monkeys sometimes become the object of worship to primitive cultures. These cultures sacrifice young maidens to appease the great beasts. Male Whale Monkeys are fascinated with human females with a Comeliness of 16 or higher. They sometimes take hold of these females and climb to the tallest structure in the area in an attempt to impress them with the view.

ECOLOGY: It is unknown whether a monkey mated with a whale to create the first Gargantuan Whale Monkey, or if magic was involved. Fortunately, the creatures cannot live in temperatures of 40 degrees or below.

Whale Monkeys have a primal fear of fire and any source larger than a normal campfire forces them to make a morale check at –6 regardless of the circumstances. At least one Gargantuan Whale Monkey was brought back to civilization, only to run amok on opening night when the theater owner simultaneously lit all the torches to illuminate the beast for his customers. He later plummeted off the highest guard tower in the city and died.

YIELD:
Medicinal: Gargantuan Whale Monkeys taste like extremely fatty monkey.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: The great bones of these creatures can be carved into items suitable for enchantment. Jungle cultures often carve great thrones for their kings from the bones of Gargantuan Whale Monkeys.

Whooping Cave Cricket

DESCRIPTION: Whooping Cave Crickets resemble black crickets about one-foot long. They dwell in groups, or "plagues", that can number in the hundreds or thousands. They sweep across the entire NetherDeep annoying anything that crosses their path.

COMBAT/TACTICS: Whooping Cave Crickets are mindless insects that feed on the mildew and fungus that grows in the NetherDeep. When disturbed by loud noises or bright light the creatures panic, jumping into everything in their radius (five feet per 10 Crickets).

Besides the minor damage these creatures can inflict with their bites, the crickets make a "Whoop" sound. Alone, the sound is harmless but combined with hundreds of crickets the sound is maddening. For every 200 Crickets a victim must save vs. poison or suffer Confusion as per the spell. Victims get –1 on saving throws for every 100 Crickets beyond the 200 in the plague. (Victims that are deaf or purposely deafen themselves are immune to the Crickets' Whoop.)

A Silence 15' Radius spell will quell the whooping sound made by a plague of Whooping Cave Crickets for the duration of the spell.

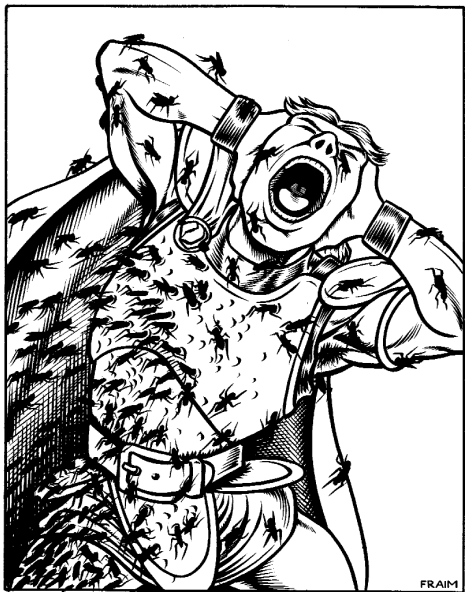
HABITAT/SOCIETY: These insects can survive in nearly any underground climate, and it is unknown whether they could survive above ground. Whooping Cave Crickets have few behaviors worth mentioning and a society that amounts to little more than eating, sleeping and reproducing.

ECOLOGY: One in a million of the creatures are born with genius-level Intelligence and the ability to dance and sing. Unfortunately, as soon as the Cricket attempts to communicate with his kind he is labeled an "outsider" and a "witch" and promptly devoured. The non-intelligent Crickets believe this helps preserve their race and that smart Crickets are extremely tasty.

Whooping Cave Cricket

AKA: Wicked Cricket
HACKFACTOR: 0
EP VALUE: 1
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Plague
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 10-1000
SIZE: S (1' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Wuss (2)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6-4
SPECIAL ATTACKS: Whoop
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: .5

YIELD:
Medicinal: Whooping Cave Crickets are edible and taste like meaty, though minty, vegetables.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil



Whooping Cave Crickets

Relb's Revenge

by Ray Ennis
HMGMA #TX-8-00008-01
Hackmaster Adventure for six 1st level characters
Originally run at GenCon 2001

Background & GM Synopsis

The quiet town of Laert is situated in gently rolling grassy hills of farm country, a day's ride south of a major trade route. Rural landscapes, grazing livestock, and farm equipment are common sights in this area. Laert itself is growing year by year, and the small town is clearly starting to boom due to trade. Strangers are becoming more common in town, and recently several new taverns and teamster buildings have been constructed.

Nine months ago, the reclusive magic-user Relb, his five apprentices, and their servants came to town. Relb had been searching for an ancient necromancer's laboratory, and he finally discovered it half a day's ride west of Laert. The lab is underground, and the entrance is easily hidden in the rolling grasslands of the area; a perfect place for them to conduct experiments. The citizens of Laert keep to their own business, as did Relb, and since he regularly sent his servants into town for supplies, spending coin freely, everyone was happy.

Three months ago, the servant Relb sent to town for supplies had far too much ale, and began talking about the wonders he'd seen working for the mighty magic-user. Chief among his claims was that the magic-user had a diamond the size of a man's head in his workshop. Always alert for a chance for profit, a thief named Horace Summel got all the info he could from the servant then followed him back to Relb's workshop. Once he knew where it was, Horace tried to convince a few cronies to help him steal the diamond. Being afraid of the magic-user's revenge, they refused. Seeing his fortune slipping away, Horace sent word to the guild of thieves in the city of Erundy, two weeks north of Laert. A scheming sorceress, Lady Adiago, heard of the stone, and realized it's potential. She paid the thieves' guild a commission, and requested the diamond, agreeing to pay them 200,000 gp in exchange for the powerful gem.

Two weeks ago, the two thugs sent to help Horace arrived, and they planned their theft. One week ago, unfortunately for everyone, Horace and his accomplices succeeded in stealing the diamond. Relb's research was in transmutation, and the giant diamond was being used as a focus for a series of complex experimental spells. When the thieves managed to take the diamond, the magical energies were warped, causing all kinds of problems. The immediate backlash killed Relb, and drove his apprentices insane. The servants and the thieves tried to run, but the diamond was loaded with transmutation magic, and melted the stones, dooming several people, including one of the thieves. Horace and his remaining partner made it out of the deathtrap, and were camping in small hollows in the rolling hills since. The residual magic of the gem, however, has been mutating plants and animals, which have made their way toward the outlying farms around Laert. Horace is now completely insane. He killed his partner the day after they got out of the workshop.

The guard captain of Laert, Shandra Tonvil (hmn F4), and her small company of volunteers have been fighting off mutated animals, animated tables and several other strange things. She has her hands full defending the town, and doesn't dare leave it to search for the source of the problem. Shandra hires the adventurers to seek the cause of the disturbances, and points them in the direction of Relb's workshop. The party goes to the workshop seeing quite a bit of destruction and mutated, half-eaten animals on the way and encountering a flock of hungry Blood Hawks who were drawn to the area by all the death. Once in the workshop they fight off insane apprentices, get past some animated furniture, and find the diamond is missing. They learn from the scattered notes of the last apprentice (partially transmuted into a plant) that the only way to break the power of the diamond is to throw it into a blazing fire. They also learn that three thieves made off with diamond a week ago.

By tracking the trail of mutations, the party finds the dead accomplice and Horace, just as a mutated sheep attacks him (DoppelEwe). They overcome the hideous beast, possibly Horace too, destroy the gem, and save the town of Laert.

The Adventure Begins...

Scene 1: Welcome to Laerd

> The morning sun shines brightly down on the green, rolling farmlands around your camp. Your party has been traveling south from the main caravan route for three days, following the instructions Captain Tonvil sent you when she hired your group. She told you strange plants and animals were terrorizing the area, but all you have seen are farms and herd animals the entire way. This looks like the easiest money your group ever earned. As you ride over another hill, you see a horseman in armor coming towards you from a small town. Her long black hair and a captain's badge on her shoulder indicate this is your new employer, Captain Shandra Torvil.

The party was hired for 200 gp, and two magical +1 Daggers. Shandra gives the party the daggers now, figuring they can use them, and saves the gp for their return. If the party negotiates she will increase the fee to 300 gp but no more. Shandra is a very friendly and charismatic person by nature but is showing signs of the stress her constant fight against mutant creatures has caused. After greeting the PCs and giving them the daggers she leads them down into town.

> Shandra tells you of the recent horrors assaulting the farming town as you make your way into Laerd. She and her small guard have been protecting the town for over a week now. The incidents have increased steadily, and she fears what will happen when she fails to protect the town. That is why she hired you – to locate the source of the strange mutations and destroy it.
> Riding into town, you see signs of fatigue on the townsfolks' faces, and everyone is armed and nervous. As you cross the central square, off to the side you see several farmers fighting with axes against what looks like an aggressive apple tree. After a few moments, they hack it down, but not before the tree lashes out and cuts one of the men badly. Shandra sighs and says "This can't keep going on. You must find and stop this curse. Our town won't last much longer."

Shandra invites the party to rest, water their horses, etc. at the local tavern called the Farmer's Rest. All of the townsfolk know the rough history of Relb's workshop and are happy to tell the PCs if they ask. No one has had any trouble with Relb before; he was generally well liked, if a bit odd. No one knows about Horace or the theft of the gem, however. After a meal, Shandra will grow impatient and try to encourage the PCs to move as quickly as possible. She sketches out a map showing the half-day ride to the west to get to the workshop and again asks the PCs to hurry.

Scene 2: On the Road to Relb's Workshop

The ride to Relb's workshop is mostly peaceful though the pleasant scenery is strangely twisted in places with warped trees, flowers eating birds, etc. It seems to get worse as the party gets closer to the workshop.

Encounter 1: Hawk Attack

About halfway to the workshop, some high-flying birds that have been circling the hills for a while, swoop down and attack the PCs. Do not roll a surprise die for the hawks. They are attacking the visible characters and are therefore never surprised. Blood Hawks surprise opponents 4 in 6. The Hawks will focus their attack on two party members, three Hawks each, and ignore the others unless hurt badly by an attack.

6 Blood Hawks. AC 7, 12 hp each (1/2 HD); Move: 1"/24" fly; #Att: 3 claw/claw/bite (1d4/1d4/1d6); Size: Small; EP 35 each (26 EP if made to flee), HF 1 each.

Loot: small silver bracelet with gem (30 gp value) on the neck of the lead hawk; the bracelet still has dried blood on it from the hawk's last meal.

Shortly after this encounter, the party arrives at the entrance to Relb's workshop.

Scene 3: Relb's Workshop

> At last you have arrived at the entrance to Relb's Workshop. The small stone doorway set in the side of the hill would normally be hard to see. However, several twisted and gray bushes have grown up around the doorway, very out of place in the otherwise green valley. The door itself is made from worn wood and stone. It is partly open, revealing a bit of dark hallway leading deeper into the hillside.

The plants are disgustingly pulpy and smelly, but otherwise harmless and easy to clear out from the doorway, allowing entrance to Room 1.

Room 1:

> Pale and cracked stones line the walls and floor of this 20-foot long hallway. Small green and brown weeds have begun slowly breaking up the stonework further. An old door shaped like a huge, leering demon's face stands at the southern end of the hall. Parts of the doorway have been smashed recently, leaving rubble scattered in the hall.

The architecture of the place is from the necromancer who built it long ago. The door was broken three days ago with a war hammer by one of the insane inhabitants of the workshop.

Room 2: The door to this area is unlocked but will not open more than halfway because it is blocked by one of the unlucky servants caught when the floor changed. The sculptures in the walls and floor are all that is left of servants and students caught when the diamond was taken.

> You stand in a wide passageway leading left and right, curving out of sight to the south. The stonework here is far better than in the entry hall and much older. The walls and floor are seamless, with cleverly done carvings that look like frantic humans and demi-humans trapped on the other side, pushing through to where you are. The highly detailed sculptures are widely scattered, none extending more than 4 or 5 inches from the surface. Faint, whispered screams of many voices seem to emanate from the sculptures' frozen features. A large, drooling man covered in filth and carrying a large club is walking down the hall. As he sees you, he laughs cheerfully and charges, swinging his club.

Encounter 2: Deranged Servant

The attacker is one of the remaining servants driven violently insane by the experience. He will attack until knocked out or killed.

Madman (human lvl 2 fighter). AC 9, 34 hp (2 HD); Move: 12"; #Att: 1 (+1 to hit) club (1d6+3 dmg)

Size: Medium; Increased to hit and damage is due to high 15/25 Strength. He wears only a torn pair of trousers and shoddy boots, his AC bonus is due to 13/83 Dexterity. EP 137 (103 if made to flee), HF 0.

Loot: 3 small tiger-eye gems in his right boot, worth 20 gp each.

Room 3:

> This chamber contains a simple cot and chest at one end, and a well-used writing desk at the other. Broken quills, ink stones and pieces of parchment are scattered across the floor. Someone in a plain black robe is hunched over the desk, facing away from you, scribbling furiously on a scroll, apparently unaware of your presence.

This is one of Relb's apprentices, driven insane by the magical backlash. He actually is aware of the party, he is just waiting to see what they do. He has several spells left he can cast, and will attack should the party touch him or any of his writings. Otherwise, he will just sit and write, saying nothing. The writings themselves are from his journal, which describe finding the abandoned necromancer lair, arcane details on the mutating nature of the diamond, and how it is the focus of Relb's work.

Encounter 3: Insane Magic-user

Relb's assistant (half-elf lvl 3 magic-user). AC 6, 31 HP (3 HD); Move: 12"; #Att: 1 (+1 to hit) dagger (1d4+1 dmg) Size: Medium;

Improved AC from 16/02 Dexterity and magical rings. EP 249 (187 if made to flee), HF 1.

Spells: 3x Magic Missile, Sleep; Irritation

Loot: +1 Dagger (500 EP), 40 gp in a drawer of the desk, silver ring (+1 Ring of Protection, being worn, 1000 EP) and a turquoise ring (+1 Ring of Protection, being worn, 1000 EP)

Room 4:

> The walls in this room are stained with layers of dried blood and gore. Several sets of chains hang from the ceiling, all with the gruesome remains of humanoids in them. A thick smoke coming from a brazier in the corner stings your eyes and as it clears, a young man in tattered armor, one foot made of stone, moves towards you saying, "Excellent! I need new fodder and you'll do well enough!" He brandishes a blade.

This crazed person is one of the thieves sent from Erundy to help Horace. He was trapped by the floor, but eventually pulled free, discovering his left foot had been petrified. He's totally insane, and will attack anyone who crosses his path. He first hurls daggers at anyone speaking until he's down to his last one, then he'll fight hand to hand.

Encounter 4: Insane Thief

Insane Guild Thief (human lvl 2 thief). AC 7, 24 hp (2 HD); Move: 12"; #Att: 1 melee/2 hurled, dagger (1d4 dmg, +3 "to hit" if thrown) Size: Medium; Improved AC from 16/60 Dexterity—his armor is worthless. EP 122 (92 if made to flee), HF 0.

Loot: 6 daggers (2 GP value each), a Potion of Healing (restores 2d4 +2 hp, 200 EP) and a small bronze amulet (1 gp) tucked into his shirt that pictures a coin purse with a dagger balanced on it. This is the symbol for the guild of thieves in Erundy. (Int check at –3 for a party member to recognize it.)

Room 5:

> The warm smell of fresh bread greets you as the door swings open to this room. A cooking pit and stove are in the center of an array of pots, barrels and boxes. A young woman in traveling gear looks at you with glittering black eyes, growling, "Dinner isn't ready yet! Get out!"

This is another of Relb's apprentices, who decided the only thing she could do to help was get dressed and cook food. She seems normal but is totally out of reality, believing she just came from town and is fixing dinner for the rest of the group. She will attack the party only if they do not leave promptly. If they do leave, she will resume cooking, and ignore them until they come back in. Dinner is never ready, by the way, and is actually totally burnt.

Encounter 5: Insane Magic-user

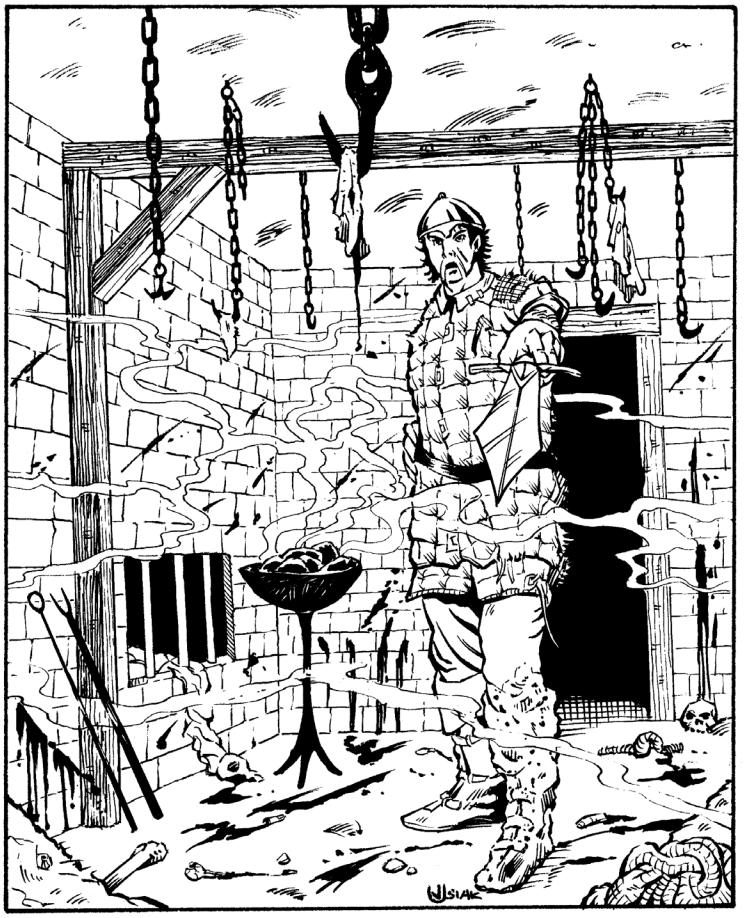
Relb's assistant (half-elf lvl 1 magic-user). AC 7, 23 HP (1 HD); Move: 12"; #Att: 1 large metal spoon (1d4 dmg) Size: Medium; Improved AC from 17/03 Dexterity. EP 111 (83 if made to flee), HF 0.

Spells: 2x Magic Missile, 2x Weak Bladder cantrip

Loot: 40 sp in a pouch on her belt, and 3 gold rings (25 gp each) on her toes (hidden by her boot).

Room 6:

> This room smells of old leather and paper. A small table sits in the center a room. Its walls are lined with four book shelves filled with books of every size and description. There are human skull bookends on several of the shelves and a burned out lantern rests on the table. Blue sparks shoot out from some of the books, making a strange buzzing noise.



This room is the library used by Relb's assistants. The protective wards placed on some of the books went haywire when the diamond was stolen. The first party member to touch a bookshelf is shocked for 2d10 points of damage (save vs. breath weapon for half damage). Tossing a metal item into a shelf will discharge it safely. Once the trap on a bookshelf has been discharged, it is safe to touch.

A secret passage is located behind one of the bookshelves, which is slightly out of place (Int check to notice) because it was not slid all the way back when it was last closed. Tipping the human skull on that bookshelf activates the secret passage.

Three of the books in this library are rare ("Tomas' Elliptical Zombie", "Crow's Summoning", and "Dread-Ghoul Delights") and can be sold for 100 gp each. PCs may make an Intelligence check for each 15 minutes spent searching. A success means one of the rare tomes is discovered and recognized as valuable. A critical failure means that one undiscovered tome is overlooked and will never be recognized as valuable.

Room 7:

The secret doorway opens into a dark hallway. Strange green and purple lights flicker randomly along a stairwell that spirals downward into darkness. A rope dangles from the ceiling in the corner, opposite the stairs. The eerie lights make the paintings of undead creatures and summoned fiends on the walls even more disturbing. Clearly, this stairway leads to a powerful magic-user's lair.

The rope pull is a trap designed to kill the curious. Anyone pulling on the rope opens a trapdoor to a pit beneath his feet. The pit is 30 feet deep and 5 feet wide. Anyone falling into the pit takes 3d6 falling damage. Sharp spikes angled downward make it more difficult to climb back up with a rope. Anyone doing so without a clever method of avoiding damage (or the Potion of Levitation) will suffer an additional 3d4 points of damage before getting out.

Loot: At the bottom of the pit is one of Relb's guards. He died when the diamond warped the stone and he fell into the pit. He has a +1 Long Sword (400 EP), one Potion of Levitation (bright orange, marked "poison", 250 EP, lifts up to 600 pounds) and one Potion of Healing (dark green, marked "water", 200 EP, heals 2d4+2).

Room 8:

This small, 3-foot high balcony is constructed entirely from bones of large animals. It looks out over a large, 30-foot diameter pit lined with the skulls of all sorts of monsters, humans and animals. The skulls that have jaw bones that open and close, causing a strange clicking sound to echo throughout the chamber. Sixty feet below the balcony you can see colored smoke and sparks coming from a raised circular platform. You can barely make out several bodies lying on the platform next to an empty metal stand.

This was the necromancer's summoning place. There's nothing here now, it's just creepy. The skulls on the wall can be easily smashed if the party can reach them. The balcony looks down on Room 11, where the crystal and Relb were. Anyone who looks over the balcony for more than a minute or two must make a Constitution check or become dizzy (from the smoke) and fall 60' (6d6 damage) and must roll once on either PHB Table 6F: Minor Mental Quirks (1-3 on d6) or PHB Table 6H: Minor Personality Quirks (4-6 on d6) due to the effects of the smoke.

Room 9:

The walls of this secret room are covered with thick green and blue curtains. In the middle of the room is an inviting chair next to a desk, with a lamp to one side. A large tome with odd-looking paper lies open on the desk. Several gold and silver runes are carved into the desk's surface, surrounding the book – they sparkle in the torchlight.

This was Relb's personal study, where he kept his spell book (the large book on the desk). The runes protecting it are extremely powerful, and hum and spark if anyone approaches. Make ominous descriptions to warn the PCs away from trying anything with the book. Anyone who touches the book must save vs. death magic or be killed instantly by the protective runes. There are 50 pp in a bag in the desk, along with 5 small diamonds (100 gp each).

There are four runes around the book—once all for have been triggered, the book can be taken (though it is so large that it will not fit in a pack, and someone will end up carrying it in their hands.) The book radiates evil, and can be sold a necromancer for 500 pp. Any good-aligned characters will lose 1d12 Honor for trying to take or keep the spell book.

Room 10:

The smell of rotten eggs assaults your nose as soon as you open the door. Thick green and purple smoke tendrils drift slowly about the room. The room is obviously a spell-preparation area. It is filled with workbenches, tables, flasks of murky liquids and unrecognizable ingredients in jars. A large number of flasks have fallen and shattered on the ground all around a table. Apparently the mixed potions on the floor are the source of the clouds and smell. A door to the north is partially open and the many magical runes along its frame are destroyed, scorching the stones around them.

This was Relb's alchemy area. There are a 32 remaining potions here, all of them a bit hazardous after the backlash. The backlash also has the effect of making the potions shift in color and smell, making any sort of identification impossible. Any time a PC drinks from a potion here, roll for the result, subtracting 10 from the roll for every potion after the second (i.e. potion #3 roll is at a –10, potion #4 is an automatic 1, though a natural 20 will still turn someone into a giant badger)

Roll (1d20)	Result
1	Save vs. spells or die
2-3	Spontaneous gender-change and +3 to Charisma

4-6	Lose 2d6 hit points and suffer –3 Comeliness from ugly green patches that form on the skin
7-9	Roll a d6: Even—go blind for 24 hours; Odd – go deaf for 24 hours
10-12	Lose 2d4 hit points
13-15	Gain 3d4 hit points
16-17	Gain a bright purple magical aura, improving AC by 2 for 24 hours (and giving off light like a bonfire)
18-19	Super-speed—sparks occasionally shoot out of the character's ears and mouth (no damage)
20	Save vs. polymorph or change into a Giant Badger with the same Intelligence as before (the player can still use the character…he is just a Giant Badger now)

If any player brushes up against the center table it animates and attacks, folding over on itself then snapping like a mouse-trap at people.

Encounter 6: Animated Table

Stout Oak Table. AC 5 (it is tough wood), 20 hp (2 HD); Move: 6"; #Att: 1 table-slap (2d6 dmg); Moral: will fight "to the death." Takes double damage from fire-based attacks. EP 50 (38 if made to flee), HF 1.

Loot: It's not obvious but the table legs can each be used as +1 Clubs as long as they are not broken during the fight (500 EP per club).

Room 11:

As the door opens flashing lights and the chattering of hundreds of jawbones wash over you. Various skulls are embedded all along the walls of this small chamber, extending up 50 feet. The magic has animated them, and they struggle to get free of their prison. In the center of the room is a small platform with a large, charred bookstand on one side and an unmoving human form in burnt robes on the other. An empty and badly bent iron stand is anchored to the center of the platform, apparently where some sort of melon-sized device once sat. A pale, tired woman in a black robe is sunk up to her waist in the stone platform, and she looks up and smiles at you saying, "Thank the powers you've come! You must destroy the diamond with fire before the world is destroyed! But first help me!"

The roasted figure off to one side is all that is left of Relb. The empty iron stand once held the diamond, but is now ruined. There are no useful items in here; it was the center of the backlash. The skulls will keep on clacking their jaws indefinitely even if removed from the wall. They can be taken back to town and sold as gimmicks for 5 gp per skull (100 gp max, regardless of the number the party takes back).

The still-sane magic-user, Nicole Brentis (hmn lvl 3 magic-user, alignment: neutral) AC 8, 25 HP (3 HD); Move: 12"; #Att: 1 dagger (1d4 dmg) Size: Medium; Improved AC from 16/18. EP 175 (131 if made to flee), HF 0., who is stuck in the stone, was lucky enough not to fall all the way in. Her legs are not stone, she is just mired in it. Nicole currently has no spells memorized. She will tell the party the entire story about the thieves (who lowered a rope from the balcony and lassoed the diamond) and the magical backlash. She survived because she had her travel kit with her (she was getting ready to leave for the forest for ingredients) and has been eating the rations she had packed. She has been here for about a week.

It will take at least three days to chip enough stone out of the way to pull her free and she will discourage anyone from trying, telling them they must destroy the diamond by putting it in an ordinary campfire for three hours. She does ask that they leave rations for her, however, and will offer to pay them to set her free if they are reluctant to help (she has 25 pp in her bag, and a +1 Ring of Protection on her left hand.) Note that this will cause an immediate Honor loss of 15 points for any good-aligned PC who demands payment for helping her. Before the PCs go, she gives them a small diamond needle that points to the large diamond at all times due to powerful spells placed on it.

Scene 4: Saving the Day

You quickly make your way back out of the workshop. As you step outside, the needle spins in your hand and points northwest. Following its directions for a couple of hours brings you to a series of small gorges at the edge of the grasslands. A flock of sheep off to the left, bleats loudly and eats grass. About 30 feet in front of you is part of a human in leather armor – the person was recently ripped to pieces! Suddenly, a panicked and bleeding man in tattered clothes, hugging a large diamond to his chest, sprints around the corner. He sees you, tosses the diamond to you and screams, "Save me! Save me!" A moment later, two sheep trot around the corner. They slow down, watching your group with leering stares. Suddenly, tentacles and extra mouths sprout from all around the two sheep and they charge!

The two sheep are actually DoppelEwe, sinister sheep-like predators who can polymorph additional mouths and tentacles.

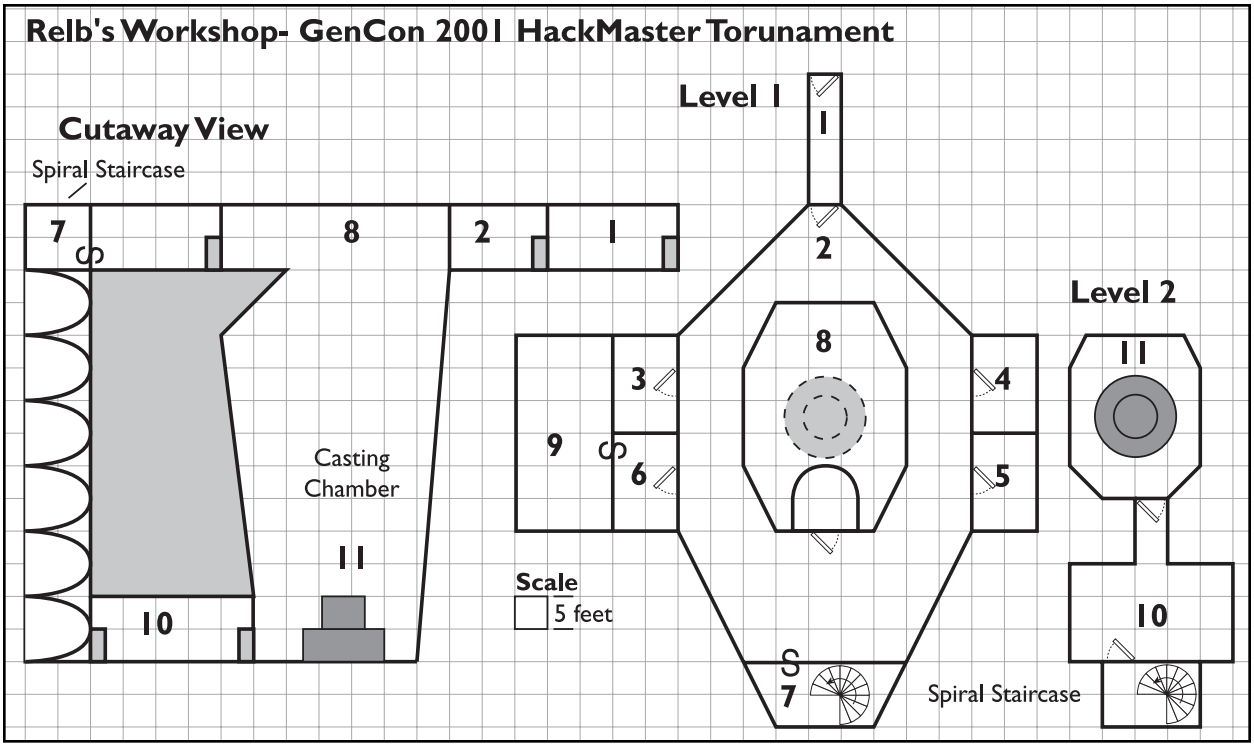
Encounter 7: DoppleEwes

2 DoppleEwes. AC 3, 25 HP and 35 HP (3 +1 HD each); Move: 9"; #Att: 3 (any combo of mouths and tentacles, 2d4 dmg each); Size: M (4' long); alignment: chaotic evil; EP 270 (203 if forced to flee), HF 5 each.

Loot: None.

The tattered man is Horace (hmn thief, 3 HD, currently only 10 hit points, and no weapons or armor left. 40 EP, 30 if forced to flee, HF 0). His life has been such a total nightmare of sleepless nights, strange horrors chasing him, etc. that he WANTS to give up the gem. He will tell the PCs everything and even willingly stand trial in Laerd as long as he is away from the diamond. He will try to run if the PCs attack him, begging for his life the whole time.

The diamond can be destroyed if put into any regular fire for several hours. It simply cracks and melts away without fanfare. With the diamond destroyed, Horace taken care of (one way or the other…no one in Laerd wants to see him again) and the DoppleEwes destroyed, the PCs can return to town, victorious, to great celebrations and feasting! Huzzah!



Awarding EP in HackMaster Tournaments

HackMaster Universal Individual EP Multiplier

All EP awards given out in HackMaster tournaments use an Individual EP Multiplier determined using the HackMaster Universal Individual EP Multiplier table. The GameMaster should track the total amount of EP given to each character during a tournament then determine what percent of the total EP awarded is earned by each player. For example, if 4,000 total EP was awarded during the tournament, a character who earned 800 EP earned 20% of the total.

It's important to determine this percentage based on the total EP that was actually awarded, not on the total potential EP which could have been awarded. If a tournament had a potential of 6,000 EP but certain tasks were not accomplished and only 4,000 EP was actually awarded, determine the individual percentages based on 4,000 EP, not on 6,000 EP. Round all percentages up to the nearest multiple of 5% (16% becomes 20%, 34% becomes 35%, etc.).

Compare this "percentage of total" to the Universal Individual EP Multiplier Table (shown on this page) to determine the PC's EP multiplier for that tournament.

For example, let's use a tournament in which 6,000 total EP was awarded. If a PC earned 558 EP, he earned 9.3% of the total which gets rounded up to the nearest 5% for a final "percentage of total" of 10%. According to the Universal Individual EP Multiplier chart, that PC has an EP Multiplier of "NC" which means there is no change to the amount of EP he earns.

If a character earned 1,209 EP during that same adventure, he earned 20.15% which gets rounded up to 25%. His EP Multiplier is +15% so his 1,209 EP gets increased by 15% for a total of 1,390 EP.

Treasure EP Awards

According to the HackMaster GameMaster's Guide, to award EP for treasure, first convert the value of non-magical treasure to gold pieces. Next, compare the total value (not average value) of all the monsters' HackFactors to the total value (not average value) of all the PCs' HackFactors. If the total HackFactor of the monsters equal or exceeds the total HackFactor of the PCs, then EP is awarded at 1 EP per 5 GPs worth of non-magical treasure value.

Universal Individual EP Multiplier Table

percentage of total	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%
individual multiplier	NC	NC	NC	+10%	+15%	+20%	+25%	+30%	+25%	+20%
percentage of total	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
individual multiplier	+15%	+10%	NC	NC	NC	-10%	-20%	-30%	-40%	-50%

If the total HackFactor of the PCs exceeds the total HackFactor of the monsters, then EP should be awarded according to that ratio (but never better than 1:5). For example, if a party with a total HackFactor of 70 overcomes a group of monsters with a HackFactor of 10, then their HackFactor exceeds the monsters' HackFactor by a ratio of 7:1, so treasure EP for that encounter should be awarded at 1 EP for each 7 GPs worth of non-magical treasure value (or a ratio of 7:1).

This ratio is only for non-magical treasure EP. Combat EP is awarded as normal no matter what. EP for magical treasure is likewise awarded as normal. If the party in the above example finds a +1 Dagger, that dagger is worth 500 EP, which is the value listed in the GMG.

Additional notes:

EP penalties issued in tournaments can't lower the total EP awarded to a PC to less than zero. Simply put, a PC can't walk away from a tournament with few EP than he started with.

Unguarded treasure yields zero EP.

A group of PCs with a total combined HackFactor of 1 or more won't gain EP from non-magical treasure taken from a group of monsters with a total combined HackFactor of zero.

EP awarded for combat and treasure (including magical treasure) is evenly divided among all party members who survived that encounter.

Relb's Revenge Scoring Sheet

See the article entitled "Awarding EP in HackMaster Tournaments" which accompanied this Scoring Sheet to determine the Individual EP Multiplier for each PC.

Scene 1: Welcome to Laerd
+50 EP – a PC begins successful negotiations with Shandra to get a higher reward.

Scene 2: On the Road to Relb's Workshop
Encounter 1: Blood Hawks
+35 EP – each Blood Hawk killed
+26 EP – each Blood Hawk forced to flee
Treasure EP: 30 GP value, total monster HF of 6

Scene 3: Relb's Workshop
Encounter 2: Deranged Servant
+137 EP – servant killed
+103 EP – servant forced to flee
Treasure EP: 60 GP value, total monster HF of 0
Encounter 3: Insane Magic-user
+249 EP – magic-user killed
+187 EP – magic-user forced to flee
Treasure EP: 40 GP value, total monster HF of 1
Magic item EP: 2,500 EP
+50 EP – a PC reads the magic-user's journal
Encounter 4: Insane Thief
+122 EP – thief killed
+92 EP – thief forced to flee
Treasure EP: 13 GP value, total monster HF of 0
Magic item EP: 200 EP
+50 EP – a PC performs some version of "last rites" on the bodies in Room 4
Encounter 5: Insane Magic-user
+111 EP – magic-user killed
+83 – magic-user forced to flee
Treasure EP: 75.4 GP value, total monster HF of 0
Room 6
+25 EP – a PC finds the secret passage
+25 EP – a PC finds one of the rare books
-50 EP – a PC takes damage from the magical trap
Treasure EP: 300 GP value, unguarded
Room 7
-50 EP – a PC takes damage exiting *the pit trap*
Magic item EP: 850 EP
Room 8
-75 EP – a PC falls over the railing
Room 9
+200 – a good-aligned PC destroys Relb's spellbook
-100 – a good-aligned PC takes Relb's spellbook
Treasure EP: 3,250 GP value, unguarded
Room 10
+20 EP – a PC tries one of the potions
Encounter 6: Animated Table
+50 – animated table killed
Magic item EP: 2,000 EP
Room 11
+175 – Nicole killed (the PCs are not meant to attack her)
(zero EP awarded if she is killed while still trapped in the floor)
+131 – Nicole is made to flee (the PCs are not meant to attack her)
+50 EP – for each PC who assists in freeing Nicole
Treasure EP: 225 GP value, total monster HF of 0
Magic item EP: 500 EP

Scene 4: Saving the Day
Encounter 7: DoppleEwes
+270 – each DoppleEwe killed
+203 – each DoppleEwe forced to flee
+40 EP – Horace killed (the PCs are not meant to attack him)
+30 EP – Horace forced to flee (the PCs are not meant to attack him)
-100 – penalty applied to each PC if Horace is allowed to get away

Role-Playing EP Awards
+50 EP – awarded to a PC if he acts on any of the following at least twice during the tournament: alignment, background, flaw/quirk. Multiple awards are allowed but no more than 250 EP total to any one PC.

Creating Your Own HackMaster Tournaments

Included in this issue of HackJournal is *Relb's Revenge*, one of the first HackMaster tournaments to be offered to the public. It ran at GenCon 2001 and was well-received by GMs and players alike. We've included *Relb's Revenge* in order to give an example of what we consider to be a well-designed tournament. *Note: Relb's Revenge does exceed the maximum EP award for magic items as noted below but it was designed many months before those limits were created.*

The scoring for HackMaster tournaments is based on EP awards. We thought about using an arbitrary point system but decided, *Hell, this is HackMaster. It should be about the EP!* Because the scoring system is based on EP, HMA members designing tournaments need to have a strong understanding not only of how EP is awarded in HackMaster but of HackFactor as well because it ties in directly with EP awarded for treasure.

It's difficult to set an absolute scale for determining how much EP to award in a tournament, but we're HMA Headquarters and there's little we can't do. Use the following guidelines for setting EP awards for tournaments. *Remember that HackMaster tournaments should be written for a six-character party.*

For example, if you're creating a tournament for 8th level adventurers, the total combined EP for combat in the entire tournament may not exceed 40,000 EP and the total combined EP for magic items awarded may not exceed 25,000 EP.

Use the Table entitled Typical EP Awards for Non-Combat Actions to set EP award values to actions that PCs may perform during the course of a tournament in order to gain points. Whenever possible, the EP awards should reflect the actions of a single PC.

Combat EP Award Table

Average party level	Max total combat EP
1-3	3,000
4-6	20,000
7-9	40,000
10-14	65,000
15-19	90,000
20+	120,000

Magic Item EP Award Chart

Average party level	Max total magic item EP
1-3	2,000
4-6	16,000
7-9	25,000
10-14	55,000
15-19	80,000
20+	100,000

Typical EP Awards for Non-Combat Actions

Action critical to completion of mission	500 EP/avg level of party
Action important to completion of mission	300 EP/avg level of party
Action exceptionally brave/honorable	200 EP/avg level of party
Action brave/honorable	100 EP/avg level of party
Action beneficial to party or PC	50 EP/avg level of party

HMA tournaments should be submitted via e-mail to hma@kenzer-co.com. HackJournal will not be publishing tournaments in the future until they are retired from active duty. Creating an HMA tournament is not the same thing as writing an adventure for submission in HackJournal.

All tournaments submitted to the HMA become the sole and exclusive property of Kenzer & Company.

HMA Bylaws

Version 4.20 (supercedes version 41.36, and all previously published documents)

I. Membership

Why Should I Become a Member?

The Hackmaster Elite. One of the best reasons to become a member is the opportunity to face heroic challenges and high adventure in the HackMaster tradition. Many will start down the road to glory, but few will achieve the legendary status of the HackMaster Elite. These proud few will be able to boast of their famous (or infamous) world-shaking deeds throughout the land.

Friendships. HMA members are part of an exclusive worldwide organization of gamers, all with a common interest: the HackMaster universe. The potential to meet new friends in your local area, at tournaments, and even online, is expanded hundreds of times. When you get together to play HackMaster, you're developing friendships that will last a lifetime (or at least until you find a HackMaster +12).

Tournaments. As a registered HMA member, you are able to participate in sanctioned HackMaster tournaments. At tournaments you can win treasure and experience points for your character, and proud memories of your hacking success.

Sanctioned Characters. All members of the HackMaster Player's Association (HMPA) and the HackMaster GameMaster's Association (HMGMA) are permitted to have up to three sanctioned characters registered with the HMA.

Constant Self-Improvement. The HMA encourages its members to be (to coin a phrase) the best that they can be. Through statewide and local area tournaments, HMA members can compete to prove their role-playing excellence. As one of these members, you're competing with some of the best players in the world – something that can only improve your role-playing skills.

What Types of Memberships are Available?

Members must be registered in either the HMPA or the HMGMA, depending on their preference and qualifications. There is a minimum age requirement of 14 to become a sanctioned GM, but there is no age restriction for becoming a player. A HackMaster Retailer's Association (HMRA) membership is available to qualified stores. Contact hma@kenzerco.com for information on the HMRA.

The HMPA offers two types of memberships: Trial and Full. All HMGMA members must be full members of the HMPA.

Trial: A trial membership is free, just sign up! Trial members can create one sanctioned character and participate in tournaments. Trial members' characters cannot advance past 1st level.

Full: For the low annual cost of $ 20.00, full members gain access to a wide range of benefits and services. A 3-year membership is available at a discount rate of $50.00. Benefits include:

- **Membership Card.** Your HackMaster membership card, containing your name, group name (for members in named groups only), and your current level, proves to others that you are a force to be reckoned with. Cards are specially marked and color-coded to distinguish between Players and GameMasters. You automatically receive a new, updated card when your membership is renewed.
- **HMA Pin.** You will receive a HMA pewter pin when you sign up. This important pin lets the whole world know you are a proud member of the HMA.
- **Website Access.** The HMA website is your official online meeting place for all things HackMaster. The website maintains statistics for sanctioned characters, as well as a message board where you can post your thoughts for other members.
- **Playtesting.** As an authorized, confidential KenzerCo playtester, you'll be one of the first people to see our products still in production. You'll have the opportunity to play the modules before anyone even knows they exist, and contribute your thoughts on how they might be improved. Only named groups may be considered for playtesting.

Other Benefits:

1. Hospitality suites at major conventions for HMA members,
2. Reserved up-front seating, among other benefits, at such illustrious evenst as the KODT live readings,
3. 'Dibs' certificates for treasure, drinks, or snacks during game sessions,
4. HackMaster-certified game effect cards,
5. Special offers and coupons for KenzerCo products,
6. Character Pardons for alignment violations,
7. Seminars open to HMA members only,
8. PAC (Player Advantage Code) listings – available to Players only,
9. Dice bumps of various (+1, +2) calibers,
10. Clue cards, for various adventures, and
11. Bonuses earned against specific creatures.

More benefits coming soon...

How Do I Become a Member?

There are two ways to join the HMA. The preferred method is by signing up at your local HMRA (HackMaster Retailers Association) games store. If you are not near a HMRA store, then you can send in an application form (available on the HMA website) directly to the HackMaster HQ.

1. Player Registration.

You should register yourself as a Player or GM separately from your group, though you can register your group at the same time (on a different form). If you're doing this, you should include all of the appropriate forms and dues in the same envelope. That will make it much simpler for us to enter your information in our database.

2. Character Registration

A full member may have up to three HMA-sanctioned characters at the same time. A member may register new characters at any time by filling out the appropriate form and sending it in to the HMA. *Do not include a copy of your character sheet. We don't need it and will only abuse him or her as a lowly torch bearer in our in-house games.* Newly sanctioned characters must begin at 1st level, with a standard amount of starting equipment and money as defined in chapter 4 of the *HackMaster Player's Handbook*. If you want to start a new character, but you already have three registered, you may retire one of your existing characters from the sanctioned list and replace it with the new one. Be sure you think carefully, for once a character is retired from sanctioned play, it cannot be re-registered at a later date. Your character has retired for good. Rousting their tired bones back into the wild life of HackMaster would make them grumpy, and no one likes a grumpy adventurer.

What if I Want to be a GM and a Player?

If you registered as a player and want to GM, you must e-mail HMA HQ (hma@kenzerco.com) to have your membership converted to the HMGMA. You will then have 90 days to pass your level 1 GM test or be permanently converted back to HMPA.

For the purpose of playing characters, GMs are treated as registered players, and are able to register 3 characters at any time, which they may play in sanctioned adventures and tournaments. GMs may not participate as a player in any sanctioned adventure they have run previously.

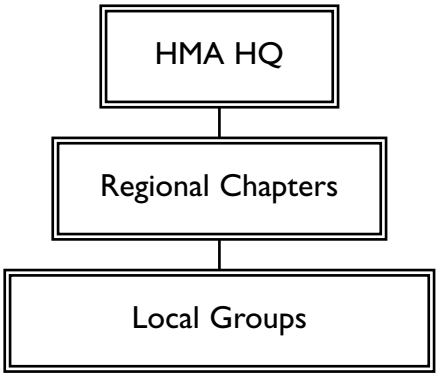
GMs accrue ONLY player UPS points (see section VI) when participating as a player, which are added to any UPS points they accrue while acting as a GM. Note that a GM participating in two tournaments as a player DOES NOT meet that part of the Level Three certification requirements (see section IV).

II. HMA Organization

HMA Headquarters

The headquarters of the HMA is at an undisclosed, secret location far below a dormant volcano. All of our mail can be sent to Kenzer and Company and will be diligently forwarded to us. We are responsible for making sure that all HackMaster GMs are hacking through characters and that players are toppling over their GMs' most clever dungeons.

We track the activities of all members of the HMRA, HMGMA and HMPA including new members, tournament sanctioning, sanctioned characters, chapter formation, group formation and even home games! We are always watching. The buck stops here. We are the ultimate authority for all HMA-related events. We may or may not have our hands in other, non-gaming matters of political intrigue and world domination but that is far beyond the scope of this document.



The HMA can be reached through our minions at KenzerCo:

HackMaster Association
Kenzer & Company
25667 Hillview Court
Mundelein IL 60060
hma@kenzerco.com

Regional Chapters

Regional chapters are responsible for organizing HMA activities for their local gaming groups and HMRA stores. By electing officers and maintaining a treasury (the HMA recommends a high tech, electronically guarded vault with cybernetic attack dogs and laser weapons to guard all chapter funds!!!), regional chapters can do things such as coordinate local tournaments, host an annual regional tournament and possibly even earn the privilege of hosting a state championship or the coveted national championship!

The exact "coverage area" of a regional chapter is determined on a case-by-case basis with an eye toward spreading regions out. In order to form a chapter, you must meet the following minimum requirements:

1. The proposed chapter must have at least three officers. Officers must be HMA (either HMRA, HMGMA or HMPA) members in good standing. Officers can be Pro Tempore for 90 days. All new chapters must have regular officers installed within 90 days of formation.
2. The proposed chapter must have a minimum of three local groups in good standing who will be member groups within that chapter.
3. The proposed chapter must be in an area that HMA HQ deems is in dire need of a chapter.

To remain in good standing with the HMA, each chapter must:

1. Maintain an accurate database of all its members.

2. Submit that database to HMA HQ twice annually: by January 1st and July 1st of each year.
3. Run at least one local tournament every two months. If there is at least one local HMRA store in your region which has on-site gaming space, you must hold your local tournaments at an HMRA store.
4. Run a regional championship tournament each year.
5. Promote and recruit for the HMRA, HMGMA and HMPA. If there is at least one local HMRA store in your region, new HMGMA and HMPA memberships must be processed through an HMRA store.

The benefits of running a regional chapter include:

1. Keep $5.00 of the membership fee for each new HMRA store you sign up.
2. Keep 50% of all fees collected at your annual HMA regional championship tournament.
3. May bid for the right to hold the state HMA championship tournaments. You must be located in that state. If a state has no regional chapters then any out-of-state chapter may bid to hold that state's championship.
4. May bid for the right to hold the HMA national championship tournament.
5. Once per year, each chapter will be mentioned in a Kenzer & Company co-op ad in KODT.
6. Upon formation, each chapter will receive a single-frame, customized KODT strip.

To form a chapter, the interested individuals should obtain an *HMA Chapter Formation Form* from their local HMRA store. If there is no local HMRA store, the applicants may obtain one from the HMA web site or by contacting HMA Headquarters directly. The cost of maintaining chapter status is $20.00 per year. If there is an HMRA store within the proposed chapter's region, the application must be processed through that store. If not, the application can be processed through HMA Headquarters directly.

Local Groups

Local groups lie at the very heart of the HMA. They are the backbone of HackMaster gaming and it is from their exploits which sagas are written! Such legendary groups as the *Knights of the Dinner Table* or the *Black Hand Gaming Society* have permanently left their footprints upon the road of high adventure. Can you too take up the flag of valor and the banner of honor and march alongside them? Or are you just a little wuss-monkey who brings low-fat potato chips to the gaming table?

In order to qualify as a local group:

1. There must be one HMGMA GameMaster in good standing.
2. There must be a minimum of three HMPA and/or HMRA members in good standing in the group. Non-HMPA members may never be in an official local group. An HMGMA member in good standing may be a player in a local group but may never be that group's GM!
3. The group must submit a minimum of one "HMA Home Game Reporting Form" per month. After three months of inactivity, the group is dissolved and the name of that group permanently retired!

An HMGMA member may only be the GameMaster of one group at a time. That place behind the shield – the Loneliest Seat of All – is just too demanding. However, HMGMA, HMPA and HMRA members may be players in any number of local groups.

In order to form a local group, interested members must obtain an "HMA Group Application" from a local HMRA store. If no HMRA store is available, interested members may obtain the form from the HMA web site or from HMA Headquarters directly. There is no charge to form a group.

III. Players

All HMPA members are nationally ranked based on their level as a player and the Universal Point Scale (UPS) points they have earned. There are seven levels through which a player can ascend if they meet the minimum requirements for that level and have earned enough UPS points. Levels 6 and 7 are special levels and are available by HMA Headquarters appointment only.

In order to advance in level a player must contact HMA Headquarters by e-mail (hma@kenzerco.com) and petition for advancement. HQ will review the petition and if the player has met all the requirements for the next level he will be advanced. If HQ finds that the petitioning player has not met the requirements for the next level, he will lose 10% of his UPS points. *DISHONOR IS NOT TOLERATED IN THE HMA!*

The levels and their requirements are:

Level 1: New HMPA members are automatically level 1. There are no requirements other than joining. HMPA members should be warned that level 1 players have not been tested, they have not walked through the flames of virtue and lofted the banner of honor. Though they are brothers, these wuss-bags should be given a minimum of responsibility until they have proven themselves.

Level 2: *UPS point requirement:* 20 *Other requirements:* Must have played in at least one local tournament.

Level 3: *UPS point requirement:* 100 *Other requirements:* Must have played in at least three local tournaments. Must have submitted at least one approved article to the HackJournal.

Level 4: *UPS point requirement:* 500 *Other requirements:* Must have played in at least one regional level or higher tournament. Must have submitted at least three approved articles to the HackJournal.

Level 5: *UPS Point requirement:* 1000 *Other requirements:* Must have played in at least one state level or higher tournament. Must have submitted at least five approved articles to the HackJournal.

Level 6: Hack boys and girls, don't even think about achieving this level. No mere dice monkey can simply belly up to the table and become a level 6 player. Level 6 players will be appointed by the HMA Headquarters directly, The mere act of requesting advancement to level 6 will cost you 25% of your earned UPS points and one experience level a piece from each of your sanctioned characters! There will only be five level 6 players worldwide and they will receive Very Special Treatment at conventions and tournaments.

Level 7: There will only ever be one level 7 player worldwide. The details of how that player is selected and advanced are so secret that even knowing that those details exist somewhere in some dark, hidden place puts your life in peril! *FORGET THAT YOU HAVE READ THIS PART!*

UPS Points for Players

UPS (Universal Point Scale) points are used as a means of comparing players and GMs and HMRA members. Let's face it, if being an honorable hero was easy then anybody could do it! There has to be some method of separating the cheesebags and chumps from the HackMasters and heroes! And the UPS system is how it's done. Players can earn UPS points as shown in the Universal Point Scale – Players table on this page.

Hall of Fame

Every year the HMA selects one character for the Hall of Fame. In addition to receiving Very Special Treatment at conventions, the player whose character is selected receives 25 UPS points. Hall of Fame selections are announced on July 1 of each year. Submissions must reach the HMA no later than June 1 or they will not be considered. Only official groups may submit characters for consideration in the Hall of Fame. The GM of the group must make the submission and each group may submit only one character each year. The group's GM must complete an *HMA Character Hall of Fame Submission Form* and include a complete and legible copy of the character sheet.

IV. GameMasters

There's the elite and then there's the elite. Sure, the HMA would be nothing without its players, but the players would have nothing to do without GameMasters. Take care, though, lest you recklessly and thoughtlessly enter the GM's world only to find it's not what you thought. Then you would join those sad, tired souls who populate the realm of Retired GameMasters.

Universal Point Scale – Players

UPS Points	Activity
1	home game session*
5	approved monster or special item creation
5	each year as a chapter officer**
10	each year of membership (processed January 1st)
10	sign up new HMRA member
25	Hall of Fame character acceptance
5/10/15/20	playing in a local/regional/state/national level tournament
variable	HackJournal submission accepted for print
variable	special certificates earned during HackMaster tournaments

*Regardless of how many home games a player plays in, he may only receive points for one each week. Only members of an approved local group may earn these points.

** Chapters are responsible for e-mailing HMA HQ (hma@kenzerco.com) with a list of the names and HMA numbers of its officers by no later than December 1 of each year or their officers will not receive points for that year. Points are awarded January 1.

Often called the Loneliest Seat of All, that honored place behind the GameMaster Shield is at once a sanctuary, a resource center and a final fallback position. The GM is the final authority on his game world but that is both a blessing and a curse.

GMs advance in level by earning UPS (Universal Point Scale) points and meeting other requirements. There are seven levels of GM but only the first five can be advanced through by normal means. HMA Headquarters appoints level 6 and 7 GMs.

Like players, a GM must contact HMA Headquarters via e-mail (hma@kenzerco.com) and petition for level advancement when he has met all the requirements for the next level. Be warned, though! The HMA tolerates dishonor in GMs even less than in players. Requesting advancement when he has not met the requirements will cost a GM 25% of his earned UPS points. The level requirements are:

Level 1: All new HMGMA members are considered level 1 GameMasters Pro Tempore. In order to maintain level 1 status, new GMs have 90 days to pass the written level 1 test. Tests can be taken at HMRA stores or conventions at which HMA staff are in attendance. If there are no HMRA stores in his area and no upcoming conventions, a new GM can request a test from HMA HQ directly. Tests will also be available on the HMA member web site.

Privileges: Level 1 GMs can run local tournament adventures.

Level 2: *UPS point requirement:* 20 *Other requirements:* Must be a level 1 GM in good standing. Must pass the level 2 test. Must have run at least one local tournament adventure as a level 1 GM. The level 2 test can be taken in the same manner as the level 1 test.

Privileges: Level 2 GMs can run local and regional tournament adventures. They may write local tournament adventures and submit them to the HMA for approval.

Level 3: *UPS point requirement:* 100 *Other requirements:* Must be a level 2 GM in good standing. Must have run at least three local and/or regional tournament adventures as a level 2 GM. Must have submitted an approved local tournament to the HMA.

Privileges: Level 3 GMs can run local, regional and state tournaments. They may write local and regional tournament adventures and submit them to the HMA for approval.

Level 4: *UPS point requirement:* 500 *Other requirements:* Must be a level 3 GM in good standing. Must pass the level 4 test. Must have run at least five local, regional and/or state tournament adventures as a level 3 GM. Must have submitted at least two approved local and/or regional tournament adventures to the HMA.

Privileges: Level 4 GMs can run all HMA tournament adventures. They may write local, regional and state tournament adventures and submit then to the HMA for approval.

Level 5: *UPS point requirement:* 1000 *Other requirements:* Must be a level 4 GM in good standing. Must have run at least 10 tournament adventures as a level 4 GM including at least one regional tournament adventure. Must have submitted at least three approved local, regional and/or state tournament adventures to the HMA.

Privileges: Level 5 GMs can run all HMA tournament adventures. They write any level tournament adventures and submit them to the HMA for approval.

Level 6: An intern at HMA HQ once accidentally read the Secret Internal Document detailing how the HMA selects level 6 GMs (there can only be five of them worldwide at any time). Donations may be sent in his memory to the charity of your choice.

Level 7: There can only be one level 7 GM worldwide. Don't ask how he is selected. If HMA revealed that information to you, you would become insane from the very knowledge! (We have.)

UPS Points for GMs

Sure it would be nice if all GMs were skilled in the art of character death. It would be great if all them had perfected the sinister art of trap setting. We would love it if every last GM was a dark master of monster creation. But sadly that's not how things are. So to separate the Shield Shysters from the Dungeon Doctors, we use the UPS point system.

GMs earn UPS points as shown in the Universal Point Scale – GameMasters Table on this page.

Universal Point Scale – GameMasters

UPS Points	Activity
1	home game session*
1	each character death in a sanctioned HMA tournament
5	each year as a chapter officer**
5	approved monster or special item creation
10	each year of membership
10	sign up new HMRA member
5/10/15/20	run a local/regional/state/national tournament
10/20/30/40	write an approved local/regional/state/national tournament
variable	HackJournal submission accepted for print

* Regardless of how many home game sessions a GM runs, he may only receive points for one each week. Only members of an approved local group may earn these points.

**Chapters are responsible for e-mailing HMA HQ (hma@kenzerco.com) with a list of the names and HMA numbers of its officers by no later than December 1 of each year or their officers will not receive points for that year. Points are awarded January 1.

V. Items

From time to time, the HMA will make available certain rare and powerful magic items. Such items will be assigned a serial number and will be tracked by the HMA. The item name, item serial number, basic powers of the item and the owner of the item will be public information available on the HMA web site. *Beware, dice monkies! Falsely creating numbered magic items is grounds for immediate expulsion from the HMA.* And one you're expelled, then the real pain begins.

Items with serial numbers may be freely given away, traded or sold at the owner's discretion. He is free to do so at cons, at local gaming stores or even over the internet via online auction sites. Most larger cons will host HackMaster auctions.

VI. Sanctioned vs. Non-Sanctioned Play

Of course, any self-respecting HMA member worth his salt will want to test himself in as many sanctioned HMA tournaments as possible. The only way to become tempered is to jump into the fire. However, waiting for only sanctioned tournaments to play is just not acceptable so the HMA awards points to local groups for playing home games.

Sanctioned Play

Sanctioned play is any official HMA tournament run by an approved HMGMA member during a time approved by the HMA. This includes everything from official local tournaments at the game store down the street to the coveted National Championship.

Non-Sanctioned Local Group Play

Members of officially sanctioned local groups can earn points for playing home games with some restrictions. GMs and players may only earn points for playing with a group of which they are a member. They may only earn points for one game a week regardless of how many they play. No points will be awarded unless the HMGMA member running the game properly submits an "HMA Home Game Reporting Form" for the session.

Non-Group Play

If you are not playing as part of a sanctioned HMA group then your game is not recognized by the HMA. Whatever trials, tribulations and rewards your character received in such a shoddy, amateurish game are of no concern to us because as far as we're concerned it never happened. Card carrying HMA members should be wary of such games. Why isn't the group a sanctioned HMA group? Is the GM too chicken to be sanctioned? Is a blind eye being turned to the rules?

Magic Items in Home Games

Well of course GMs in home games are going to give out magic items. If they didn't, their players would rise up against them and slam their fingers in a car door over and over again. However, it is necessary to place limits on how much magic a sanctioned HMA character may have otherwise an unscrupulous group might be tempted to cheat the system.

In order for a character to be considered a legal, sanctioned HMA character it may not have more EPs worth of magic item than shown on the table entitled "Maximum Allowable Magic Item EPs per Character Level. Your GM has information on how many EPs each magic item is worth.

Maximum Allowable Magic Item EPs per Character Level

Character Level	Max EP in Magic Items
1	1,000
2	2,000
3	4,000
4	6,000
5	8,000
6	10,000
7	14,000
8	18,000
9	22,000
10	26,000
>10	+4,000 EP per level >10

VII. Tournaments

The tournament should be the goal of any decent gamer worth his dice. Not only does it give you a chance to meet other people with similar interests as your own, but it gives you a chance to kick their asses! In any tournament there are exactly two groups: the guy who won and everyone who wishes they won. In order to separate the piddling pandas from the roaming ravagers, the HMA has categorized their tournaments into the following divisions:

Local tournament: A local tournament is any tournament with an open invitation run by a sanctioned HMGMA GM and played by sanctioned HMPA players. It's irrelevant whether it takes place in the musty basement of your neighborhood hobby store or in one of the brightly lit halls of GaryCon, they are all classified as local tournaments.

Regional tournament: Once a year each regional chapter is required to host a championship tournament open to any groups in their region. These tournaments fall under the classification of regional championships.

State tournament: Every year the HMA will take bids from regional chapters to run an annual state championship. State tournaments will ultimately culminate in a single victor who is declared that state's champion.

National tournament: And of course every year the HMA will sponsor the mighty national championship! The bragging rights of the victor are almost immeasurable.

Tournament event schedules are available both online at the HMA web site and in the HackJournal. All HMA members are encouraged to test themselves and their group against others and some tournament participation is required to advance to the higher GM and player levels.

Individual and Group Tournaments

Most tournaments are individual tournaments. You bring your character, get together with some other players who traveled to the tournament and go at it. Some tournaments, as announced by the HMA, will have a special group status. Only sanctioned groups can play and the players not only compete for status within their game, but the group as a whole competes for status among other groups.

Requesting Local Tournaments

Any HMRA store, HMGMA member or regional chapter member can request a tournament. A minimum of 30 days advance notice is required in order to request sanctioned tournaments. Standard tournament entry fee is $5.00 per player and tournament organizers must submit justification to the HMA if they wish to charge more (e.g., awesome prizes, expensive tournament site, etc.).

Requesting Regional Tournaments

Regional chapter officers must arrange annual regional championship tournaments a minimum of 90 days in advance of the event.

Requesting State and National Tournaments

All state and national championship tournaments are arranged by HMA HQ.

Submitting HMA tournaments.

All active GameMasters who are HMGMA members are encouraged to write tournaments for official sanctioning by the HMA. In fact, it's required in order to reach the higher levels of HMGMA membership. Tournaments should be submitted to:

HMA Tournament Submission
Kenzer & Company
25667 Hillview Ct
Mundelein IL 60060

Or e-mailed to: hma@kenzerco.com

Tournaments should be written for a specific level range and based on six Player Characters. For example, 6 characters levels 1-4, or 6 characters level 10-14. All tournaments are based on a four hour time block. The beginning 30 minutes and the last 30 minutes should be reserved for administrative and scorekeeping activities, which leaves approximately three hours of play time.

VIII. HackJournal

In order to get the word out to fellow HMA members, HQ will print the HackJournal on a quarterly basis. All HMA members will receive a printed copy in the mail. Members may request to receive a PDF electronic copy instead of a paper copy by e-mailing orders@kenzerco.com. The HMA encourages all members to switch to electronic circulation. Non-HMA members may purchase HackJournals at any HMRA store.

The HackJournal is strongly player supported. HMRA, HMGMA and HMPA members can earn UPS points by submitting articles which are accepted for print. *All submissions become the property of Kenzer & Company. By submitting your article, you hereby assign all right title and interest in and of the story to Kenzer and Company, and agree to be bound by these terms.*

IX. Online Play

Although there is simply no substitute for sitting around a table with your gaming group and laying waste to monsters and hoarding treasure, the HMA recognizes that the modern age brings modern changes to our hobby. An HMA group does not need to be located in the same geographic area. They can register as a group and play exclusively online, only getting together in person perhaps at larger conventions.

At this time, this applies only to the type of games described under the "Non-Sanctioned Local Group Play" section of part VI of this document. The HMA is exploring options for electronic tournaments and conventions but is not currently allowing them.

X. HackMaster Retailers' Association

Essential to the foundation of gaming is the local retail store. Who doesn't have glorious stories about treasure won, creatures slain and fair damsels rescued during all-nighters down at the local shop! The local retail store provides GameMasters with all the tools they need to mow down players, and players all the tools they need to stand united against the GM's tyranny (and from a little bit of backstabbing between friends).

The HMA strongly encourages its members to support their local hobby shops. Remember the importance of spending your money at local businesses – supporting your favorite industry. Let's face it, though, not every store has the perspicaciousness to be elite. That's why we offer a HackMaster Retailer Association membership to stores that do the right stuff!

HMRA stores manage memberships, sanction groups, run tournaments and are often the first stores to receive new HMA sanctioned materials. So get down to your local non-HMRA hobby shop and politely but firmly show them the error of their ways. Interested retailers can contact the HMA directly at:

HackMaster Association Phone: (847) 540-0029

Kenzer & Company
25667 Hillview Court
Mundelein, IL 60060

E-mail: hma@kenzerco.com

XI. Word from the HMA Manager

As I look out over the HackMaster Association, I can only think about the power I have gained by taking its helm. I have single-handedly accomplished the biggest coup in the histo…. [Editor's note: At this point, Jamie was sedated and rushed to an area hospital.]

As I look out over the HackMaster Association, I can only think about the opportunity I have to serve its membership. I'm brought back to high school D&D games in my friend Mike Watt's basement. Games where all that mattered was the spirit of the fight, the allure of the treasure and the glory that came with success. To me, that's what fantasy role-playing is all about: setting aside your briefcase or backpack, picking up your HackMaster +12 and seeing just what the heck is around that next corner in the dungeon. Political intrigue and complex diplomatic errands be damned! Strap on my shield, hand me my weapon and I'm going to stride boldly into the dungeon (with the torchbearer in the lead, of course) and stomp some ass.

I hope all of you will see some of those same things in the HackMaster Association. I hope many legends will be written, many Dragons will be slain and many treasure hoards will be plundered by every one of you. As the HMA develops and grows, it's going to be one hell of a ride. I hope you'll come along!

Hoody hoo!

Jamie LaFountain
HMA Manager

HMPA ROLL CALL

Current Members of the HMPA

Last Name	First Name	HMPA #	City	State/Country
Applebey	Kent S.	NH-1-00329-01	Nashua	NH
Applebey	June C.	NH-1-00330-01	Nashua	NH
Arellano	Michael	CA-1-00172-01	Los Angeles	CA
Bacon	Mary	NH-1-00353-01	Nasha	NH
Bagley	William	FL-1-00308-01	Port Richey	FL
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Benner	John E.	NY-1-00224-01	Clark Mills	NY
Blackburn	Amber	IL-1-00015-01	Mundelein	IL
Blackburn	Barbra	IL-1-00016-01	Mundelein	IL
Brown	Shawn	FL-1-00307-01	New Port Richey	FL
Burke	Jiffy	IL-1-00017-01	Mundelein	IL
Burke	Bob	IL-1-00013-01	Mundelein	IL
Calhoon	Ryan	CA-1-00277-01	Roseville	CA
Cappa	Hank	CA-1-00305-01	San Jose	CA
Cappoli	Patrick	NV-1-00113-01	Las Vegas	NV
Casper	Tracy	IL-1-00012-01	GURNEE	IL
Cheesman	Allen	FL-1-00229-01	Melbourn Beach	FL
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Cross	Dan	PA-1-00125-01	Wayne	PA
Cross-Nelms	Ann	OH-1-00136-01	Maumee	OH
Davies	William	NY-1-00144-01	Syracuse	NY
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Far	Matthew E.	NH-1-00331-01	Nashua	NH
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Federow	Alia	IL-1-00231-01	Chicago	IL
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France	John	SL-1-00346-01	Glasgow	Scotland
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Gillis	Josh	IN-1-00217-01	Indianapolis	IN
Glozeris	Paul	IL-1-00221-01	Highland Park	IL
Grubbs	Timothy	FL-1-00335-01	Jacksonville	FL
Harris	Glenn	IL-1-00009-01	Mundelein	IL
Helms	Matt	IL-1-00178-01	Mount Prospect	IL
Hunter	Alaine	IN-1-00150-01	Indianapolis	IN
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Jackson	Rob	NH-1-00325-01	Nashua	NH
Jacobson	David	PA-1-000218-01	Lancaster	PA
Johns	Kristine	OH-1-00153-01	Columbus	OH
Jones	jennifer	MI-1-00109-01	Sterling Heights	MI
Kinsey	Scott	PA-1-00219-01	Lancaster	PA
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Knight	Chris	CA-1-00202-01	Vacaville	CA
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More	Noel	VA-1-00171-01	Hampton	VA
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Neumann	Patricia	IL-1-00157-01	Altamont	IL
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Patterson	Mike	TX-1-00301-01	Houston	TX
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Roberts	John	OH-1-00164-01	Vandulia	OH
Roy	Doug	NH-1-000326-01	Nashua	NH
Rusnak	Alan	SC-1-00290-01	Norris	SC
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Russell II	Frank J.	NH-1-00327-01	Merrimack	NH
Sapp	Brian	NJ-1-00283-01	Galloway	NJ
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Utsch	Sean	GA-1-00232-01	Statesboro	GA
VanHooreweghe	Andrew	IA-01-00179-01	Cedar Falls	IA
Wall	Eric	IL-1-00222-01	Round Lake Park	IL
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Wood II	John	MS-1-00181-01	Sumrall	MS

HMGMA ROLL CALL

Current Members of the HMGMA

Last Name	First Name	HMPA #	City	State/Country
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Ahlschwede	John	NE-1-00101-01	Omaha	NE
Ahrngbrah	Chris	WI-1-00242-01	Sheboygan	WI
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Baker	Louis	TX-1-00270-01	Killeen	TX
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Charles	Joe	TX-1-00200-01	League City	TX
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de Haan	Remmelt	NL-1-00285-01	Nijmegen	Netherlands
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Hahn	August	KY-1-00134-01	Louisville	KY
Haines	J. Mance	TX-1-00129-01	Austin	TX
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Hanson	Cliff	MA-1-00266-01	Richmond	MA
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Henrich	Ian	CA-1-00188-01	Concord	CA
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Hermes	Knut	GR-1-00315-01	Neuss	Germany
Hogan	Kevin	MA-1-00104-01	Stoughton	MA
Howard	Jeffrey	NH-1-00342-01	N. Haverhill	NH
Hubbard	Andrew	FL-1-00122-01	Gainesville	FL
Huffman	Kevin	OK-1-00318-01	Spencer	OK
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Jelke	Brian	IL-10-00003-01	Mundelein	IL
Johansson	Steve	IL-10-00002-01	Mundelein	IL
Johns	G. David	OH-1-00154-01	Columbus	OH
Johnson	Kevin	TX-1-00180-01	Lockhart	TX
Jones	Roy	MI-1-00108-01	Sterling Heights	MI
Jordan	Michael	CA-1-00351-01	Perris	CA
Kellogg	Tim	OK-1-00312-01	Norman	OK
Kenzer	Dave	IL-10-00000-01	Lake Zurich	IL
Koehler	Bart	NJ-1-00319-01	Clinton	NJ
Kolman	Noah	IL-8-00007-01	Mundelein	IL
Kuhfahl	Bill C.	NE-1-00288-01	Papillion	NE
Lach	John	NJ-1-00215-01	Somerset	NJ
LaFountain	Jamie	IL-MG-00019-01	Mundelein	IL
Layton	Cary	MO-1-00267-01	Cape Cirardeau	MO
Leigh	Ryan	NV-1-00152-01	Reno	NV
Lorenzen	Jeff	CA-1-00189-01	Sebastopol	CA
Marshall	William	FL-1-00306-01	Port Richey	FL
McCambley	Thomas	CO-1-00121-01	Lakewood	CO
McElwrath	Cameron	IL-1-00279-01	Cantrall	IL
McEwan	Jessica	MA-1-00243-01	Woburn	MA
McGeary	Jessica	NJ-1-00271-01	Pine Brook	NJ
McGuire	Jim	IL-1-00348-01	Divernon	IL
McNary	Patrick	NV-1-00145-01	Reno	NV
Meredith	Scott	AL-1-00170-01	Enterprise	AL
Michael	David	VA-1-00207-01	Manassas Park	VA
Moore	Patrick C.	KS-1-00281-01	Topeka	KS
Morgan	Don	IL-8-00010-01	Mundelein	IL

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Mueller	Mark	CA-1-00014-01	Redondo Beach	CA
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Nicholas	Brian	OH-1-00069-01	Cincinnati	OH
O'Denius	Eric	MN-1-00167-01	Burnsville	MN
Park	Wayne A.	AZ-1-00239-01	Tempe	AZ
Paulson	William	OH-1-00199-01	Columbus	OH
Perez	Troy	CA-1-00112-01	Roseville	CA
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Pierce	Benjamin	NY-1-00197-01	Snyder	NY
Provenzano	Joseph	IA-1-00116-01	West Des Moines	IA
Puffer	Benjamin	NH-1-00350-01	Keene	NH
Radzik	Dave	CO-8-00006-01	Broomfield	CO
Reichstadt	James	CA-1-00132-01	Vallefo	CA
Richie	Michael	NY-1-00344-01	Latham	NY
Rizzuto	Michael	NJ-1-00314-01	Garfield	NJ
Roberson	Anthony	GA-1-00249-01	Snellville	GA
Schippers	John	MI-1-00140-01	Ypsilanti	MI
Schweitzer	Erik	MI-1-00105-01	Pontiac	MI
Scott	Jonathan	UK-1-00234-01	West Yorkshire	UK
Sells	Eddie	OK-1-00257-01	Oklahoma City	OK
Sercely	Matthew	TX-1-00147-01	Richardson	TX
Sherman	Sean	NY-1-00287-01	Rochester	NY
Sims	Aaron	IN-1-00084-01	Washington	IN
Sims	Andrew	MS-1-00339-01	Petal	MS
Solomon	Scot	IN-1-00160-01	Liebanon	IN
Splawn	Paul	WA-1-00128-01	Federal Way	WA
Stan	Matthew	CA-1-04444-01	Huntington Beach	CA
Stanley	Dennis V.	MD-1-00345-01	Rockville	MD
Stewart	Mike	TX-1-00280-01	Denton	TX
Stilwell	Kevin	NY-1-00237-01	Vernon Center	NY
Stone	Steven J.	AE-1-00336-01	APO	AE
Sturtz	Jason E.	NV-1-00260-01	Reno	NV
Sundberg	Michael	NY-1-00107-01	Queensbury	NY
Szynkowski	Christopher J.	OH-1-00349-01	Toledo	OH
Tanner	Michelle	CA-1-00204-01	Vacaville	CA
Thestrup	Peter	DK-1-00321-01	Lyngby	Denmark
Thompson	Tim	OH-1-00119-01	Cincinnati	OH
Thormodsgaard	Robert	KS-1-00317-01	Topeka	KS
Tillman	Marcus	TX-1-00212-01	Corpus Christi	TX
Tipton	James	TX-1-00158-01	Austion	TX
Triplett	A. Craig	NC-1-00256-01	Charlotte	NC
Trubowitch	Zev	CA-1-00295-01	Eureda	CA
VanHoose	Brian	IN-4-00099-01	Muncie	IN
Varian	Basil	VA-1-00264-01	Appomattox	VA
Vaughan	Jim	OH-1-00139-01	Gahanna	OH
Walton	Jason	OH-1-00911-01	Toledo	OH
Weddig	Stephen	CO-1-00320-01	Lafayette	CO
Weilbacker	Allan	FL-1-00273-01	Port Richey	FL
Wells	Robert	CA-1-00173-01	Monrovia	CA
Wright	Sam	MI-1-00241-01	Wyoming	MI
Zorowitz	Andrew	NY-1-00042-01	Scorsdale	NY

HMRA

Current Members of the HMRA

Store Name	Address	Phone	Website/E-mail/Fax	HMA Number
Altered States	689 N. Clinton St., Syracuse, NY 13204	315-472-4263	www.alteredsts.com	NY-1-00347-01
Armchair Commandos	5301 Everhart Ste. P, Corpus Christi TX 78411	361-992-7166	www.armchaircommandos.com	TX-1-00255-01
Attactix Inc.	15107 E. Hampden Ave., Aurora CO 80014	303-699-3349	attactix@earthlink.net	CO-1-00183-01
Cerebral Hobbies	128 E. Frankilin Street, Chapel Hill NC 27514	919-929-0021	steve@cerebralhobbies.com	NC-1-00251-01
Collectormania	17892 Cottenwood Drive, Parker CO 80134	303-766-3530	ccgnews@aol.com	CO-1-00213-01
Dixie Dragon	846 N. Main Street, Hattiesburg MS 39401	601-545-2787	waaaagh@dixiedragon.com	MS-1-00187-01
Flamingo Street Collectibles	130 New Canaan Ave., Norwalk CT 06850	203-840-1694	fax 203-846-0024	CT-1-00253-01
Game HQ Inc.	PO Box 891241, Oklahoma City OK 73189	405-691-0509	ghqokc@aol.com	OK-1-00205-01
GameMasterz	3434 S. Western, Amarillo TX 79109	806-358-0100		TX-1-00194-01
Games Plus	101 W. Prospect Ave., Mt. Prospect IL 60056	847-577-9565	curt@games-plus.com	IL-1-00185-01
GateKeeper Hobbies #1	2615 SW 21st Street, Topeka KS 66604	785-232-3429	gkhobby@kscable.com	KS-1-00176-01
Green Dragon	7671 Northwood Blvd. 5-T, North Charleston SC 29406	843-797-2052	abc@awod.com	SC-1-00293-01
Ground Zero Games	PO Box 147, Port Richey FL 34673	727-849-7411	gzgames@earthlink.net	FL-1-00211-01
Ian's Games	301 Georga Street #A12, Vallejo CA 94590	707-552-7127	ian@iansgames.com	CA-1-00174-01
Imperial Outpost Games	4212 W. Cactus Road, Phoenix AZ 85029-2902	602-862-9683	bob@imperialoutpost.com	AZ-1-00334-01
Jester's Cards & Stuff	13 E Main, Park Hills MO 63601	573-431-4580	jesters@i1.net	MO-1-00254-01
Jester's Playhouse	2408 New Road, Northfield NJ 08225	609-677-9088	rich@jestersplayhouse.com	NJ-1-00177-01
Pastimes	8478 Golf Road, Niles IL 60714	847-470-9636	zeryis@covad.net	IL-1-00214-01
Rockhead's	2225 63rd Street, Kenosha WI 53143	262-657-5655	brian@rockheads.com	WI-1-00302-01
The Dragon's Table	44 E. Main Street, Suite 101, Champaign IL 61820	217-359-0503	pogo56@msn.com	IL-1-00297-01
The Fantasy Factory	257 N. Hamilton St., Dalton GA 30720	706-259-3315	orders@fantasyfactory.com	GA-1-00182-01
The Game Keep	3417 Lebanon Pike D-304, Hermitage TN 37076	615-582-7897	wandering_knight@hotmail.com	TN-1-00250-01
The Original Game Shop	6524 East 51st Street, Tulsa OK 74145	918-663-5525	benkim@geotec.net	OK-1-00175-01
The Wizard's Tower	49 Kinsley Street, Nashua NH 03060	603-594-0521	wizardstowernh@hotmail.com	NH-1-00296-01
War Dogs Game Center	2580 Atlantic Blvd., Jacksonville FL 32207	904-399-1975	sgtsniff@aol.com	FL-1-00252-01
Y2 Komics	5270 Trail Lake Drive, Ft. Worth TX 76133	817-263-5888	Y2Komics@home.com	TX-1-00206-01
Your Story	22 Rivergate Centre, Peterborough PE1 1EL, U. K.	+44 1733 341007	ian@magiccards.co.uk	UK-1-00303-01
Zimmie's, Inc.	197 Main St., Lewiston ME 04240	207-783-4450	joe@zimmiescomics.com	ME-1-00268-01

HackJournal Submission Guidelines

Submissions to the HackJournal can be in electronic format to:

ray@kenzerco.com

or send via "snail" mail to :

HackJournal Submissions
Kenzer & Company
25667 Hillview Ct
Mundelein IL 60060

A strong preference will be shown for electronic submissions. Paper submissions must be retyped into the computer by our hardworking pixie-fairies – so a submission would have to knock our socks off for us to justify the time for that.

Electronic submissions must be in either Microsoft Word format or Rich Text Format (RTF). No other formats will be accepted. A submission may be accompanied by no more than a single map of no larger than 8 1/2" by 7". Maps are only accepted in .TIF or .JPG electronic file formats. If you hand draw a map, please scan the drawing into the computer and save it as a .TIF or .JPG for submission.

Look over what's in this issue of HackJournal to get a general idea of article length. A full page article with no art is about 1,000 words. So a two page article with a half-page map or art (4 1/4" x 7") would be 1,500 words assuming no other art. A full page article with a quarter-page piece of art would be about 700 words. Any charts or tables count as art. Generally speaking, we prefer articles of 700-2,000 words depending on art or maps you would like to include.

If you are going to include boxed text or charts/tables, you must use the following format in Word to indicate them:

***
Put your read-aloud text between three asterisks.
***

***
For charts tables – use three asterisks but include a title and tabbed text columns (no separate formatted objects, please).

Table: Kewl Stats for Wicked GMs
Column 1 Column 2 Column3
first second third
***

Our staff will format the tables and read-aloud text as you see it in this issue of HackJournal. Visit our discussion boards and website for more information and all the tips and tricks for fledgling HackWriters!

WWW.KENZERCO.COM

Hack Pack
Demo Team

Do you like teaching people how to play your favorite Kenzer & Company games? Do you like earning free stuff for it? Join the Hack Pack Demo Team and earn Kenzer & Company products, badges and titles for your level in the Pack, awesome T-shirts and the respect of your fellow humankind!

For more information, e-mail Jamie LaFountain at **hackpack@kenzerco.com**

Actual color – nifty bright red!

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Kenzer & Company has recently initiated a licensing agreement with Santa Claus. Anybody caught not signing up for the Hack Pack Demo Team will be remembered when Jolly Old St. Nick is making his list and checking it twice.