



A DAY IN THE LIFE

GNOMELING TITAN

BEHIND THE SHIELD

TOURNAMENT DUNGEON DESIGN

THE WAYLANDS

JERODSKALD

EASTHAVEN

PLAYER'S ADVANTAGE

ROLE-PLAYING AN AMPUTEE

RUSTLERS OF THE NIGHT

RUST BATS

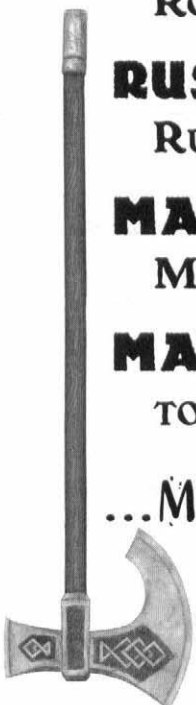
MAGE'S ADVANTAGE

MORE THAN MEETS THE EYE

MASTER INDEX

TO SKILLS AND TALENTS

...MORE INSIDE!



THE OFFICIAL PUBLICATION OF THE HACKMASTER ASSOCIATION

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FROM THE CELL OF HMA HQ...

Jamie LaFountain
HMGMA #IL-MG-00019-01

TOURNAMENT CRISIS!

Yes, that's correct, the HackMaster Association is presently in a state of tournament crisis. As a fledgling organization, we depend heavily on contributions from the membership to continue running. For example, HackJournal would simply not exist without user-contributed material. The same holds true for our tournament program.

In HackJournal issue #1, I published an adventure entitled Relb's Revenge, an excellent example of a HackMaster tournament, written by our HackJournal Editor-In-Chief Ray Ennis. The purpose of publishing the tournament was to give all of our HMA members an idea of how a HackMaster tournament should be formatted. On page 21 of HackJournal issue #1, I also published guidelines for creating your own HackMaster tournament.

This issue, we are very fortunate to have an article written by Ray on what to put in your tournaments and why. I say we're fortunate because Ray is the most experienced HackMaster tournament writer on the planet. Yes, you heard me correctly. He has written more HackMaster tournaments used at more conventions than anybody else in the world. He is an authority on the subject.

I also put the tournament guidelines on our website (www.kenzerco.com) because I know many of you are new to the HMA and don't have access to HackJournal issue #1. Please look over those guides. Please consider writing a tournament for the Association. If only 10% of you wrote one tournament, not only would our crisis be over, but we would then approach Tournament Heaven!

Tournament submissions should be e-mailed to us at hma@kenzerco.com. If you have specific questions about writing a tournament, please don't hesitate to e-mail me at jamie@kenzerco.com.

Not only do I thank you, but your fellow HMA members thank you.

A Farewell to Arms

As we wrap this issue of HackJournal, we are saddened to report that Ray "Predacious Howler" Ennis, our esteemed Editor-In-Chief, will no longer hold that illustrious position. So thanks, Ray, for being there when we needed you most.

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Submissions to the HackJournal
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A strong preference will be shown for electronic submissions. Paper submissions must be retyped (and spell-checked!) into the computer by our hardworking pixie-fairies – so a submission would have to knock our socks off for us to justify such intense labor.

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 or image of no larger than 8 1/2" by 11". Images are only accepted in .TIF or .JPG electronic file formats. If you hand-draw your map, please scan the drawing into the computer and save it as a 300 dpi resolution .TIF or .JPG for submission. Lower resolution images (72 or 150 dpi) will not print as clearly.

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 image (5" x 8 1/2") would be 1,500 words. A full-page article with a quarter-page piece of art (5" x 4 1/4") would be about 700 words. Any charts or tables of supporting data count as art. Generally speaking, we prefer articles of 700-2,000 words depending on the number of images or maps you would like to include.

If you are going to include boxed (read-aloud) text or charts/tables, you must use the following format (in your word-processing program of choice) to indicate them:

Put any text that is intended to appear as boxed (read-aloud) text between three asterisks, as shown.

For charts/tables – use three asterisks but include a title and tabbed text columns (no special-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 have seen it appear in each issue of HackJournal. Visit our discussion boards and our website for even more information and all the tips and tricks for fledgling HackWriters!

HEY, ARTISTS!!!

Do you want your piece of art featured on the cover of HackJournal? Show us your best stuff, get discovered, never suffer from tooth decay ever again! We're looking to feature **your** amateur artwork on the cover of future issues of HackJournal.

A submission that is accepted must be accompanied by an "Exhibit C" document assigning the rights of the submission to Kenzer & Company. However, do not include an Exhibit C with your submission. If we accept it, we'll ask you for one prior to publication. Upon publication, your HMA membership will be extended by **six months!**

Art submissions must be in high-resolution (300 dpi) JPG or TIF format. E-mail submissions to **jiffy@kenzerco.com** with the subject line "HACKJOURNAL COVER SUBMISSION." No art work with parodies or obvious likenesses of real people (e.g., George Bush, Jamie LaFountain) or copyrighted/trademarked characters (e.g., South Park characters, the Everknights) will be considered.

*Best when used in conjunction with a daily regimen of brushing, flossing and a low-sugar diet. Kenzer & Company makes no guarantee of sustained dental health. This claim is frivolous and can't be supported in any way.

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Submissions by mail should be sent to the address shown at left.
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A DAY IN THE LIFE

By Timothy Grubbs, HMPA #FL-1-00335-01

Subject: Gnomeling Titan

"I am going to kill them", the thought burned in Pete's mind. "I am going to kill them all."

Snow whipped across Pete's specially- designed snow boots as he glared at his companions, their inferior footwear (barely worthy the name) leaving shallow tracks in the snow, with hardly any sound at all. His own oversized spiked boots, however, sounded impressively loud on the frozen plain.

Pete continued his rant, words lost in the wind. "Max is dead because of them. Why did he have to stay behind? He was nuts, thinking he could kill that giant polar bear by himself! I would have stayed with him, but his 'friends' insisted that I flee with them. I had forgotten their mule died before we came to this frozen wasteland; they just needed me to carry the gear."

He renewed his glare at the human brawler, Scruffy Smith. Scruffy frequently said Pete was a freak of nature, and by breakfast each day usually threatened to chop his feet off. "Moron. You should have fought the bear. Then Max would still be with us. I should have stayed in the army. I was with my own kind. Now I'm stuck with a couple of humans and a pixie fairy. Gawd, how I loathe that pixie fairy."

Pete looked at Scuttlebeat, the blue pixie fairy who never stopped talking. Even ten feet upwind in a driving blizzard, he heard her high-pitched chatter directed at her two partners.

"What Max ever saw in these losers I'll never know, but at least he left me something to remember him by," Pete clutched the blade Max had used in the Battle of Gnomar Pass. "I have to get away from these wanna-bes. The moment I get to the ship, I'm out of here. The quest is a bust. The 'Sacred Ice Gem' turned out to just be a big block of ice. And my boots are ruined thanks to mister 'I know exactly where we're going' and his partner. If they try to get on the boat, I'll shin kick them until their frost-bitten legs break off. I could care less about these losers. Max was the only reason I even joined."

Pete thought about his hero, —the gnome titan popularly known as Max the Defiler, an infamous leader within the gnome titan army who got drummed out of the service for leading too many massacres of entire towns. Pete felt close to Max because he himself was kicked out for leading his platoon into an ambush by an enemy battalion and was the only one to survive. It was nearly the same thing, after all.

He heard about Max through from other gnomeling titans. He found where Max was hiding out, and convinced him to let Pete join the band. He had to promise to serve Max as a virtual slave, but at least he was with people who cared. By Draper, Max took advantage of that promise! Pete fondly remembered the countless times Max forced him to rob their traveling companions to pay for his ever-increasing bar tabs. Those were truly good times.



Gnomeling Titan, as featured in the March, 2002 issue of HackJournal, #4.02

Shifting his thoughts to the future, Pete thought about his next move. He could always rejoin the army, or maybe sell the sword and start his very own adventuring band. "Whatever I do," he fumed, "these losers are going to be sorry for every short joke they told, every insult against my race, and for getting Max killed. They can stay in this frozen tundra forever. I'm getting home and then finding a small town and burning it down, just for...AAIEEEEE!!!"

Before he could finish his scream, a huge mouth burst from the tundra, roared mightily, swallowed Pete one gulp, and disappeared again.

Tense silence reigned for a full minute among the remainder of the party, until it became clear the worm was not returning. The silent scene was then shattered by loud laughter and relived sighs.

"Looks like you were right, Snipe," Scruffy growled while fishing coins out of his belt. "There are arctic worms in this area. Glad we brought that big-booted freak along to bait them away from us."

"Yep," Snipe chuckled while testing Scruffy's coin with his teeth. "Max may be dead, but he sure had a great idea when we got here. Bringing the gnomeling titan along as bait was genius."

"Yes, Max was smart, and Pete was an idiot, but I wish we could have saved that sword," Scuttlebeat lamented quietly, "It's a shame it went to waste. Oh well, it was worth it, to watch the little brat scream!"

And with that, the three surviving companions made their way to the ship, debating how best to hire new bait for their next adventure. ✦



GARWEEZE WURLD THE WAYLANDS: JERODSKALD

Daniel Forbes

HMGMA #TX-1-00261-01

[Note from HMA HQ: Dan made an awesome start fleshing out the fascinating city of Jerodskald. We welcome other members to contribute additional details to the city in future issues of HackJournal. Events across Garweeze Wurd are recorded using the Tre'Ratorium Calendar. Year 0 TR marks the dedication of the city of Fangaerie.]

"THE FIRST CITY"

On the shore of the eastern sea in the country of Yutrin lies the city of Jerodskald (C8.15.E06). What started as a collection of goat farmers in times primeval has since been home to kings, pirates and merchants. Currently it is one of the largest coastal cities in the Waylands. It is a city embroiled in political intrigue and civil unrest.

The best-known landmark of Jerodskald is the great tower standing at the very center of the city. The tower, known as "Skyspike" to the locals, has its origins shrouded in rumor and mystery. It is regarded by many in the city as one of the greatest architectural feats in the Waylands, if one of the most ill-fated.

Once the center of a great empire, Jerodskald has been the site of numerous wars, raids, and power struggles. Ruling this sprawling, aging city is the job of the Captain of the Guard, Erin Brightshield, and the trade guilds.

Several years ago, Captain Brightshield withdrew to Skyspike, and quickly faded from public life. The guilds, left as the dominant political powers in the city, split Jerodskald into sections of control, and to this day conduct a quiet war with each other for control of the city and her trade. The only neutral territory left in the city is Skyspike and the surrounding Old Town district. It remains home to the reclusive Captain, who hasn't been seen outside the tower in years.

The guilds rule the city by a council of six people, one from each of the major guilds. The Council keeps Jerodskald wealthy and its people happy by trading in everything imaginable. The city watch continues its duties, and now takes orders from the Guild Council directly. After years of political unrest and revolt, the populace has greatly enjoyed the years of stability the Council has created, and the city seems on the verge of expansion once again.

NOTABLE DATES IN JERODSKALD'S HISTORY

-270 TR – The first shepherds and fishermen settle around a massive ruined tower near the coast. Soon after, a small village develops and becomes a local center of trade.

-185 TR – A local fisherman finds treasure in the sea, and uses the money to repair and expand the tower into an impressive building of stone, and moves in. Stories begin developing of the true purpose of the tower after the fisher-

man and his family go mad and leap together from the tower ten years later. The tower is declared cursed, and the center of town becomes desolate.

-125 TR – The town grows into a city, and a ruler is chosen: King Enos I. Enos has the tower expanded, moves in, and declares the curse at an end. Five years later, King Enos is found dead at the base of the tower, a look of horror frozen on his face. Enraged at the “curse of the tower” the citizens reduce it to ruins. A new ruler is chosen, and life continues.

-103 TR – The Pirate War. Jerodskald is partially destroyed in a series of fires, attacks, and counterattacks fought by warring pirates and city watch. Finally, the raids die off, and the entire city is restored, including the tower. The city sees the rebuilding as a time of hope, and names the tower ‘Skyspike’ in honor of its impressive size. The ruler, Queen Elana, moves into the tower and rules well for many years.

-87 TR – Through shrewd politics and back-room deals, the city becomes the royal seat for the entire unified Kingdom of Yuttin. The city expands again, and becomes a major trade center for the country. A palace is built adjacent to Skyspike for the royal family, and peace settles on Yuttin.

23 TR – The worst storm in the history of the kingdom strikes Jerodskald. When it ended, the entire royal court was dead and the palace destroyed, as well as a good part of the city. Only Skyspike remained untouched. How the storm failed to destroy the huge tower is a matter of legendary debate. The country falls into chaos as a bloody fight for the throne ensues, wiping out many of the noble families.

33 TR – The commoners begin growing weary of the nobles, drawing them into constant fighting, the populace takes action. Massive trade guilds are formed, and by skillfully manipulating the splintered nobility, the guilds are given many powers of rule that once only belonged to the nobles. To counter the power of the guilds, the nobles finally settle on a new ruler, King Grondel I. However, it became clear that the monarchy had lost too much power over the years, and its days were numbered. A quiet and defeated man, King Grondel leaves the chores of ruling to his wife, Queen Hindel, and jumps from the top of Skyspike one year after being crowned.

35 TR – Queen Hindel rules cruelly, blaming the city for her husband’s death. Many anti-royal demonstrations erupt and are put down by the city watch. Fearing what she may do next, the guild leaders hold a secret council and hire a group to murder the remaining royals. The Queen learns of the threat, and flees the palace one night to hide in Skyspike, pursued by the assassins. The Queen and the assassins are never seen again, despite Skyspike being searched repeatedly by the guild council. The guild council announces the Queen has fled, and presents the Council as the new ruling body, with the city watch acting as the police force. The people, relieved to be out from under the Queen’s thumb, accept the Council’s rule, and get back to making money. Skyspike is sealed shut and abandoned.

69 to 72 TR – The trade routes to the city are preyed upon by one of the great orc pirates, the Black Fiddler. Seeking to end the tyranny, the guilds hire

another pirate to stop the Black Fiddler. Fredrick Dirgin, renowned as a “gentleman pirate,” attacks and defeats the Black Fiddler in a brilliant naval engagement. After the battle, Dirgin is named Captain of the newly formed naval watch, and tasked with patrolling the harbors and nearby sea lanes around Jerodskald.

152 TR – Normal business slows as many volunteer to help defend against the Great Orkin Reprisal (see *Little Keep on the Borderlands*). Some of the city watch remain, while the rest, with many volunteers and most of the navy, sail west to aid in the war. The reduced population begins to show in the city, as areas fall into disrepair and the city experiences an economic depression.

165 TR to Today – On the first day of 165 TR, Captain Brightshield breaks the seal on Skyspike and shuts himself in. The Council takes over his duties of running the city and naval watches. To prevent a guild war, the Council divides the city up into sectors of responsibility, each guild charged with maintaining the peace and raising money in their sector. This ploy successfully avoided an open war, but has led to a quiet “cold war” between the guilds. Today, in addition to thriving trade, many mercenaries, thieves, and adventurers come to Jerodskald now to seek their fortunes in working for the various factions in the city, and explore the many forts and caves scattered across the countryside from years of unrest.

JERODSKALD: RULES AND REGULATIONS

1 sp per person entry of the city – Entrants are given a leather seal which they must produce when conducting any business with any guild inside the city. Failure to do so will result in a 20 gp fine. Failure to pay will result in a 20 day sentence in one of the debtor prisons scattered throughout the city.

Weapons may be carried if a weapon permit is purchased – The cost of the permit varies on the type of weapon but runs between 1 gp (daggers and other small weapons) to 20 gp (two handed weapons and other large items). Permits may be purchased at any entry gate and any weapon shop. Individuals who fail to produce a current weapon permit will be fined ten times the value of the weapon, as determined by the Office of Value and Weights, located in Jerodskald and run by the Council. Failure to pay may result in fines, prison terms and occasionally execution.

Disputes are settled by the Jury – The Jury is comprised of elected officials from each of the city’s guilds. They meet every week to settle legal and civil issues that may arise. Usually, the post of juror is given to members of the guild who can no longer serve in another capacity, but have the respect of everyone.

THE MAJOR GUILDS:

Hauler Union (transport guild)

Headed by Jerid Neckbreaker
Based in warehouse #5 on the docks
Responsible Sector: Wharf

The Union was formed after several members of the other guilds split off and became their own entity. The Union handles all cargo that is transferred at the docks, and everything that comes in by caravan overland. Youngest of the guilds, it is quickly proving to be powerful and useful. They already have a reputation of getting merchandise delivered safely regardless of the risks. Savvy adventurers know there is always good-paying work at the Hauler Union.

The Red Feathers (brewers, innkeepers, and other service-oriented businesses)

Headed by Thom the Fat
Based out of Thom’s Estate in the Noble Quarter
Responsible Sector: Tavern District

The guild was originally created to give a level of standardization to products made and sold within the walls of the city. For a time the guild worked hand in hand with the textile guild, but began to have problems when the Red Feathers began manipulating members of the other guilds to side with them. Today a strong rivalry exists between the Red Feathers and Weavers. Many adventuring parties have been caught in the middle of their elaborate games of power.

The Seekers (sailors and shipwrights guild)

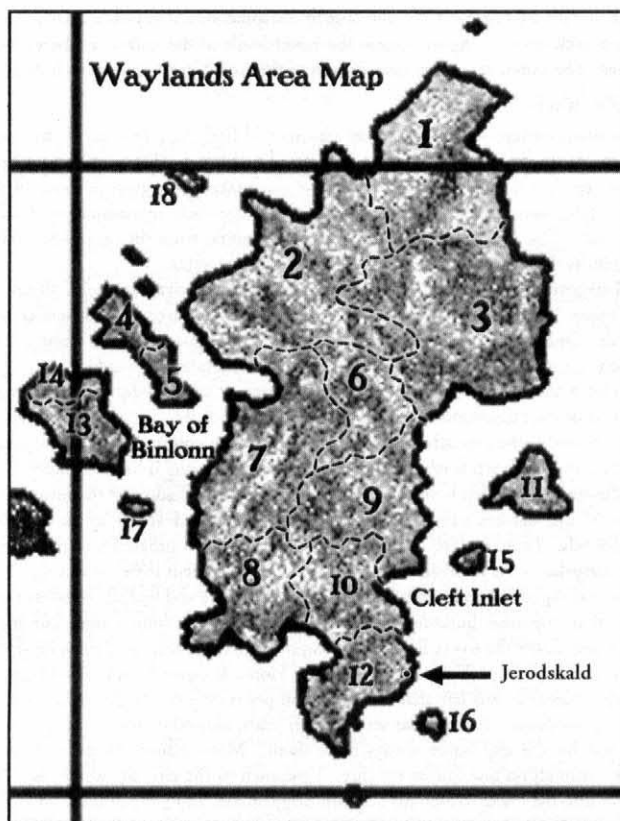
Headed by Fronfar Seaglide
Based in the Seekers’ House near the temple of Par’Kryus
Responsible Sector: Temple District

The Seekers broke away from the Red Feathers after several advances were made in navigation and map making. The Seekers really became a force once they aligned themselves with the naval watch. Today the two are sometimes indistinguishable. Since its creation, the guild has been responsible for conducting and sponsoring exploration and mapping of the known world.

Servants of Justice (protection guild)

Headed by Shirin Brightshield
Based in the temple to Luvia
Responsible Sector: Pilgrim District





Members of the royal guard who swore loyalty to the city after Queen Hindel disappeared formed the Servants of Justice. Now, this group serves anyone willing to pay its price for services. The guild also runs a side business of protecting caravans and important travelers to and from the city. There are rumors that an assassin's guild works within the Servants of Justice, but no proof has ever been found.

Nature's Arm (miners, stone masons, woodcutters)

Headed by Garn Grimtooth

Based in the Nature's Arm guild house in the merchant district

Responsible Sector: Noble District

Nature's Arm was formed initially to provide for common defense of miners, woodcutters, and others who regularly ventured outside the city walls to earn their living. The guild is on good terms with most of the druids and rangers living in and around the city. It is well known that when the Servants of Justice head into the wild regions, they like to have a few from Nature's Arm along with them. The leader of Nature's Arm is rumored to know more about the locations of forgotten treasures, dungeons, and monsters than anyone else in the city.

The Weavers (forging and cloth-making guild)

Headed by Wesley Packmaster

Based in the Weavers guild house in the merchant district

Responsible Sector: Merchant District

This guild was created not long after the Red Feathers. Disagreements arose with the Red Feathers when they began threatening weapon smiths and armorers to change their guild membership. The bitterness continues to this day and fights occur frequently over seemingly small matters of honor. For the most part, however, the Weavers try to stay neutral among the guilds. They realize they stand to make money from all sides during guild conflicts, but only if they can make sales to all parties. Unknown to most, the Weavers employ more spies and thieves than any other group in the city.

THE SECTIONS OF JERODSKALD:

Tavern District

This section is primarily made up of taverns, inns, and brothels. A good percentage of the Red Feathers revenue is made from the taxes imposed on the numerous drinking establishments in the city. Rumors abound that the Servants of Justice are making moves to take over some the seedier inns and taverns in this area.

Notable places:

The Dancing Rope Pub — One of the most famous taverns in Jerodskald, it is said to have been mentioned in the famous epic poem "The Traveler." It boasts an extensive beer and wine list and is a common stop for adventuring parties on their way through the city.

The Queen's Sister — An infamous tavern known for their cheap brandy and buxom wenches, visitors will need to watch their gold for many thieves lurk in this area.

Rathole — The Rathole is hard to find unless guided by a local. It is run by the Notorious Rat and is the only place where one can bet on anything from the outcomes of the Brawler Club to the rumored Orkin wardawg fights. It is whispered in the shadows that other dark services can be found here.

Road Supplies — Another common stop for adventurers, this place has all the basic provisions and supplies that are useful on the road. The owner, Owen Kirkstalk, always tries to keep up on the latest in adventuring news.

The Wharf

Over time, the wharf has grown into a large, bustling port capable of handling dozens of ships at once. Currently, there is a guild battle for control of the docks. The guild with the upper hand is the Hauler's Union. They are responsible for the area, and supply nearly all of the cargo haulers used by traders for moving on and off the docks. Fighting them for a percentage of the profits are the Seekers, who control shipping in and out of the bay. The Seekers want to eliminate transport taxes, and are using their influence on shipping to pressure the Hauler's Union. The two guilds are constantly trying to outmaneuver each other, while carefully avoiding troubling the other guilds to the point of forcing them to action. Both guilds realize trade is the life of the city, and know the Council will crush anyone who fouls it up.

Notable places:

Lucky Jon's Oddity Shop — This small, ramshackle shop carries an extensive collection of weird objects, all supposedly collected by the retired adventurer Lucky Jon. Lucky Jon himself runs the place, and is more than happy to sell people his wares, stories of adventuring days gone by or information he has about certain dungeons and prisons. If one asks Jon why he is called Lucky, he'll regale the questioner for hours about his adventures. If someone asks anyone who lives nearby, they'd say Jon was lucky for never following his own advice.

The Fiddler's Loft — Located on the water's edge, this is where the infamous Black Fiddler is said to have spent his time while in port. Numerous unusual and gruesome artifacts hang above the barroom mirror, adding to the pirate atmosphere. Mostly a place for tourists, no true sea dog worth his salt would be caught here.

All Night Bathhouse — Owned by Madam Pidina, this is where most of the crews from visiting ships spend their free time and conduct a lot of "backroom business."

Off the Ship Importers — Sellers of hard to get items and anything not locally made. It is run by Ferd Sodsman who boasts, "If you can't get it here, you can't get it at all!"

The World Over — For a fee, Olin and Dagus Finewell will provide maps of regions explored in the known world. They have also been known to hire out adventurers to map out locations and to ensure the accuracy of their own maps.

Pilgrim District

This area is crowded with religious zealots, clerics, paladins, and street-corner preachers. If anyone follows a particular philosophy, no matter how odd, it can be found here. There are rumors that evil cults have set up somewhere in the Pilgrim district, but nothing has yet been discovered by the city watch or the Servants of Justice.

Notable buildings:

High Road Tavern — This is a quality tavern frequented by travelers and pilgrims. Most customers come from the middle class and this is a generally trouble free place to stay, if annoying (the religious handouts tend to pile up on the floors.)

The Gilded Cross — This is a store for the faithful. Many holy symbols, paintings, relics, vestments and spell ingredients can be purchased here. It is owned by Father Shirin Nightshade and closely watched by Vicar Ghoulspike.

Cloak of Faith — This shop specializes in winter garments of all kinds, and is run by Duriel Hemsew. Rumor has it that certain magic items can be acquired here, though it has yet to be proven. This shop regularly buys pelts of all sorts, and many fur traders can be seen coming and going from this shop.

Cathedral of St. Barnabas the Nearsighted — The centerpiece of the district is this old stone cathedral dedicated to the patron saint of the city. It is said that his mummified right hand clenched in a fist is located somewhere beneath the stone floor. A small contingent of clerics maintains the cathedral, and charges a small fee for daily tours.

Merchant District

A daily battle is quietly waged here in the back alleys and storerooms between the Red Feathers and the Weavers. This area is great to shop in and find rumors about the city. Although, travelers should be wary of where they venture at night, unless they are looking for a back-alley brawl. The Silver Coin gang is based out of this district, where they spend most of their time robbing storeowners and barkeeps.

Notable buildings:

Iron Gate Inn — This is one of the oldest inns still standing in the city, and it is not difficult to tell that fact. The food is terrible and sold at high prices, but they survive anyway because the inn sits on a central corner of the district. There are rumors of underground tunnels that go from here and run all under the city.

Wallo and Droag — One of the most famous shops in Jerodskald, it is said that heroes such as Plint Dragonslayer and Korlok Darkew bought their provisions here.

High prices and high quality can be expected here. It is said that Wallo and Droag have contacts with every well-known blacksmith and alchemist in all of Waylands, and the shop inventory certainly seems to support the claim.

Merchant's Hall — This is where the merchant nobility meet to swap news, pay dues and gloat over how rich they are. Once a week, the Jury meets here to preside over disputes and hand down judgment.

Lady Capella Theater — This is where all kinds of performances are held: music, theater, and poetry saturate the entire building. Bards frequently gather here, showing off their talents and hoping for work.

Temple District

Every major gawd has a temple here. This district is where the major temples carry out rites and celebrations, heal the sick, and preach to the faithful. The various clerics here maintain that while the desperate and depraved lurk in the Pilgrim district, the holy and faithful walk proudly here. This district is where most of the city planning occurs, as it holds the largest libraries and concentration of scholars of anywhere in the city. There are no contests for control among the guilds here, everyone has seen enough strange things happen here to make them respect the clerics' powers.

Notable buildings:

Church of Odin — By far the largest temple in the district, it is decorated with items of war. Many clerics here welcome the chance to hire out their services to passing adventurers. The clerics consider it a rite of passage in the church.

Graveyard — The cemetery is maintained by the Temple of Gazzar-Kree and is in good order. Even so, people do not tarry long after the sun goes down for there are rumors of strange beings assaulting pedestrians at night. This is also the home of the Crisis of Faith gang, one of the smaller and stranger gangs of the city.

The House That Mike Built — The Temple District is home to the Flying Mikes, one of the most successful and well-known MICHARU (Mobile Infantry Combat Healing and Raising Unit) groups on Garweeze Wurd. These Mikes command double the normal rate but for good reason. Composed entirely of demi-humans, the Flying Mikes boasts that even the lowliest of initiates in the Flying Mikes is at least a 3/3 fighter/cleric. Dwarves, half-elves, gnomes, half-orcs, gnomelings and gnome titans comprise the membership.

Noble District

This area has the best security, finest houses and most expensive shops in the city. Most of the rich merchants, power brokers, and politicians live in this district, as well as the Council members and guild dignitaries. All people are welcome to wander through this area, but are expected to maintain proper decorum. Most people who don't own houses here avoid the area, since there are numerous stories about people being taken prisoner and used for the amusements of the rich. After dark, this is the best-lit area of the city, in order to help discourage thieves. Nature's Arm takes great pride in making the buildings, streets and walkways the most beautiful in the city. On any given day, there is a work crew from Nature's Arm polishing and repairing some building or road in this district.

Notable places:

Estate of Thom the Fat — Belonging to one of the wealthiest merchants in Jerodskald, this estate has stood here over a century. With his connections, Thom sees to it that he has enough protection to keep him from harm. His mansion resembles a small keep, complete with moat and drawbridge. The surrounding gardens are made to look like a dark and dangerous forest, and rumors suggest many traps wait here for the unwary.

House of Packmaster — The head of the Weavers moved into a temple that was abandoned two hundred years ago. Since then, the family has built it up and turned it into one the largest private residences in the city. The maze rooms and hidden passages always make for fun and exciting parties, for which the family is famous for hosting.

Shirin Brightshield's House — When the head of the Servants of Justice was overseas fighting in the Orkin Reprisal, he fell in love with the wife of a minor nobleman. After the nobleman mysteriously died, Shirin had the house (and the wife) moved to where it stands now in the Noble Quarter.

Old Town

This is the central part of the city that surrounds Skyspike. This is the oldest part of Jerodskald, and more than one adventuring band has made their way underground, following the various tunnels and forgotten sewers to the long-buried and built-over areas of the city. In a large clearing where the royal palace once stood are the city fairgrounds and royal gardens. The city watch is responsible for this area, since there are no permanent money making ventures owned by the guilds here. The watch acts as caretaker and guard for the ruins of the palace, Skyspike, and the surrounding area.

While usually no one dares get too close to Skyspike, many would-be thieves have been turned back from trying to explore the lower levels of the palace by the ever-vigilant patrols. The watch views this area as a part of the city's history, and treats it with respect.

Notable places:

Royal Gardens — This is where visitors will find the remnants of the once great gardens of the royal family. It is a shadow of its former self but still quite beautiful. Private residences and the fairgrounds have since taken over great portions of the gardens. Still, visitors will find an assortment of vegetation representative of all of the Waylands. The gardens are tended daily by the monks from the nearby Sing Hu'Chek Temple, as they have been for the past three hundred years.

Fairgrounds — This is where all of the popular festivals are held, all executions, and many "lower-class" concerts. The open and well-paved area is perfect for large crowds. One corner of the fairgrounds is home to the so-called Seer's Faire, a semi-permanent camp made up of gypsies, fortune tellers and talisman vendors.

The Armory — Once used as the royal armory, this well-fortified building at the east end of the fairgrounds now houses the majority of the city watch and their equipment, as well as the city jail. Always active with patrols coming and going, the Armory's presence in Old Town is what keeps the area from decaying into lawlessness.

Tower Inn — This is an average inn that lies in the shadow of the tower. It is fairly priced and features numerous outdoor tables, to take advantage of the crowds of the fairgrounds. There is rarely trouble in this inn, due to its proximity to the Armory.

Skyspike — As Jerodskald grew up around this ancient tower, it was repaired, torn down and expanded repeatedly. There are more rumors and legends associated with the tower than any other building in the city and surrounding countryside. No one is sure how many floors the tower has, though engineers have estimated it must be at least ten above ground, and probably as many below. Home to powerful rulers and tragic deaths for ages, Skyspike was left abandoned and empty until Erin Brightshield broke in and took up residence. No one has seen Erin in years, and while several people have tried to break in, the city watch always stops them. Many assume he died of the "tower curse," though no one knows for sure. Unknown to the city, the watch itself has sent patrols into the tower to look for Captain Brightshield, and none of them have returned. The current watch commander, Utr Kreejron, hasn't reported it to the Council yet because he's afraid he will be ordered in to solve the mystery once and for all. Utr is quietly looking for adventurers brave or foolish enough to dare the tower, and report on what's inside, without trumpeting their deed to the city.

Holidays Celebrated in the City

Heirborn, All Harvest's Day and the Feast of St.Barnabas the Nearsighted

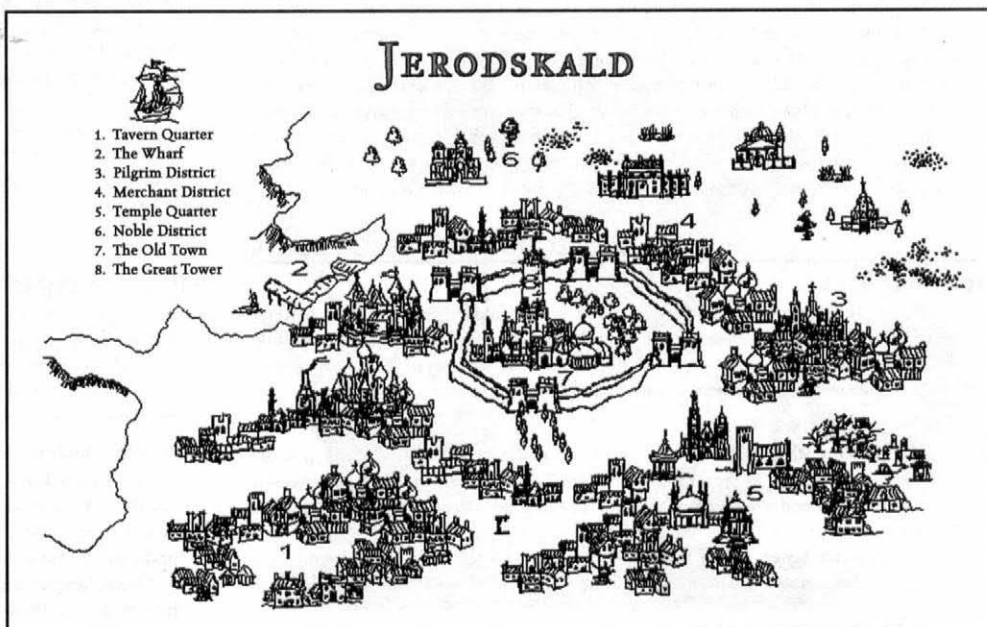
Population:

human 65%	gnome 4%
half-elf 14%	elf 3%
halfling 8%	half-orc, half-ogre, gnomeling, pixie fairy, other 1%
dwarf 5%	

PEOPLE OF NOTE:

Thom the Fat

Red Feathers' guild master (Half-orc, 10th level thief) — Thom is obsessed with becoming the sole ruler of the city, and believes Skyspike holds the key to his plans. However, his daily struggle with the other guilds has prevented him from doing more



than buying a few of the city watch that patrols the area around the tower. Thom's current project is to ally with the Servants of Justice in order to gain a military advantage over the other guilds and the city watch. Thom is a decadent glutton, and is found most days at his palatial estate surrounded by his lackeys, planning his takeover of the city.

Wesley Packmaster

Weavers guild master (Human, 7th level bard) — A worldly person, Wesley has only recently returned to Jerodskald to take over for his ailing father, Tyrus. Finding the guild on the verge of defeat by the Red Feathers, Wesley made a deal with Fronfar for support. In return, he gave Fronfar all of his holdings along the dock. Together, the two guilds managed to curb the Red Feathers' power, and continue to watch the guild carefully. Wesley is secretly developing a complex plan to reverse his guild's fortunes at the expense of Fronfar and the Seekers.

Ladrone Ghoulspike

Vicar of the Church of Odin (Human, 12th level cleric) — Ladrone was born into poverty in the Tavern district and saw first hand the evils of the guilds. He swore that one day he would become powerful enough to put them in their place and restore a righteous peace to Jerodskald. After years of service in the adventuring band known as the Wayland Slayers, he returned to the city fifteen years ago. Most of his time is spent worrying about the Pilgrim district, and he is finding the job of converting people there more and more difficult. Soon, Ladrone fears, the church may have to cleanse the Pilgrim district of rabble.

Jerid Neckbreaker

Head of the Hauler's Union (Human, 5th level fighter) — Born to a prostitute mother and an unknown father, Jerid had a tough life growing up in the streets. He made a name for himself in the underground brawling clubs and soon became the enforcer to the previous head of the Haulers, Conroe Bigknuckle. One night, Conroe had an "accident" and Jerid found himself the head of the Union. Jerid is a simple man and does not have much ambition outside of making the guild run smoothly. Several highly placed people in the guild realize that Jerid simply isn't bright enough to run the guild, and are looking for who is really running the Union.

Fronfar Seaglide

The Seekers guild master (half-elf, 5th level thief, 6rd level ranger) — Fronfar is the oldest of the guild masters. He has been a part of the Seekers for over one hundred years. Currently, he is grooming his son, Seron, to replace him and carry on the tradition of honesty and hard work. Fronfar has spent his life ensuring his guild is prepared to survive just about anything. He feels he is too old for most guild politics, and simply treats everyone fairly and demands his underlings do the same. Fronfar is well respected by nearly everyone in the city. The other guilds are convinced he must be up to something cunning and spend a great deal of time spying on him, much to Fronfar's amusement. Only Seron has noticed that more and more frequently Fronfar has been staring out his window, looking at Skyspike with concern. Seron fears his father knows the secrets of the tower and that some new threat may be brewing there.

Shirin Brightshield

Servants of Justice guild master (Human, 12th level fighter) — A veteran of several wars, Shirin returned to the city of his birth twenty years ago to assume the position of guild master. He is a no-nonsense soldier who misses his days as an adventurer. Shirin maintains a politically neutral stance, and continues to train his guild in all aspects of warfare. He keeps the assassin training camp a secret, realizing long ago that civilians just don't understand what it takes to win a battle.



GARWEEZE WURLD

THE WAYLANDS: EASTHAVEN

Benjamin R. Pierce

HMGMA #NY-1-00197-01

[Note from HMA HQ: We thank Benjamin for starting the process of fleshing out Easthaven. We welcome other members to contribute additional details to the city in future issues of HackJournal.]

PORT OF CALL: EASTHAVEN

"Finally, after weeks aboard ship, we have reached our destination: the island nation of Feerdom. The journey was a perilous one for the Ginge Pirates sail these waters, but the captain proved as good as his word at avoiding their attention. Ordinarily, I wouldn't have risked such a hazardous journey, but need compels me. The reagents I require are extremely rare, and I couldn't find anyone on the main-

land who was able or willing to sell. One hope remains to me: the town of Easthaven. It is said to be a nest of pirates, cutthroats, and thieves. It is also said that anything may be bought or sold there, for the right price. My purse is tucked securely inside my shirt, my dagger is ready at my belt, and my spells are fresh in my memory. I suspect that I'll have need of all of them before the day is done..."

—From the journal of Hojo Stinkfoot, gnomeling traveler

Easthaven is a small, densely populated city on the eastern coast of Feerdom (C8.05.1E), built around the mouth of the Thracen River. Sheltered from most storms by the lee of the island and blessed with a small but secure harbor, the spot was a natural location for a port city. It was also a natural choice of safe harbor for pirates and smugglers. The wide, slow-moving Thracen was an ideal thoroughfare for those seeking to bring illicit cargo ashore, while the harbor was a perfect place to hole up and repair a ship damaged during a raid.

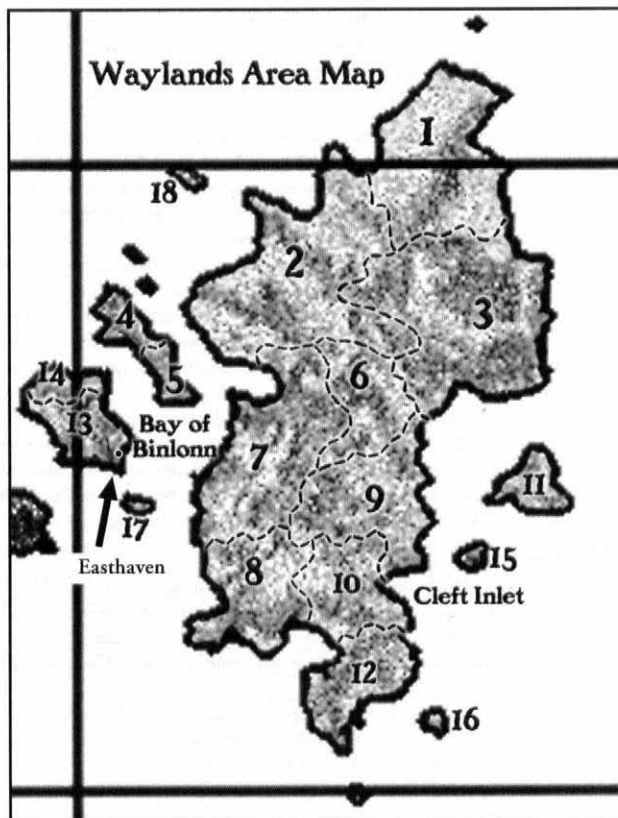
Initially, the people of Easthaven sought to keep the unsavory, lawless elements out of their little town. However, attempts to stop their activities generally did not go well for the townsfolk. Their militia was sorely lacking in both strength and size, and the pirates were generally better armed and trained. The fledgling kingdom of Feerdom had no troops to lend, as most of them were still involved in claiming and pacifying the interior of the island.

Eventually, pragmatism won out over idealism. Several prominent members of the Easthaven community pointed out the obvious. One, the pirates wanted a safe haven, and weren't going to take no for an answer. Two, the pirates had lots of gold, and could make the townsfolk rich very quickly. Three, the pirates also had lots of weapons and knew how to use them.

Faced with these facts, the town as a whole concluded that maybe the pirates weren't such bad folks after all. The militia was called off (much to the relief of the dozen or so members still alive), and the harbor was opened to "independent traders." Within a few short decades, Easthaven evolved from a sleepy fishing town on the edge of destruction into a thriving service economy and trade center. And if most of their clients have bounties on their heads in other countries, well, what of it? It's good for tourism.

Today, Easthaven has a reputation as the place to buy and sell anything, if you can stay alive long enough to do it. In truth, the town's reputation for bloodshed and violence is probably exaggerated. Most of the crews who drop anchor in the harbor are made up of professional killers, but like any other professional, they want to leave the job behind when they put into port for a little relaxation and healing. That's not to say that they won't gut you if you cross them, but generally they're willing to live and let live.

Despite the active harbor, most people find it difficult to get to Easthaven. The first obstacle to reaching the city is the pirate-infested coastline. Not many ship captains are willing to take that risk. The few who do make the trip on a regular basis charge a hefty premium for the service. Travelers can expect to pay at least double the normal fare for passage from the mainland. These captains generally pay regular protection to the Ginge Pirates to ensure their safety, and know how to avert their wrath by flying a spe-



cific flag (the exact flag is changed regularly), a sign that the ship is under the protection of the Pirate Clans. Of course, there's always the chance that such a ship might encounter an independent raider, or a Ginge captain who has an attack of color blindness that day, so the journey still entails a certain amount of risk.

Upon reaching Easthaven, a ship is greeted by harbor customs. A small sloop pulls alongside, and the captain and the customs official exchange words. The captain pays a few bribes, as well as a harborage fee of 500 gp, and the sloop then guides the vessel in. Actual inspections are almost nonexistent. The Easthaven town council decided long ago that it was far more profitable just to allow contraband into the city and make their money from bribes. Attempting to dock without a guide is suicidal, as the harbor is filled with submerged spikes placed by the customs office designed to rip out the bottom of a ship that passes over them.

The city itself is divided by the river into two sections called Lowtown and Hightown. The well-off (retired pirates, custom officials, and city leaders) tend to live in Hightown, while a majority of the businesses are located in Lowtown. Weapons are permitted within city limits, but their use is restricted to legal and sanctioned duels. Those who decide to cause trouble are generally dealt with swiftly and brutally, either by the town watch or by the off-duty pirate crews who resent having their holiday spoiled.

PLACES OF NOTE:

The Rusty Pike:

Calling this tavern a "dump" might be generous. The interior is dark and stinks of smoke, stale beer, and worse. The floors haven't been cleaned in a dragon's age and no one has been able to see out the windows in years. The wise patron neither eats nor asks about the contents of the stew, and the bartender has been seen pouring half-finished drinks back into the "bargain barrel" on more than one occasion. Despite all this, the Pike does a thriving business largely because it's the cheapest place in town to get drunk. Another draw to the Rusty Pike is the proprietor, a decrepit gnome known only as Old Sharkey. Old Sharkey one of the best sources of information on the island. He seems to know everyone and everything that happens and, for the right price, he'll tell you. The price for information depends on how much he likes you. Sharkey has a weakness for tall, muscular women, and will frequently make proposals to them that would cause a marble statue to blush. Any such woman who can restrain herself from wringing the little weasel's neck will find his rates for information to be very reasonable.

The Fish Market:

Once upon a time, this large square along the riverfront in Lowtown was filled with people selling fish. It is possible to still find fish sellers here if you look hard enough. However, the Fish Market now sells anything and everything that comes up the river from the ships in the harbor. On any given day you can find spices, ivory, textiles, weapons of all descriptions, exotic animals and very nearly anything else imaginable! Prices are generally low thanks to a thriving atmosphere of competition. All non-magical items and commodities are easily available at the Fish Market. In addition, there is a 10% chance per hour spent shopping of locating 1d4 magic items available for sale. There's no guarantee that these will work exactly as advertised or even function at all—caveat emptor!

The canny traveler also knows that the Fish Market is home to large numbers of pickpockets, and those not taking precautions are quite likely to find themselves short of coin when they go to pay for their purchases.

The Lady Fate:

One of the most distinctive buildings on the waterfront isn't a building at all, it is a beached galleon that has been buttressed, reinforced and turned into a permanent edifice. Tossed ashore by a rare easterly storm years ago, the Lady Fate was sold as scrap by her captain when he saw how hard it would be to make her seaworthy again. The buyer, a half-elf by the name of Blane McKracken had other plans for the shattered ship.

Taking advantage of a loophole in the town tax code, he was able to successfully argue that since the Lady Fate was a beached ship and not a building, he was entitled to pay dry-dock fees instead of land taxes, a move that has saved him a small fortune over the years. The council quickly closed off that particular loophole, but the Lady Fate was grandfathered. To this day, Blane pays a mere pittance in fees compared to what a similar-sized building would cost.

McKracken still owns and operates the Lady Fate, which now serves as a combination inn, tavern, and hiring hall. The place has developed a reputation as an excellent place to find the best and most experienced captains and sailors. It's not at all uncommon to see landlubbers here, trying to find a fast ship. ("Aye, ye've ne'er heard o' the Randy Bulette? She be the ship what made the Argavan Narrows in less than a fortnight!")

Three Blades Kobar:

Some who come to Easthaven don't come looking for riches or ships. They come seeking a nondescript, two-story building in Hightown. Located well away from the stink and bustle of the market in a tranquil neighborhood, the place is neither showy nor ramshackle. No sign hangs from the door and none is needed. Those who seek the Three Blades Kobar know what to look for.

The Blades are a retired adventuring group consisting of Krym Bristlebeard, a dwarf-fighter; his wife Grunla, an accomplished battle mage; and their associate Ryll Shadowscar, an elven fighter/thief who is rumored to be a Hacksassin.

Between the three, the Blades have put together a school famed for the quality of training available there. For purposes of training, the Three Blades Kobar are considered to have master-quality teachers and small class size. The Blades are experts at most forms of combat, therefore the base availability of weapon and combat courses is increased by +10%. However, all of this doesn't come cheap. The Blades charge double normal rates for their services.

ADVENTURE HOOKS

1. A wealthy merchant is looking to hire people to find a stolen item of great value. The merchant has been able to trace the item as far as Feedom, and strongly suspects that it will turn up in Easthaven.
2. Adventurers seeking training are offered a special deal by the Three Blades Kobar: fifty percent off their usual training fees...if the characters will agree to travel north into the untamed wilderness on a special mission.
3. Every year, on the 28th of Yurn'sa, Easthaven observes the Festival of Markovia. Officially a religious holiday honoring the Gawd of the Oceans, in practice the Festival is a 24-hour party, with the day after a holiday spent recovering from the hangovers. During this festival each year, the drunken townsfolk elect a King and Queen of the Festival. This year, one of the PCs is elected King, and the Queen is the notorious pirate queen, Lady Ironwave. She takes a fancy to the 'king' and decides she wants to keep him—permanently! ♦



PLAYER'S ADVANTAGE

LOOK MA, NO HANDS!

Ray Ennis

HMGMA# TX-8-00008-01

It is bound to happen eventually: a player gets greedy and decides to roll for too many flaws. "Heck," he thinks to himself, "how bad can it be?" As the dice settle, the table goes quiet as the character's fate is sealed: missing limbs!

Having a perfect character become an amputee before the campaign even starts can be quite traumatic, and many players may be tempted to trash the whole character and start over. Don't do it! Such an obvious disadvantage gives the players a number of possible quests to complete before the GM even rolls for the first random encounter.

As a player, you may think getting an amputee result severely limits your character's potential. Nothing could be further from the truth; with a little planning, you will probably be able to get your GM to give you a real leg up in the game.



Create a good story for why your character is maimed. Perhaps the limb was lost while rescuing a noble's beautiful daughter on her wedding day from a raging monster. Maybe an evil magic-user helped himself to your character's limb for an experiment, or maybe a grel ate it in front of him just to be mean. Having a good story ready for why the limb is gone will let your GM know that not only do you have the guts to play a tough character, but also that you are expecting some chances to further the plot you just created. Any GM worth his shield will be thrilled to work with you on a tale of woe for your character; it makes campaign subplots that much easier to handle.

Throwing a bone to the GM is all well and good (and just might save your character's tail one day) but what does it do for the character? Being an amputee gives your character the chance to find specialized magic items and artifacts, that's what. Telling the GM your able-bodied character is looking for powerful magic items usually leads nowhere. Having your amputee character persistently chase down any rumor, legend, or hint of a magical means of replacement is completely different. Think of it—you can blatantly pursue powerful magic items, and disguise it as something besides pure greed! Carry on with the character's quest and you'll probably get kudos for role-playing, besides having a lot of fun. Sooner or later your PC will hit the jackpot and score an item that will more than make up for the trials and tribulations your character went through to get it.

All who risk the dangers of the trail know the real trick to getting powerful items is surviving long enough to collect. For all characters, and especially amputees, the keys of survival are creativity and good manners. As a starting character, you probably won't have access to any great mechanical or magical means of "fixing" yourself. Creativity can go a long way to helping out the party and keeping your character useful, though. Free up someone else's fighting arm using couple of leather straps and buckles to turn the place your arm used to be into a torch holder. Pay a wood carver to make you a fake arm with hidden compartments in it. You probably won't have the money to make the arm useful (except for maybe the torch-holder option), but having a place to stash valuables that isn't likely to be targeted by thieves is useful. Also, never forget that "seeing is believing" for most monsters. If you are tired of things attacking your weak side, pay an illusionist to give you a phantom arm with a shield on it. It may not stop a sword, but most likely those you face will assume it is there and try to work around it instead of simply bashing away at you.

Hopefully these tips will encourage those of us who have challenged characters to be courageous and go adventuring, instead of trashing a perfectly good PC and starting over. All things are possible in HackMaster, so never give up until you are dead. And even then, there's room for negotiation. ✦



SKILLS & TALENTS MASTER INDEX

Richard Jensen

HMGMA #IL-8-00377-01

Many players appreciate when gaming is made easier. One of the areas that is always arduous and time consuming is character creation. What appears on the following pages are alphabetical lists of all the skills and talents to make character creation easier for the player. The advantage of this new master list is that the player can create the character in less time and with more of the "fleshing out" that makes the character more fun to play.

Most of the entries list a page number (from the Player's Handbook), but a few list Web Errata. The URL is: <http://www.kenzerc.com/rpg/hackmaster/errata.php>. ✦

Abbreviations

Academia	Acad	Skills, Tools	Tools
Tasks: Combat Procedures	Combat	Skills, Social Interaction	SI
Tasks: Sophisticated	T: S	Languages/Communication	Lang
Tasks: Mundane	T: M	Arcane Skills	Arcane
Tasks: Artisan and Performing Arts	T: APA	Musical Instrument Skill	Music

Talents

Talent	BP Cost	Page	Restrictions
Acrobatic Skill Suite	5	337	Humans, Elves, Half-elves, Pixie fairies
Active Sense of Smell	5	337	Half-orcs and Half-ogres
Acute (high) Alertness	5	337	Any but Half-ogres
Acute Taste	5	337	Half-orcs
Ambidextrous	5	337	Any
Animal Companion	10	337	Elves
Animal Friendship	10	337	Gnomes, Gnomelings
Astute Observation	5	337	Any but Half-orcs and Half-ogres
Attack Bonus	5	337	Half-orcs, Humans, Pixie fairies
Axe Bonus	5	337	Dwarves
Balance Bonus	10	337	Humans, Halflings, Half-elves
Blind-fighting	10	337	Any
Bow Bonus	5	337	Half-elves, Elves
Brewing	5	337	Dwarves, Halflings, Gnomes
Close to the Earth	5	338	Dwarves, Gnomes
Cold resistance	5	338	Elves, Half-elves
Constitution/Health bonus	10	338	Dwarves, Drow
Crossbow Bonus	5	338	Dwarves
Dagger Bonus	5	338	Gnomes, Gnomelings, Halflings
Damage Bonus	5	338	Half-orcs, Half-ogres
Dart Bonus	5	338	Gnomes, Gnomelings
Defensive Bonus	5	338	Gnomes, Gnomelings
Dense Skin	10	338	Dwarves, Half-orcs, Half-ogres
Detect Evil	5	338	Halflings, Dwarves
Detect Poison	5	338	Dwarves
Detect Secret Doors	5	338	Humans
Determine Age	5	338	Dwarves
Determine Stability	5	338	Dwarves
Endurance	5	338	Humans, Dwarves, Half-orcs, Half-ogres
Engineering Bonus	5	338	Gnomes, Gnomelings
Evaluate Gems	5	338	Dwarves
Experience Bonus	10	338	Humans, Gnomelings
Expert Haggler	5	338	Dwarves, Halflings
Faerie Kind Martial Arts	5	338	Pixie fairies
Flutter	2	338	Pixie fairies
Forest Movement	10	339	Gnomes, Gnomelings, Elves
Freeze	5	339	Gnomes
Grace Under Pressure	5	339	Humans, Elves
Heat Resistance	5	339	Elves, Half-elves
Hide	10	339	Gnomes, Gnomelings, Halflings
Hit Point Bonus	10	339	Dwarves, Humans, Pixie fairies
Illusion Resistant	5	339	Dwarves
Javelin Bonus	5	339	Elves
Keen Sight (Long Distance)	5	339	Humans, Elves, Half-elves, Pixie fairies
Less Sleep	5	339	Elves, Half-elves, Humans
Mace Bonus	5	339	Dwarves, Half-orcs, Half-ogres
Magic Bonus	5	Web Errata	Pixie fairies
Magic Identification	10	339	Elves
Meld into Stone	10	339	Dwarves
Mining Sense	5	339	Dwarves, Gnomes, Gnomelings, Drow
Opportunist (skill/Trait)	5	339	Human, Gnomes, Halflings
Photographic Memory	5	339	Humans, Elves, Half-elves
Pick Bonus	5	339	Dwarves
Potion Identification	5	339	Gnomes, Gnomelings
Reaction Bonus	5	339	Halflings
Resistance	5	340	Dwarves, Elves, Humans, Half-elves
Seeking Grasping Hands	5	340	Elves, Humans
Short Sword Bonus	5	340	Dwarves, Gnomes
Sibling Empathy	10	340	Any
Sixth Sense	5	340	Any but Half-orcs and Half-ogres
Sling Bonus	5	340	Gnomes
Speak with Plants	10	340	Elves
Spear Bonus	5	340	Elves
Spell Abilities	15	340	Elves
Stealth	10	340	Dwarves, Gnomes
Stone Tell	10	340	Dwarves
Sword Bonus	5	340	Half-elves
Taunt	5	340	Halflings
Touched by Yurgain	NA*	340	Dwarves
Tough hide	10	340	Half-ogres
Track Game Animal	5	Web Errata	Grunge Elves
Trident Bonus	5	340	Elves
Warhammer Bonus	5	340	Dwarves

Skills

Skill Name	Category	BP Cost	Page	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Administration	Acad	1	313	(INT+WIS)/2	1d6	Leadership, Basic and Leadership, Committee	475 gp	10%
Agriculture	Acad	1	313	WIS	1d10	None	250 gp	0
Alchemy	Acad	7	313	INT	1d6	None	400 gp	5%
Anatomy, Basic	Acad	3	313	(INT+WIS)/2	1d8	None	500 gp	5%
Anatomy, Vital (specific animal)	Acad	1	313	(INT+WIS)/2	1d8	Anatomy, Basic	750 gp	5%
Ancient History	Acad	1	313	INT	1d12	None	650 gp	0
Angawa Battle Cry	Combat	2	319	(STR+CHA)/2	1d6	None	225 gp	0
Animal Handling	Soph.	1	321	WIS	1d10	Animal Lore	300 gp	5%
Animal Lore	Acad	2	313	INT	1d10	None	200 gp	5%
Animal Training	Soph.	2	321	(INT+WIS)/2	1d10	Animal Lore, Animal Handling	500 gp	10%
Appraisal: Gemstone	Acad	3	314	INT	1d6	Appraising	500 gp	5%
Appraising	Acad	6	314	INT	1d8	None	400 gp	0
Arcane Lore	Arcane	5	313	INT	1d6	None	500 gp	4
Armor Maintenance	Mundane	1	318	(INT+DEX)/2	Automatic	None	75 gp	-5%
Armor Repair, Advanced	Soph.	4	322	(INT+DEX)/2	1d8	Armor Repair, Basic	575 gp	10%
Armor Repair, Basic	Soph.	3	322	(INT+DEX)/2	1d10	Leather Working, Metal Working, Blacksmith Tools	375 gp	5%
Armor Repair, Expert	Soph.	8	322	(INT+DEX)/2	1d6	Armor Repair, Advanced	875 gp	10%
Armorer	Soph.	10	321	INT	1d6	Leather Working and Metal Working	600 gp	5%
Art Appraisal: Subset: Painting	Acad	3	314	INT	1d6	Art Appreciation: Subset: Painting	275 gp	15%
Art Appraisal: Subset: Sculpture	Acad	3	314	INT	1d6	Art Appreciation: Subset: Sculpture	250 gp	15%
Art Appreciation: Subset: Painting	Acad	1	314	WIS	1d20	None	350 gp	0
Art Appreciation: Subset: Sculpture	Acad	1	314	WIS	1d20	None	300 gp	0
Art of Beating	Combat	2	319	(STR+INT)/2	1d4	None	275 gp	5%
Artistic Ability	Artisan	1	320	(DEX+WIS)/2	1d6	None	500 gp	5%
Assaying/Surveying Tools	Tools	1	335	(DEX+INT)/2	1d8	None	4200 gp	0%
Astrology	Acad	1	314	(INT+WIS)/2	1d8	None	550 gp	5%
Attitude Adjustment	Combat	1	319	(STR+CHA)/2	1d8	None	200 gp	5%
Bargain Sense	Soph.	5	322	WIS	1d8	None	100 gp	0
Bartering	Soph.	1	322	WIS	1d8	None	100 gp	0
Berate	Social	1	333	CHA	1d6	None	200 gp	5%
Blacksmith Tools	Tools	1	335	(STR+DEX+INT)/3	1d6	None	600 gp	5%
Blacksmithing	Soph.	1	322	STR	1d8	Blacksmithing Tools	100 gp	0
Botany	Acad	1	314	INT	1d8	None	250 gp	10%
Bowyer/Fletcher	Soph.	1	322	DEX	1d8	None	450 gp	5%
Brass Instruments	Music	2	317	(WIS+DEX)/2	1d8	None	600 gp	5%
Brawler	Combat	2	319	(STR+DEX)/2	1d8	None	175 gp	5%
Brewing	Soph.	1	322	INT	1d12	None	75 gp	0
Calling Dibs	Social	3	334	WIS	1d8	None	100 gp	15%
Campaign Logistics	Acad	1	314	INT	1d6	Military: Operations	1200 gp	15%
Carpentry	Soph.	1	322	STR	1d10	Carpentry Tools	150 gp	5%
Carpentry Tools (Wood Working)	Tools	1	336	(STR+DEX+INT)/3	1d8	None	4200 gp	0%
Cartography: Dungeon	Soph.	2	322	INT	1d8	Map Sense	200 gp	5%
Cartography: Hasty Mapping	Soph.	2	322	INT	1d10	Map Sense	75 gp	0
Cartography: Overland	Soph.	2	323	INT	1d6	Map Sense	225 gp	10%
Charioteering	Soph.	1	323	DEX	1d8	None	165 gp	5%
Civil Administration	Acad	2	314	(INT+WIS+CHA)/3	1d4	Leadership, Basic and Leadership, Committee	500 gp	20%
Clever Packer	Soph.	3	323	WIS	1d8	None	80 gp	0
Cobbling	Soph.	1	323	DEX	1d12	None	85 gp	5%
Coin Pile Numerical Approximation	Soph.	2	323	INT	1d6	None	200 gp	10%
Complex Geometric Estimation	Soph.	2	323	INT	1d4	None	350 gp	10%
Construction Tools	Tools	1	336	(STR+DEX+INT)/3	1d8	None	4200 gp	0%
Construction: Defense Works	Soph.	2	323	(STR+DEX+WIS)/3	1d6	None	400 gp	5%
Construction: Fortifications	Soph.	2	323	(STR+DEX+WIS)/3	1d6	None	450 gp	5%
Construction: Hasty Defense Works	Soph.	4	323	(STR+DEX+WIS)/3	1d10	None	300 gp	0
Construction: siege Works	Soph.	2	323	(STR+DEX+WIS)/3	1d4	None	500 gp	5%
Cooking	Soph.	1	323	INT	1d12	Culinary Arts	75 gp	0
Crane	Combat	2	319	DEX	1d4	None	215 gp	10%
Cricket-in-the-Pea Pod	Combat	1	319	DEX	1d5	None	275 gp	15%
Culinary Arts	Acad	1	314	WIS	1d10	None	300 gp	10%
Culture (race specific)	Acad	1	314	WIS	1d6	None	175 gp	10%
Current Affairs	Acad	1	315	INT	1d6	None	100 gp	0
Customs and Etiquette (culture specific)	Acad	1	315	WIS	1d8	None	275 gp	15%
Dancing (Ballroom)	Artisan	1	321	DEX	1d6	None	400 gp	10%
Dig Hasty Grave	Soph.	1	323	STR	Automatic	None	5 gp	-2
Dig Proper Grave	Soph.	1	323	WIS	1d20	None	15 gp	0
Dimple Runes (Braille)	Lang	2	317	DEX	1d3	None	200 gp	5%
Diplomacy	Social	2	334	CHA	1d8	None	150 gp	10%
Dirty Fighting	Combat	2	319	INT	1d6	None	225 gp	0
Divine Lore	Arcane	5	313	WIS	1d6	Religion	450 gp	4
Drafting Tools	Tools	1	336	DEX	1d6	None	4200 gp	0%
Dragon Speak	Lang	10	317	INT+CHA/2	1d2	None	800 gp	5
Endurance	Soph.	4	323	(WIS+CON)/2	1d6	None	400 gp	10%
Engineering	Acad	2	315	(INT+WIS)/2	1d4	None	1750 gp	20%
Engineering, Fortifications	Acad	2	315	(INT+WIS)/2	1d6	Engineering	950 gp	15%
Engineering, Public Works	Acad	2	315	(INT+WIS)/2	1d4	Engineering	650 gp	10%
Entrenchment Construction	Combat	4	319	WIS	1d6	None	425 gp	5%
Establish Ambush Zone	Combat	8	319	WIS	1d6	None	225 gp	5%
Evil Speak	Lang	5	317	INT	1d4	None	450 gp	15%
Exotic Instruments	Music	2	317	(WIS+DX)/2	1d8	None	500 gp	5%
Eye Gouge	Combat	1	319	DEX	1d8	None	125 gp	5%
Eye of the Tiger Advantage	Combat	5	319	DEX	1d5	None	325 gp	10%
Farming	Soph.	1	324	WIS	1d8	Agriculture	100 gp	5%
Feign Toughness	Social	2	334	CHA	1d10	None	250 gp	5%

Skill Name	Category	BP Cost	Page	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Fire-building	Soph.	1	324	WIS	1d6	None	75 gp	5%
First Aid Skill Suite	Soph.	5 for all	324	INT	1d6	None	1000 gp	10%
First Aid: Cauterize Wound	Soph.	2	324	INT	1d8	None	350 gp	5%
First Aid: Sew Own Wounds	Soph.	2	324	INT	1d4	None	200 gp	5%
First Aid: Sew Wounds	Soph.	2	324	INT	1d6	First Aid: Sew Own Wounds	350 gp	0
Fishing	Soph.	1	324	WIS	1d10	None	100 gp	5%
Flex Muscle	Social	2	334	STR	1d8	None	170 gp	0
Fondling (Covert Appraisal Technique)	Soph.	3	324	(DEX+WIS)/2	1d4	None	325 gp	10%
Forage for Food (By Climate)	Soph.	1	325	WIS	1d6	None	245 gp	10%
Forestry	Acad	1	315	INT	1d6	None	300 gp	0
Forgery	Soph.	10	325	(DEX +INT)/2	1d4	None	350 gp	20%
Gaming	Soph.	3	325	CHA	1d6	None	200 gp	10%
Gem Cutting	Soph.	2	325	DEX	1d4	Appraisal: Gemstone	700 gp	10%
Geology	Acad	1	315	INT	1d6	None	300 gp	5%
Glean Information	Soph.	3	325	CHA	1d8	None	300 gp	10%
Glensee (Trail Markers)	Lang	2	317	INT	1d6	None	275 gp	5%
Graceful Entrance/Exit	Social	1	334	CHA	1d6	None	100 gp	10%
Groin Punch	Combat	10	320	STR	1d4	None	75 gp	5%
Haggle	Soph.	2	325	(CHA+INT)/2	1d6	None	375 gp	0
Healing	Soph.	2	325	WIS	1d4	First Aid Skill Suite	400 gp	5%
Heraldry	Acad	1	315	INT	1d6	None	165 gp	0
Herbalism (Prepare Poison)	Acad	6	315	INT	1d6	Botany	250 gp	5%
History, Local	Acad	1	315	(CHA+WIS)/2	1d6	None	100 gp	0
History, World	Acad	1	315	WIS	1d6	History, Local	150 gp	5%
Hunting	Soph.	1	326	WIS	1d6	Identify Animal by Tracks	370 gp	5%
Identify Animal by Tracks	Soph.	1	326	WIS	1d6	None	230 gp	15%
Idle Gossip	Social	1	334	CHA	1d12	None	185 gp	0
Intelligence Gathering	Soph.	4	326	(INT+WIS)/2	1d6	At least two of: Disguise, Stealthy Movement, Tracking, Skilled Liar	575 gp	10%
Interpret/Perform Mime (secondary language)	Artisan	1	321	INT	1d12	None	240 gp	0
Interrogation	Soph.	4	326	(STR+WIS)/2	1d6	Glean Information	400 gp	10%
Intimidation	Social	2	334	WIS	1d4	Feign Toughness	250 gp	5%
Jeweler	Soph.	2	326	INT	1d6	Appraisal: Gemstone, Metalworking, Gemcutting	670 gp	5%
Jeweler Tools	Tools	1	336	(DEX+WIS)/2	1d8	None	4200 gp	0%
Joke Telling	Social	1	334	(INT+CHA)/2	1d4	None	50 gp	10%
Juggling	Artisan	1	321	DEX	1d8	None	100 gp	10%
Jugular Swipe	Combat	10	320	DEX	1d4	None	275 gp	5%
Jumping	Soph.	1	326	STR	1d4	None	200 gp	5%
Kidney Bruiser	Combat	15	320	STR	1d6	None	255 gp	5%
Knowledge of Courtly Affairs	Social	2	334	WIS	1d8	None	400 gp	5%
Languages, Ancient/Dead	Lang	2	317	INT	1d6	None	200 gp	10%
Languages, Modern	Lang	1	317	INT	1d10	None	150 gp	0
Languages, Undead	Lang	2	317	INT	1d8	None	300 gp	5%
Leadership, Basic	Acad	3	316	(CHA+WIS)/2	1d5	None	225 gp	5%
Leadership, Committee	Acad	2	316	(CHA+WIS)/2	1d5	Leadership, Basic	275 gp	5%
Leather Working Tools	Tools	1	336	DEX	1d6	None	400 gp	5%
Leatherworking	Soph.	3	326	(STR+INT)/2	1d8	None	300 gp	0
Liar, Skilled	Soph.	3	327	(INT+CHA)	1d6	None	400 gp	10%
Looting, Advanced	Soph.	4	327	WIS	1d4	Looting Basic	550 gp	10%
Looting, Basic	Soph.	2	327	WIS	1d6	None	350 gp	5%
Maintain Self-Discipline	Soph.	2	327	WIS	1d4	None	300 gp	5%
Maintenance /Upkeep (General)	Mundane	1	318	WIS	Automatic	None	50 gp	-20%
Manu Weasel Dance	Artisan	5	321	DEX	1d12	None	250 gp	5%
Map Sense (was direction sense)	Soph.	1	327	WIS	1d6	None	200 gp	5%
Mapless Travel	Soph.	3	327	WIS	1d8	None	150 gp	10%
Metalworking	Soph.	2	327	(STR+DEX+WIS)/3	1d6	Blacksmithing	500 gp	5%
Military: Battle Sense	Acad	9	316	(INT+WIS)/2	1d4	None	350 gp	10%
Military: Leadership	Acad	4	316	(INT+WIS+CHA)/3	1d4	Leadership, Military: Battle Sense, Military: Operations, Military: Small Unit Tactics	275 gp	5%
Military: Operations	Acad	2	316	(INT+WIS)/2	1d4	Military: Small Unit Tactics	325gp	10%
Military: Small Unit Tactics	Acad	5	316	(INT+WIS)/2	1d6	Leadership, Military: Battle Sense	375gp	15%
Mimic Dialect	Soph.	2	327	INT	1d4	Language, Modern	200 gp	10%
Mingling (Balls, Parties)	Social	2	334	CHA	1d6	None	300 gp	10%
Mining	Soph.	2	327	WIS	1d6	None	500 gp	5%
Mining Tools (stone working)	Tools	1	336	STR	1d8	None	400 gp	5%
Mocking Jig	Artisan	10	321	DEX	1d10	None	120 gp	5%
Mortal Combat	Combat	9	320	CON	1d4	None	435 gp	5%
Mountaineering	Soph.	1	327	(STR+DEX+INT)/3	1d8	None	400 gp	5%
Muster Resolve	Combat	8	320	CON	1d6	None	325 gp	10%
Navigation, Nautical	Soph.	2	327	INT	1d6	None	300 gp	10%
Oration	Social	1	334	(INT+CHA)/2	1d4	Rousing Speech	190 gp	20%
Orchestrate Task	Soph.	3	328	(INT+CHA)/2	1d6	None	400 gp	15%
Parley	Social	4	334	CHA	1d4	None	150 gp	15%
Peg Leg (per leg - left/right)	Tools	1	336	DEX	NA	None	Free	10%
Percussion Instruments	Music	1	318	(WIS+DX)/2	1d8	None	300 gp	0%
Pimp Slap (Wuss Slap)	Combat	1	320	STR	1d6	None	95 gp	5%
Pinch (Pocket/Lift - variant of Pick Pocket)	Soph.	R	328	DEX	NA	NA	NA	NA
Plant Identification: Holistic	Acad	2	316	(INT+WIS)/2	1d8	Botany	300 gp	5%
Poetry, Writing and Comprehension/Interpretation	Artisan	1	321	(INT+WIS)/2	1d8	None	200 gp	10%
Poker Face	Social	3	334	WIS	1d6	None	80 gp	10%
Pottery	Soph.	1	328	DEX	1d10	None	75 gp	-1
Pugilism	Combat	7	320	(STR+DEX+INT)/3	1d6	None	125 gp	5%
Reading Lips	Soph.	2	328	INT	1d4	None	400 gp	15%
Reading/Writing	Soph.	2	328	INT	1d6	None	350 gp	10%

Skill Name	Category	BP Cost	Page	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Recruit Army	Soph.	2	328	CHA	1d8	None	300 gp	5%
Religion (general)	Acad	1	316	WIS	1d12	None	100 gp	0
Religion (specific)	Acad	2	316	WIS	1d8	Religion, General	250 gp	5%
Resist Persuasion	Social	1	335	WIS	1d8	None	90 gp	5%
Riding, Airborne	Soph.	2	328	(DEX+WIS)/2	1d6	Riding, Land-based	550 gp	10%
Riding, Land-based	Soph.	1	328	(DEX+WIS)/2	1d8	None	350 gp	5%
Riding, Warhorse (Dwarven)	Soph.	2	329	(DEX+CHA)/2	1d4	None	400 gp	10%
Rope Use	Soph.	1	329	DEX	1d8	None	85 gp	-5%
Round House Groin Kick	Combat	10	320	DEX	1d6	None	125 gp	5%
Rousing Speech	Social	3	335	CHA	1d6	None	270 gp	20%
Rules of Fair Play	Social	1	335	WIS	1d6	None	150 gp	5%
Running	Soph.	1	329	CON	1d8	None	100 gp	0
Seamanship	Soph.	5	329	DEX	1d6	None	700 gp	10%
Seamstress/Tailor	Soph.	2	330	DEX	1d12	None	200 gp	0
Secret Persona	Social	2	335	WIS	1d4	None	600 gp	5
Seduction, Art of	Soph.	1	330	(COM+CHA)/2	1d6	None	750 gp	15%
Set Snares	Soph.	1	330	DEX	1d8	None	250 gp	5%
Shaving/Grooming	Mundane	1	318	INT	Automatic	None	25 gp	-15%
Shield Repair, Metal	Soph.	3	330	(INT+DEX)/2	1d8	Leatherworking, Metalworking, Blacksmith Tools	275 gp	15%
Shield Repair, Wood	Soph.	3	330	(INT+DEX)/2	1d10	Leatherworking, Woodworking	175 gp	10%
Singing	Artisan	1	321	CHA	1d4	None	500 gp	15%
Skinning	Soph.	1	Web Errata	(STR+WIS)/2	1d8	None	650 gp	5%
Slaughter: Game Animal	Soph.	1	330	(STR+WIS)/2	1d8	None	300 gp	5%
Slaughter: Livestock	Soph.	1	330	(STR+WIS)/2	1d10	None	385 gp	0
Slip Away into Shadows	Soph.	1	330	DEX	1d6	None	450 gp	10%
Social Etiquette	Social	1	335	(WIS+CHA)/2	1d6	None	170 gp	5%
Spellcraft	Arcane	2	313	INT	1d4	Arcane Lore	500 gp	5
Stealthy Movement	Soph.	4	331	DEX	1d6	Slip Away into the Shadows	370 gp	10%
Stonemasonry	Soph.	1	331	(STR+INT)/2	1d10	None	170 gp	5%
Street Cred	Social	1	335	(STR+WIS+CHA)/3	1d8	None	150 gp	10%
Stringed Instruments	Music	2	318	(WIS+DX)/2	1d8	None	600 gp	5%
Surgery Tools/Suture Kit	Tools	1	336	DEX+INT/2	1d8	None	4200 gp	0%
Survival Skill Suite	Soph.	10	331	(INT+CON+WIS)/3	1d6	None	1500 gp	5%
Survival, Desert	Soph.	3	331	(INT+CON+WIS)/3	1d6	None	450 gp	10%
Survival, Jungle	Soph.	2	331	(INT+CON+WIS)/3	1d8	None	250 gp	5%
Survival, Underground	Soph.	3	331	(INT+CON+WIS)/3	1d4	None	275 gp	5%
Survival, Winter	Soph.	3	331	(INT+CON+WIS)/3	1d4	None	450 gp	10%
Swimming	Soph.	3	331	(STR+DEX+CON)/3	1d6	Swimming, Dog Paddle	175 gp	5%
Swimming: Dog Paddle	Soph.	1	331	(STR+CON)/2	1d10	None	50 gp	0
Taunting, Major	Social	3	335	WIS	1d6	Taunting, Minor	200 gp	10%
Taunting: Minor	Social	2	335	WIS	1d8	None	100 gp	5%
Threat Gesture (Nonverbal gestures - body and hand)	Social	1	335	WIS	1d8	None	175 gp	5%
Tightrope Walking	Soph.	1	331	DEX	1d4	None	375 gp	15%
Torture	Soph.	3	332	(STR+INT)/2	1d6	None	250 gp	5%
Track Game	Soph.	1	332	WIS	1d6	Identify Animal by Tracks	300 gp	10%
Tracking	Soph.	2	332	WIS	1d4	None	350 gp	10%
Trap Sweep (Full Sweep)	Soph.	R	332	(DEX+WIS)/2	1d8	None	375 gp	20%
Tumbling	Soph.	2	332	DEX	1d6	None	125 gp	10%
Ultior Motive	Social	2	335	CHA	1d4	None	100 gp	10%
Vandalism/Desecration	Soph.	2	333	STR	1d12	None	200 gp	5%
Ventriloquism	Soph.	3	333	INT	1d4	None	300 gp	15%
Weapon Maintenance	Mundane	1	319	WIS	Automatic*	None	75 gp	-5%
Weaponsmithing	Soph.	4	333	(DEX+INT)/2	1d6	Metalworking or Blacksmithing	700 gp	10%
Weather Sense	Acad	1	316	(INT+WIS)/2	1d4	None	150 gp	5%
Weaving	Soph.	2	333	(DEX+INT)/2	1d8	None	100 gp	5%
Who's Yer Mamma Ankle Wrench	Combat	6	320	(STR+DEX)/2	1d6	None	225 gp	5%
Wind Instruments	Music	2	318	(WIS+DX)/2	1d8	None	500 gp	5%
Woodland Lore	Acad	1	316	(INT+WIS)/2	1d8	Forestry	200 gp	0



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RUSTLERS OF THE NIGHT™

An Official New Monster for your HackMaster Campaign

Jedediah Gofourth

HMGMA #SC-1-00554-01

Rust Bats

Description: Rust Bats are a form of small rust monster that adapted to become a flying creature. They look like large, furless bats and have two long, curling antennae that dangle from their faces like a mustache. Rust Bats have rust-colored wings with black bodies, and smell like smoldering iron shavings.

Combat/Tactics: Rust Bats seek out metal by scent, using their antennae to sample the air as they swoop through caverns. When the flock finds metal, it swoops down to the attack. The moment their antennae strike metal it instantly rusts (any amount up to a large shield per round). Magic items have a 10% chance for each plus and power of resisting the rusting attack. Metal weapons that strike a Rust Bat are affected as through struck by an antenna. Once metal has been rusted, the flock will land on the item and feast. Rust Bats eat by coughing up corrosive saliva that liquefies the rusted metal, then drinking it. The saliva is harmless to everything that isn't rusted metal. A single Rust Bat can eat up to ten pounds of rusted metal per day.

Rust Bat

AKA: Oxidactyls
HACKFACTOR: 1
EP VALUE: 85
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Metalvore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-7
SIZE: S (2' long)
MOVEMENT: 2", 14" fly
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 6
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACK: Rusting
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2



Rust Bats are a menace to all metal objects from shields to chainmail.

Habitat/Society: Rust Bats prefer to live in warm, humid caves near underground lakes and slow-moving rivers. There is always at least one scout checking for food while the rest of the flock rests hanging from the ceiling.

Rust Bats are not at all picky about the quality of metal they eat, and will attack raw ore as vigorously as the finest plate mail.

Ecology: Rust Bats can be found wherever there is a regular supply of metal and water to keep them fed. Rust Bats are disliked throughout the NetherDeep and most mining operations offer a bounty of 1 sp per Rust Bat head.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (x2)

Other: Rust Bat saliva combined with aged red wine makes an effective Rust Monster repellent.



GARWEEZE WURLD

STONEWIND CLAN - SALTY DWARVES

Suleiman A Russell

HMGMA #CA-1-00401-02

Location: Primarily found among the Ilmaris Islands, north of the Ginge coast

Power Base: Stonewind Port

Race: dwarven (Salty Dwarves)

Social Class: Middle Middle Class

Alignment: chaotic good

Family Honor: 53 (honorable)

Notable Family Contacts:

Iron Forge clan (Hill Dwarves – cousins by blood),

Oxbender clan (Hill Dwarves – cousins by marriage),

Cold Quarry clan (Hill Dwarves – cousins by marriage),

Danwright clan (humans – often fight alongside the Stonewind clan in battle)

Halmoden Wavebender (human druid – a local character on the Ilmaris islands.)

Hereditary Grudges, Enemies, and Allies: None

Notable, Famous, or Infamous members:

Yegni Ironblow (deceased) - adventurer / pirate, minor local hero (fame 44)

Olaf Stonewind – adventurer, minor hero (fame 20)

History and Background:

The Stonewind clan is a young one by dwarvish standards, having established itself only a few hundred years ago. Originally composed of young dwarves who left (or were kicked out of) their homes in search of fortune, the creation of Stonewind Port solidified the dregs from various families into a stable unit. Over the years, the independent spirit took hold; the Stonewind clan almost never allies itself with anyone for any reason, and strangers and not welcome at the sea-hold.

Stonewind Dwarves are proud (some would say snobby) even for dwarves, and make it a point to distance themselves from the hopelessly outdated (to Salty Dwarf thinking) styles and traditions of other dwarves. Stonewind Dwarves like to think of themselves as the true "Salty dwarves", having gone beyond being mere pirates or adventurers and having actually established a port of call and a family seat. They have great skill as shipbuilders, and ships with the Stonewind hallmark are known to be very worthy and valuable vessels.

The Stonewind clan does not live entirely underground like many other dwarves. They build longhouses along sea shores by digging pits into the earth, then building a roof over the top, and covering the roof tar, rock and canvas. More than once a roving band of adventurers has camped right on top of a Stonewind longhouse, never knowing how close they came to not waking up. Indeed, if a group appears disrespectful of dwarves or the sea, there is a good chance they will be attacked before dawn.

Male pattern baldness is a common problem among Stonewind dwarves – many have followed the current popular trend of shaving their entire heads from the time they reach adulthood. Even those traditionalists with a full beard wear it short – they reason that a long beard is a recipe for disaster, as it can get caught in a rigging line and drag a sailor to his death. As such, Stonewind dwarves have adopted an almost "gnomish" style of beard, with heavy mustaches but little, if any, hair upon the chin.

The style of clothing and armor is also different from other dwarves. Due to the damage salt water can do to metal, warriors of the Stonewind clan do not wear metal armor. The armors of choice are hide or scale, made from the skins of great sea-beasts. A few Stonewind Dwarves of importance wear metal plate armor that has been lacquered to protect it against the corrosive environment. These suits of armor have neither the expensive inlays nor chasing work of mountain dwarf armor, nor do they bear the elegant, almost Spartan simplicity of hill dwarf armor. Instead, enamel paints are worked into the armor, maroon being a favorite, as it is easily extracted from kelp, and quite distinctive against the blue or grey of the sea, making it easier to spot a missing or overboard fighter. Very often, their weapons are similarly decorated, and it is not uncommon to encounter a Stonewind Dwarf's axe whose head has been painted bright shades of green and red.

Stonewind Dwarves revere the sea, and actively worship gawds of sea and storm, such as Markovia, Thor, Zeus the Diminished, and others. They believe Markovia blesses them, and that the clan's fortunes will continue to improve with time. ✦



MAGE'S ADVANTAGE MORE THAN MEETS THE EYE

The Illusionist's Rules to Live By

Benjamin R. Pierce

HMGMA #NY-1-00197-01

"Well, boy, the day has almost come. That annoying, shrill voice of yours has finally broken. You'll be going out on your own, soon, so I suppose it's time I told you a few of the facts of life. Not those facts! Get your mind out of the gutter! I'm talking about the facts of being an illusionist, boy! So listen, and listen well, or I'll turn your skin purple and make your nostrils sprout snakes."

RULE 1: Don't Advertise.

"First off, boy, do not even think about wearing an outfit like the late Mandragora's. Sequins? Glowing lights playing up and down the staff? Hrmph. Might as well just tattoo 'ILLUSIONIST, PLEASE DISBELIEVE' on your forehead and have done with it! The only reason he lived long enough to become rich was dumb luck and cowardice.

"The point I am trying to make, boy, is that your job is not just making the rubes believe in your illusions. It's also making them believe in you. And that means you cannot walk around looking like an illusionist.

"See my outfit? Gray and brown. Conservative. I look like a merchant, not some small-town charlatan with a rabbit up his hat. That is what you should try for, boy. You are a big, strapping young fellow. Maybe I'll teach you Phantasmal Armor, and you can pretend to be a fighter. At least you aren't a gnome or a gnomeling...they have it rough. Everyone expects a gnome to be an illusionist or thief, you see. They just don't have the aptitude for much else. My advice to gnomelings and gnomes is to hide under their beds. If they won't do that, then they should use magic to pass as a dwarf and never look back.

"Is this getting through to you, numbskull? It better be. I've spent far too many of my declining years trying to pound wisdom into your head. The more people who know you are an illusionist, the harder your job is. Come to think of it...you might not mention that little detail to any travelling companions, either. As long as your spells do the job, it's none of their business what school you attended...and they will be much more convincing when they dive for cover from your Phantasmal Fireballs!"

RULE 2: Match the Skills to the Thrills

"So you know a few spells, and you think you are ready to take on the world, right? Wrong, boy, wrong! First and foremost, you are a salesman. You are selling the reality of your creations. And to do that, you need more than magic. You need to know how to sell!

"What does that mean? Well, boy, it means you are going to have to lie at the drop of a hat. If someone walks up to you and says, 'Hey, you, are you an illusionist?' and you fire back with 'Err...uhm...aaaah...no. Why do you ask?' ...well, hopefully they'll let me have what's left of you for experiments!

"You need to know how to lie, boy, and lie well, but that isn't all. You are an artist, too. You just work in a purer medium than paint or stone so, by all the gawds, boy, practice, practice, practice! A little anatomy wouldn't hurt, either...as I recall, you always slept through those lessons. Quick, what color should your Scorn Giant bleed, lackwit? Don't know? More's the pity for you, if your enemy does."

"Last, but not least, it always pays off to know what's going on in the world around you. Study up on your current affairs, boy, and practice the skill of gleaning informa-

tion from those around you. If you can find out what someone wants to believe, it becomes that much easier to give it to him.

"Remember, lad...if you have a crucial skill which saves the party's bacon, then they'll remember that. Gratitude is a wonderful thing, and it also keeps them from asking too many questions about your spells."

RULE 3: Illusions Can't Do Everything

"Oh, quit giggling at me, boy. Did you really think that illusions were the solution to all the world's problems? Why in the name of Draper's fifteen fingers would anyone study any other kind of magic if they were?

"The fact of the matter is that you're going to come up against an enemy your illusions won't touch. Maybe someone smart enough to see through your feeble attempts. Maybe someone already dead, that doesn't give a fig what you try to do. Mark my words, lad, if you don't have a backup spell that will work on the tip of your tongue, Grawdng will have your soul for his bootblack!

"Aaah, but what can you fall back on when illusions fail you? There's no getting around it, lad: you are never going to be able to fling artillery spells like those battle mage trainees who dunked you in the privy last week. We pay a hefty price for our expertise, 'tis true. Evocations are beyond us, which rules out most of the really efficient damage spells. Likewise abjurations are not ours to command, which removes most of the powerful protection spells, as well as staples like Dispel Magic. Necromancy is a nasty, filthy occupation, and no right-thinking mage has any business mucking about with it, so it's no loss at all.

"Conjurations are your friend, boy. Never forget that. You'll never be as good with them as you are with illusions, but they go a long way towards making up for your weaknesses. You can conjure up defenses...the Armor spell is a good example...or you can conjure some pretty fair offensive spells, like Munz's Bolt of Acid or Flame Arrow. Don't forget about the ability to call up creatures! A monster is much more believable if it has some substance to it, so you might want to call up something weak and make it LOOK like something much nastier.

"Last but not least, when all else fails...know a few alteration spells. As I said before, you're an illusionist, and that means you will have to beat a hasty retreat from an unappreciative audience now and then. It always pays to have an Alter Self or Dimension Door on the tip of your tongue for just such an emergency. At the very least, you should be ready to cast Expeditious Retreat and run like Arnuya herself was after you!"

RULE 4: Creativity Counts

"What is illusion, exactly? It is the art of the unexpected. Always keep that in mind. Those silly sleeve-springs the junior apprentices are so fond of are pretty poor



illusions, because everyone knows how they work. When someone tells you to 'Pick a card, any card,' you know a trick is coming, and you have a pretty good idea of what sort of trick it is. Now, if they tell you to pick a card, and then while you're looking at it, the trickster suddenly turns into a dragon...now THAT'S a good trick, because you didn't see it coming!

"Never, ever be predictable. Oh, it's all right to make people think they know what's coming next as long as you know that they are going to get something completely different. Anyone can put an illusion of a solid floor over a pit, but what about throwing an illusion of a solid floor over a pit full of spikes, and then an illusion of an empty pit over the solid floor? How many people actually bother to disbelieve again, once they think they know what's really there?

"Mix and match your spells, boy. Use that Unseen Servant to make your evil lich actually pick things up and move them around. Charm that ogre, use illusions to turn him bright purple, and have him attack your enemies. When they see a purple ogre radiating illusion magic charging towards them, chances are they won't believe what they're seeing, which is exactly what you want!"

RULE 5: Know When to Break the Rules

"If you've been listening to a single thing I said, you should have figured this one out already, numbskull. Rules are well and good, but you have to know when the time has come to break the rules, think for yourself, call it what you will. Breaking rules is a major part of creativity.

"You have that slack-jawed look of bafflement again. I suppose I shouldn't be too surprised. Look at it this way, boy. I already told you not to let anyone know you're an illusionist. What if there's no way around it, though? Well, then, by all the gawds, be an illusionist! Be exactly what they expect you to be! Make them so sure that you're an illusionist that they'll stake their lives on it, and then, hit them with every real damage spell you've got while they try to disbelieve it!

"A big mistake many illusionists make is to rely overmuch on their spells. Well, boy, there's a spell I haven't taught you yet. It's called 'Summon Mercenary.' The material component is a large sack of coins, and it works amazingly well. Don't be afraid to use mundane means to take care of problems, and save your spells for when you really need them."

"Well, now, the time does fly. It's getting late, and you should be in bed. Big day tomorrow, and you need to be up early. Me? Well, of course I need to be up early, too. Then again, I've been asleep for hours, boy, while you've been sitting here talking to this programmed illusion! Off with you now, and clean up the tea and cakes before bed, there's a good lad. There are some things illusions can't do, but apprentices can." ♦



WEAPONS FOR THE WEE ONES

Eric Neumann

HMGMA #IL-1-00156-01

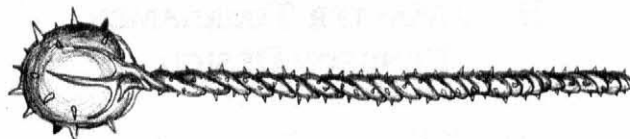
A daring human blacksmith, Cromwell Sootsmash, set out to study the various forms of weapons used by those who don't typically swing long swords and spears. Hoping to open a whole new line of business, Cromwell set out on his expedition.

He dared the deep forests and hidden places, quietly watching from tree, bush or hole as he observed and recorded some of the lesser-known weapons. Sadly, Cromwell disappeared sometime during the excursion and all that was found by search parties was

a pair of boots with hundreds of tiny holes in them and a few pages of his journal detailing the weapons below.

Bloodthorn Club

The bloodthorn club is a one-foot long flexible staff specially treated for durability, with a number of long thorns sticking out of its sides. When swung, bloodthorn clubs make a very unique whistling sound as the thorns snap through the air. Some pixie fairies have taken to calling this sound the "thorn singing."



Dwarven Battle Tankard



The dwarven battle tankard was created by the clerics of the Stormmug clan. These clerics were noted for their theological debates over ale kegs at local taverns. These "debates" often became so spirited that the tavern crockery was frequently destroyed while the clerics emphasized finer points of philosophy on someone's head.

Out of desperation, the owner of the tavern where the clerics usually debated commissioned the renowned blacksmith Dain Anvilheart to create the most durable tankards ever seen in a tavern. Dain labored over his forge for many weeks, finally delivering tankards that were much larger and heavier than normal, with reinforcing bars running through the middle.

When the clerics returned for their weekly debate, the tavern owner served their drinks in the newly minted mugs. At first the dwarves first felt the mugs were an insult but after throwing one at the tavern owner and knocking him uncon-

scious, they felt there may be uses for them after all.

Later that afternoon, a mercenary squad raided the small town and burst into the tavern. The dwarves, still drinking and armed only with the tankards, charged the mercenaries. A short and decisive victory for the Stormmug clan later, and the tankards were called "dwarven battle tankards." The name stuck, and the tankard design was copied and is used today.

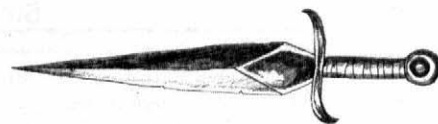
It is rumored that the first thirty tankards made have the seal of Dain Anvilheart on of the bottom and the coat of arms of the tavern where the fight occurred: Blessed Beer Barrel. These tankards are not magical, but to a collector could be worth upwards of 100 times their original value.

Dwarven Kneecapper

The dwarven kneecapper is simply a smaller version of a war hammer. Smaller dwarves were tired of having to forgo a shield when wielding a war hammer and petitioned the dwarven smith Stumpy Macstingle to create a smaller hammer that was still able to deal out some damage. The dwarven kneecapper was the result. Short dwarves love to use these hammers on humans and tall elves, smashing their victim's kneecaps. It is known that at least one guild of dwarven blacksmiths carry these hammers at all times.

Fairy Kind Weapons

The fairy kind dagger, sword and lance are simply very small versions of the human weapons of the same name. Some Ogres and grol are known to use the lances as tooth-picks after consuming the pixie fairy.



Manticore Tail

The manticore tail is a pixie fairy missile weapon. It is made of a supple wood in a thin wedge shape designed to anchor into dirt or cracks in masonry. The narrow end is covered with a sharp metal tip, and the wide top end has four small holes drilled in it.

To operate it, the manticore tail is shoved into the ground, four thorns are loaded into the holes, and the wide top pulled back and released, flinging thorns at the target. Some pixie fairies have taken to using steel, silver or even hard-jack thorns instead of normal bloodthorn rose thorns. ♦

Weapons Table

Name	Cost	Weight	Size	D Type	Speed	Damage S/M/L	Availability H/M/L
Bloodthorn club	3 gp	1 lb.	T	P	-1	d6-1/d4-1/d4-2	70/60/50
Dwarven battle tankard	10 gp	6 lbs.	S	C	0	d6+1/d6/d6-1	75/70/65
Dwarven kneecapper	3 gp	5 lbs.	S	C	2	d6/d6-1/d4	85/80/75
Fairy kind dagger	1 gp	.1 lb.	T	P	-1	d4-1/d4-2/d4-4	50/40/30
Fairy kind lance	20 gp	2 lbs.	S	P	3	d4+2/d4+1/d4	80/70/60
Fairy kind sword	15 gp	.5 lb.	T	P/H	1	d6-1/d6-2/d6-3	60/50/40
Fairy kind brass knuckles	2 gp	1 lb.	T	C	0	+1/+1/+1	95/90/85
Manticore tail	25 gp	1 lb.	S	P	-	-	45/30/15
Missile Weapons	Cost	Weight	Size	D Type	RoF	Damage (S/M/L)	Range
Bloodthorn	1sp/16	.1/4	T	P	-	d4-1/d4-2/d4-4	20/30/40
Steelthorn	1sp/4	.25/4	T	P	-	d4/d4-2/d4-3	20/30/40
Silverthorn	1gp/4	.25/4	T	P	-	d4/d4-1/d4-2	20/30/40
Hard-jack thorn	10gp/4	.25/4	T	P	-	d4+1/d4/d4-1	20/30/40



BEHIND THE SHIELD

HACKMASTER TOURNAMENT

DUNGEON DESIGN

Ray Ennis

HMGMA #TX-8-00008-01



THE GROUND RULES

Anyone who has tried to create tournament adventures can tell you that writing for tournaments and conventions is an entirely different process than writing other kinds of adventures. HMGMA members should have a special interest in writing adventures for conventions because they cannot advance to the upper tiers of the association without getting a few adventures published for use in HackMaster tournaments around the world. Hopefully, this article will help guide those who need some assistance in creating their own tournament modules. As always, any canny GM worth his shield will promptly alter the rules-of-thumb listed below just to keep his players guessing.

Taking a page from Speech 101, the first question you must ask when writing a module is: "Who is my audience?" Happily, this question is easy to answer: you are writing for a large, diverse body of gamers who will analyze every detail, measure every distance, weigh every pile of loot and in general tinker with every aspect of your effort. Don't let that scare you! The great thing about gamers who sit down to game is that, in general, they want to enjoy the adventure just as much as you want them to. Give this audience a chance and they will meet you halfway.

The next question to be answered before you can write your first word for a HackMaster module is: "How long do I have?" This question is nearly always attached to the question "How big is the adventuring party going to be?" For HMA tournament adventures, these answers are fairly standard and form our first rule-of-thumb for HackMaster tournament module writing.

Six players should be able to complete the HackMaster tournament adventure in three and one-half hours of continuous play.



Six is usually the maximum number of people a GM is comfortable running and is the number you will find seated around a table at most conventions and tournaments. This is a good number to keep in mind when making the calculations for balancing the adventure that we will get to later. Along the same line of thought, nearly every convention, tournament or game day has four-hour timeslots for each game. Designing your module to take a bit less time than that allows for end-of-round scoring, people getting lost, room changes, and all the other craziness that can slow down both ends of a tournament round. Nothing makes gamers grumpier than getting thrown off their seamlessly tight convention schedule by a late game.

There are two key assumptions built into the first rule-of-thumb you should be aware of as the author of a HackMaster tournament module. You must assume that (1) people who sit down to play your module have the experience to play characters of the required level, and (2) people can work reasonably well together to achieve common goals. If a group doesn't meet these criteria, it is a safe bet they wouldn't finish a four-hour game that consisted of a straight hallway with a single orc standing by an open pit trap. Assumptions and rule-of-thumb in hand, it is time for the next step: establishing the adventure boundaries.



BUILDING THE PLOT WALLS

The single largest design hurdle for a tournament module is giving the PCs motivation for risking themselves in the dangerous situation. The game has only four hours to play out and it isn't part of a regular campaign, so you don't have the benefit of a lot of background story and build-up time. That leaves the author with only three choices: ignore plausibility and hope the PCs decide to risk their lives and fortunes for no particular reason, packing as much detail and plot development as possible into the adventure itself, and last but not least, providing handouts for the players to read when they sit down at the table that explain why their characters are motivated to be there.

The first option, ignoring plausibility, is never a good choice when people are using their own characters and rarely a good choice when using pre-generated characters. While in general people will take more risks with pre-gens that they have no attachment to or time invested in, role-players will still be looking for their character's motives. Do not expect anyone playing the adventure to care about completing the adventure (or even getting it started) if you haven't given their characters reasons to care.

The second option, packing in the plot development, is best done in moderation. Advancing the plot during the adventure is necessary so players will be able to recognize

the adventure climax when they see it. Having a few items such as journals, letters, and prisoners filling in the blanks and furthering the plot are useful for this. Throwing so many plot twists into a four-hour game that the players are still working out who they are supposed to be attacking just when time is up is not useful or fun for anyone involved. For example, a "whodunit" mystery can be fun, and can make an excellent four-hour adventure, so long as the players realize that the mystery is the primary focus of the adventure. However, if the main goal for the party is to find the ancient relic and save the city, throwing a murder mystery at them halfway through has the potential of totally derailing everything. This will, in turn, reduce the players' score for that round of the tournament and leave some very unhappy people out of the finals who thought they were doing well.

The third option, using background handouts for the players, is an invaluable one. A well-written handout allows the author to set the scene and the mood of the game before the first die is rolled. This will enable the game to develop more quickly and gives players the reasons they need for their characters to save (or ruin) the day.

Once you have the background established and have given the PCs their motivation, the next "plot wall" you have to consider is the scope of the adventure. Specifically, the PCs must be presented with a situation that is limited in some way (dungeon walls, stuck on an island, only have six hours to stop an invasion, etc.) to help them see the general path to success. It is important to note that this method is not the same as using a "plot stick" to force people into following a certain course of action. As the author, you are responsible for getting the characters to a specific setting and giving them reasons to be there. These reasons are usually given by stating the overall adventure goal—saving the prince, slaying the beast, gaining the loot, etc. The players' job is figuring out how to meet the goals of the adventure.

There are a few tried and true methods of limiting the scope in a tournament module. Starting the game with the players in the first room of a dungeon they must explore to rescue someone, having invaders set to wipe out the town in twelve hours, finding the cure for the curse/disease/whatever before people die, etc. Remember, while "plot walls" may not be the best way of running an extended campaign, for a four-hour tournament, you are doing the players a favor by making it harder for them to get sidetracked on things that won't score them points to advance to the next round. Whether you use the "classic" methods of limiting the scope, or come up with something new, always keep in mind the second tournament adventure design rule-of-thumb:

Limit surroundings the characters are in, not the players' choices for getting things done.



FRAIM



BUILDING THE DUNGEON

At this point of the module design, you should have a general idea of the story you want to tell and have a few ideas on how to limit the setting to help keep the players on track. The next step is to develop a dungeon map (the word *dungeon* is used generically to indicate any planned encounter area) that helps the adventure unfold. This is usually an iterative process and you may need to tweak the overall plot and map repeatedly to make everything tie together.

There are several key pieces to consider when designing the dungeon map: number of rooms, number of encounters, number of traps, and entrances and exits. How you use these pieces will determine the flow of the game and becomes the governing factor for controlling the game duration. When designing dungeons that are not indoors (lost islands and whatnot) just replace the word "room" with "planned encounter" and most of principles still apply. If you have built the plot walls well, creating outdoor tournament modules will be no more challenging than classic dungeon building.

Two things will affect the number of rooms in the dungeon you create: the number and type of planned encounters, and the number of traps/puzzles that affect party movement (e.g. a pit trap would affect movement, the poison needle on a desk drawer probably would not). In general, the more traps there are in an area, the slower the party is going to progress, and thus slow down their ability to obtain high scores and move on to the next tournament round. Therefore, traps should be used, but only after carefully considering the effect they will have on the flow of encounters and adventure development. With that in mind, the third rule-of-thumb is:

For adventuring parties of four to eight people, the number of rooms in a dungeon should be between two and three times the number of people in the adventuring party (not counting hallways).



This rule is not derived from any deep understanding of the math involved in movement rates and average damage per round. It is based on practical experience and trial and error testing. If the designer's goal is to build suspense and tension in the party, add extra rooms to ensure there are "do nothing" areas in the adventure where the players can get nervous wondering what they are missing and when the next attack will come. Not every room has to have a monster or trap in it and what is more fun for a GM than watching a party stare down an empty passage for ten minutes plotting out how to cross it while the real threat sneaks up behind them?

A few words about traps are probably appropriate at this point. Avoid making lethal traps. It is certainly acceptable for characters to die in pit traps from the damage they take landing on the spikes at the bottom. On the other hand, it isn't fun or particularly challenging to kill off players in a tournament with traps they had no way to anticipate and no chance to live through when they did trigger it. There are occasions when "instant death" traps are acceptable, provided ample warning and hints are provided to the players before they stick their heads into them. In general, however, no single trap should be able to kill an otherwise healthy member of the adventuring party.



STOCKING THE DUNGEON AND ENCOUNTER BALANCE

You should now have a fairly solid idea of the plot for your tournament module and a rough layout for your dungeon, including how many rooms and the types of traps you'd like to use. Placing NPCs and monsters in the dungeon is the next step. Typically, a process of placing monsters, revising the rooms, moving traps around, shuffling monsters again and so on takes place during this step. So, if you suddenly realize that you cannot have a 10 ft ledge where you want one, don't worry. It is normal to rework the layout to make the monster surroundings more appropriate to their particular ecology (the HOBs are very useful for guidance on what makes a comfortable lair for most things).

Proper dungeon ecologies and habitats are essential to solid module design. By adhering to the generally known habits (as listed in the HOBs) of various monsters, players will be able to use their experience in preparing for possible attacks based on the surroundings the module describes. Additionally, consistently using the ecologies enables the designer to cue the party to strange situations by placing something that clearly wouldn't choose to be there on its own (a clinkweed in an otherwise barren plain, for example).

Once your ecology is decided (again, your ecology will probably be "final" at least three times before you are happy with it) it is time to pick the monsters that are appropriate to the area. This is where the question of quality versus quantity of monster comes into question. Designing a campaign module would allow you to place however many monsters, NPCs, etc. that are appropriate to the storyline. In a tournament module, consideration must be given to how long it will take for the party to resolve encounters in the dungeon to give them a chance of actually finishing within the allotted time.

There are a number of good ways to stock a dungeon — opinions vary as to which method is the best. Personally, I find that an effective method of monster placement is to first create a "monster pool" composed of every creature planned for the dungeon. The monster pool gives the designer a finite set of threats to draw from, which allows you to place monsters in a manner consistent with the module theme. For example, if the module is set up for the PCs to storm a military fort, knowing the exact number of

forces available to defend the fort (the monster pool) allows the designer to place them strategically, just as the fort commander would. This will also highlight weaknesses in the monster defense, which is always a good signal to place a trap. After all, if the orcs know the south wall is poorly defended they would certainly place a few traps to catch unwary invaders and to warn the well-protected areas that intruders have arrived.

The size of the monster pool for the dungeon is dependent on several factors: quality of creatures, quantity of creatures and encounter conditions. Encounter conditions are the "force multiplier" for module designers. Four kobolds with spears and a pot of hot water, all standing in an open field are not much of a threat to a group of six armed PCs. However, if the PCs are on an ice span over a bottomless pit and the four kobolds with their pot of hot water are on a balcony above the party, the kobolds pose a much greater threat. In general, the number of ways for PCs to encounter monsters is limited only by the imagination of the designer, so it is not practical to make situational modifier tables for monster pool creation. Therefore, the following rule-of-thumb guidelines assume all encounters take place with the monsters and PCs on equal footing, with no real situational advantage to either side (of course, if the PCs manage to come up with a way to change that while working through the dungeon, good for them!)

Remember, these rules of thumb are not written in stone, but have proven to be useful starting points for design that, on average, tend to hold true in tournament settings and provide dangerous scenarios that give the PCs a chance to be heroic (and live).



SINGLE ENCOUNTER GUIDELINES

1. No single monster should have more hit dice than 40% of the total party hit dice, unless the monster is the module's primary villain and fighting it is the climax of the adventure.



Example: a group of six adventurers, all second level, have (6 x 2 = 12) a total of 12 hit dice. No single monster they encounter should have more than (12 x 0.4 = 4.8) 4.8 hit dice.

2. No single encounter should have more monster hit dice than 50% of the total party hit dice, except the climax.



Example: The same six adventurers, 12 hit dice total, are attacked by a hoard of kobolds (2 kobolds per hit die). The maximum number the party should have to fight at one time is (12 x 0.5 = 6) 6 hit dice worth, so no more than 12 kobolds at once.

3. If there is a particular strategy the designer has in mind for monsters with powerful magic or other items, list the sequence of events the monsters will follow. It makes the GM's life much easier, and helps to balance the tournament setting so that players are not punished or rewarded for having different GMs with different spell tactics.



Example: An evil magic-user has retreated from the party to the edge of a chasm. He knows the PCs will be coming down a narrow passage out to the cliff where he is waiting. He has only three tricks left: Invisibility, Levitation and Fireball. Without any additional information, the GM will no doubt devise a devious way of using the situation to take out the entire party by surprise. If the module designer knows the magic-user has other plans, or that the magic-user never was good at strategy, the designer might include tactics. For instance, "The magic-user will wait until he is sure the party is in the hallway, and will then cast Fireball at them. Regardless of the result, the magic-user will then try to turn invisible and levitate into the chasm." Similarly, if a monster has a Potion of Healing listed as treasure, tell



the GM if the monster will use it if it starts losing the fight, or if it is supposed to be there for the PCs to find after winning the battle.



DUNGEON POPULATION (MONSTER POOL) GUIDELINES

These guidelines assume that all of the above rules of thumb are in use, including the single encounter guidelines. Also, it is assumed that encounter conditions give equal advantage to all participants. In other words, these apply for "open field" conditions. Special circumstances in dungeon layout or plot can change these significantly.

Definitions:

MHD = Total monster hit dice, found by adding the hit dice value of all monsters in the dungeon together

PCHD = Total PC hit dice, found by adding the levels of the party together (for example, six 1st level characters have a PCHD = 6)

1. **MHD = 2 x PCHD.** This is essentially a "training dungeon." The PCs will have a fairly easy time cleaning out the dungeon. Expect a competent group to wipe out the dungeon with no party losses and finish the adventure in about two or three hours.

2. **MHD = 2.5 x PCHD.** This is a standard dungeon crawl. The PCs will have to work together to triumph. Expect a competent group to complete the adventure and survive the dungeon with no losses in three hours. Groups new to working together may lose a party member.

3. **MHD = 3 x PCHD.** This is a rough and tough dungeon crawl. Inexperienced parties will probably be wiped out, or at least unable to complete the adventure. Expect a competent group to finish the adventure with one or two party deaths.

4. **MHD = PCHD x 3.5.** This is more of a death trap than a dungeon. Expect competent parties to get wiped out without finishing the adventure. Truly superior groups will finish the module with one or two party deaths, but probably not clean out the dungeon. Think very carefully before sending registered characters into a dungeon this difficult. Normally success in such dungeons is measured in how far parties got, not in if they finished. This is about the difficulty of national tournament modules using pre-generated characters (actually, the GenCon 2001 HackMaster final was 3.6, as the people who played it can tell you).

5. **MHD = PCHD x 4 or more.** Killer GM country. Truly superior groups may manage to escape the dungeon alive, but probably not. Only HackMaster-class characters should even dare to try such an abyss of evil.



FINISHING TOUCHES

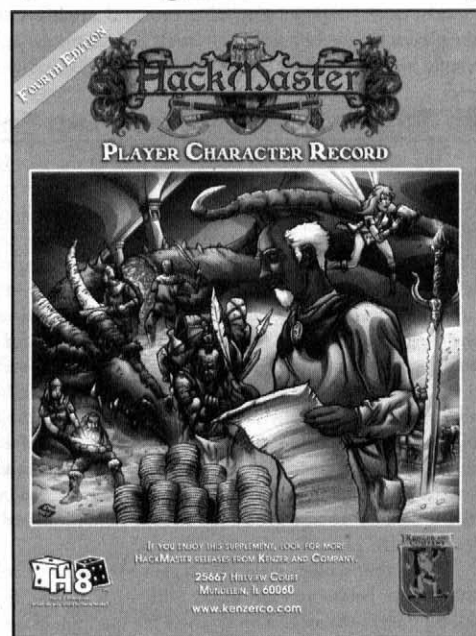
The dungeon is constructed, the plot is ready to entangle players and the monsters are ready to finish them off. There isn't much left to do but place the loot and do the paperwork. When placing loot, keep in mind the Maximum Allowable Magic Item EPs per Character Level table in the HMA by-laws. Remember, when players are using registered characters, the characters keep what they get and take them back to the home campaign. Naturally, the HMA will review all tournament modules before making them available to prevent catastrophes from occurring, but it is best if the module author plans accordingly from the beginning.

The last topic, doing the paperwork, applies only to those people who will be using their module for a tournament. The standard parts of a complete tournament module that you can proudly hand out to GMs eager to grind players through the mill you create are the dungeon map, a short synopsis of the overall adventure for the GMs, and the module text with flavor text, detailing each room and encounter. If pre-generated characters are to be used, be sure to include a one-page summary sheet of relevant characteristics of each character so the GM can use refer to it as needed. Finally, make sure to include a paragraph or two on the background of each character to hand out to the players and the GM. Giving the players and GM a bit more to work with makes the tournament module more fun for everyone, and that is the ultimate goal of any module design: more fun for everyone.

Setting a scoring sheet is also a critical aspect of writing a tournament. Experience points are the accepted measure of scoring for HackMaster tournament and a complete scoring sheet should be spelled out so EP awards are universal regardless of the style of individual GMs. For complete guidelines on setting up a scoring system for your tournament, see pages 20 and 21 of HackJournal issue #1. For those of you who don't have access to HackJournal issue #1, those guidelines are posted on the KenzerCo web site at www.kenzerco.com.

• **19 Pages of generous space to record your character's vital information, including ALL of the following:**

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- Fatigue Factor
- AC Adjustments, Armor and Shield Hits Taken
- Threshold of Pain
- A Complete Will and Testament
- HP, Wounds, Ability Penalties and Subdual Damage
- Expanded Weapon information, including Crit Base Severity Level
- Special Abilities and Talents
- Treasure, Magic Items and Coins, Locations, Stored and Carried
- Armor, Weapon & Magic Item Character Map when Adventuring & in Town
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November 29th: The players escape from Rinukagh. The military deployment information from the Atlas helped me find the perfect place for them to regroup — it all makes sense!

December 6th: If I hadn't known the population density around the Kalokopeli Forest, my plot twist would never have worked. Now the real adventure is afoot.

December 13th: I originally worried that after completing the first stage of their quest, I would have no way to logically get the characters to Prompeldia. Thankfully, the details on the economies of Prompeldia and the bay area revealed a useful trade route.

December 20th: I fear that too much time on the water will tire my players, as they were starting to feel too confined. Thankfully, the strong winter winds in the Elos Bay were the perfect way to speed the characters to Bet Urala, the next stop on their quest.

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