



THE OFFICIAL PUBLICATION OF THE HACKMASTER ASSOCIATION

BEHIND THE SHIELD

BEJEEBERS... PART 2

LADIES' HACKJOURNAL

RUSTLERS OF THE NIGHT™

BEASTS OF THE
HEATHERLAND PLAINS
AND
CREATURES OF THE
BOR'SARIDUNEH JUNGLE

FROM HMA HQ

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FRAIM

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FROM THE EDITOR'S INNER SANCTUM:

James Reichstadt
HMGMA #CA-1-00132-01

Well here we are at Issue #5 of the HackJournal — technically the one year anniversary as this quarterly magazine is counted. I'd like to give you a preview of what's on deck for coming issues as well as what I look for in submissions. As readers of the online forums know issue #6 was slated to be the "All-Monster" issue. However, due to unforeseen circumstances involving your humble editor, a hedgerow and 15 pounds of chunky peanut butter this will not happen. The "All Monster" issue will in fact be issue #7. Once again, every article will have some tie to a monster or monsters. Magic items might be composed of parts of monsters or might be used by monsters; NPCs would be monsters or maybe monster handlers; and of course a few new "Rustlers of the Night." Worry not, this will not be an entire issue of monster stats.

Issue #6 will be the "Spoils and Swag" issue; same idea as the monster issue but focused on the spoils of hack. Issue #8 and future issues will be without theme, however if there is overwhelming support for some kind of theme issue on a semi-random basis we will look into more "themes". Look for more information on this in issue #6 and online in the discussion forums.

Finally I'll get on my soapbox and talk about getting more people into HackMaster. Now I'm not talking about getting some new-style gamers into old-skool gaming; I'm talking about the younger set. My most consistent player and the least disruptive is my 8 year old daughter. After a few weeks of watching the die rolls and listening to all the laughter she asked if she could be included in our regular sessions. She and I rolled up a character one night and I ran her through a few "practice" sessions and now we have a new little HackMaster in training. Anyhow enough rant, on to Issue #5 of HackJournal.

James Reichstadt

HACKJOURNAL SUBMISSION GUIDELINES

Submissions to the HackJournal
can be sent, in electronic format, to:

or send via "snail" mail to:

hackjournal@kenzerco.com

HackJournal Submissions
Kenzer & Company
25667 Hillview Ct
Mundelein IL 60060

A strong preference will be shown for electronic submissions. Paper submissions must be painstakingly retyped (and spell-checked, too!) 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. Please keep your total submission below 1MB — don't blow our servers away!

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 file formats. If you hand-draw your map, scan the drawing into the computer and save it at 300 dpi resolution in .TIF or .JPG format for submission. Lower resolution images (72 or 150 dpi) will not print clearly.

Look through 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. Charts and tables of supporting data count as art. Generally speaking, we prefer articles of 700-1,500 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!

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Submissions sent by postal mail should be addressed to the address shown at left.
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THE KINDLY, THE BEASTLY AND THE HOT???

- THE U OF T'S RENOWNED ALUMNI

By Jedediah Gofourth HMGMA#SC-01-00554-02

Editor's note: The University of Tilan is quite well known for producing the finest courtly wizards in all of Garweeze Wurld, at least if you read their recruitment literature. However among the ranks of stodgy, nay some say curmudgeonly wizards produced by the U of T there have been a few, shall we say, colorful apples. It is with a desire to expose the truth that we sent ace expose reporter Solomen Faeborn to uncover some of these more colorful characters. Though yet to return from interviewing Elenwyd Sensuliad, Soloemen was kind enough to file this report.

Aliron Praetox

Notable Possessions: Hat of Disguise, Cube of Opulent Lodging, Ring of Hefty Spellcasting, Ring of Wizardry (doubles 1st through 3rd level spells).

Notable STPs: Aliron has the eyestalks of a Director Beholder (HOB1 p73) arranged three to each shoulder. He also has the arms of an Ettercap (HOB3 p24) grafted to his chest. It is unknown why he has done this to himself since the grafts mar his features.

Motivation: To become much more than the human shell he was born into.

Weaknesses (Including Quirks/Flaws): Misguided, Magical Allergy (Magical Electricity), Inappropriate Sense of Humor, Self Absorbed.

Background: Aliron was born in Ahsren's Gulch in Mydlonn. His father was an abusive miner and his mother died when he was young. This gave the boy a slightly skewed perspective on life in general. At the age of eight he was sold to the necromancer Derijnah as a houseboy. It soon became apparent that the lad's love of the mobile dead and a natural talent for necromancy made him the perfect candidate for apprentice to the household. When his master died shortly after Aliron's 16th birthday, Aliron traveled to Tilan to enroll at the university; there he focused on the animation of dead flesh. He joined the local lacrosse team and the miner's blood in his veins gave him a distinct advantage over his noble born teammates. After graduating from UT he moved back to Ahsren's Gulch. The first thing he did upon arrival at his birthplace was to seek out his father. He then tore the man limb from limb. With the help of several undead servants, the shack in the woods was converted into a great tower. But this wasn't enough for the young animator. In seclusion with only his studies and his minions, some say he went a little mad. With a small contingent of zombies, Aliron tracked down and killed a Director Beholder and using an untested spell grafted the eyestalks to his body. He later registered this spell with the Church of Thrain after stealing the arms from an Ettercap. When the clerics of the temple inquired as to his odd "additions" he simply replied that he was "Becoming better." Aliron's books on the physiology of undead and near undead creatures are required reading for aspiring animators.

Aliron Praetox

AKA: The Dark Beast Aliron
RA: Mostly Human
SX: M
AL: NE
CL: Animator
STR: 20/98
DEX: 12/55
CON: 23/15
INT: 19/76
WIS: 16/24
CHA: 15/02
COM: 10/02
HON: 86
FAME: 178
LV: 20
HP: 189
AC: 9
+H: +3
+D: +8
DEX BONUS: 0
R/AT ADJUST: 0
AGE: 42
APPEARANCE: Monstrous/Beastly

Yargrove Hendrachmin

Notable Possessions: Manuals of Golems (one of each), 3 Ioun Stones (scarlet & blue), Bracers of Mapsense (anniversary edition), Beaker of Plentiful Potions, Bag of Many Tomes, Alchemy Jug, Staff of the Magi and a Ring of Hefty Spell Casting

Notable STPs: Opportunist, Grace Under Pressure, Photographic Memory, Astute Observation, Alchemy 110%, Artistic Ability 90%, Blacksmith Tools 100%, Carpentry Tools 100%, Jeweler Tools 90%, Leather Working Tools 85%, Surgery Tools/Suture Kit 95%, Anatomy Basic 75%, Complex Geometric Estimation 98%, Metal Working 52%, Weaving, 63%, Leatherworking 57%, Blacksmithing 105%, Gemstone 55%, Gemcutting 53%, Appraising 94%, Appraising: Gemstone 100%, Engineering 65%, Dragon Speak 89%

Weaknesses (including Quirks/Flaws): Male Pattern Baldness, Misguided and Value Privacy

Background: Yargrove Hendrachmin started life in the small town of Dystrano in northern Tilan. His father was a blacksmith of some repute and his mother was an aspiring magic user. On his twelfth birthday, Yargrove was enrolled in the University. During his training he studied the esoteric arts of golemcraft, easily assimilating all of the information on the topic. By the time he reached his twentieth birthday he had successfully completed the production of one of every type of golem but was not satisfied with the limited selection available. By the age of thirty he had made himself a small fortune selling golem limbs to amputees. The design for these limbs was later bought by the Circle of Sequestered Magicks and mass-produced for the public. With his newfound fortune he built himself a tower just outside of Dystrano and began compiling his research into a vast library. It was only a matter of time before golem masters from all over Garweeze Wurld traveled to this tower to study under Yargrove.

Currently Yargrove has stopped taking apprentices unless they can pay his training fee of 50,000 gold and pass his rigorous entry test. The only company he keeps on are twelve maidens; rumored to be highly complex golems of Yargrove's own design.

Elenwyd Sensuliad

Notable Possessions: Cloak of Dramatic Entrances, Hat of Style, Corset of Free Action, Bag of Many Tomes.

Notable STPs: Arcane Lore (85%), Spellcraft (115%), Anatomy, Basic (62%), Diplomacy (50%), Graceful Entrance/Exit (93%), Idle Gossip (58%), Knowledge of Courty Affairs (81%), Mingling (81%), Art of Seduction (95%), Seamstress (55%), Alchemy (45%), Singing (57%), Culture, Human (70%), Culture, Elven (61%), Current Affairs (78%), Customs and Etiquette, Tilan (100%), Altruist, Quick Learner, Bloodline, Quick Thinking.

Motivation: To make everything and everyone more attractive, including herself.

Weaknesses, (including Quirks/Flaws): Wuss Mentor, Clingy, Misguided, Pack Rat.

Background: Elenwyd was born in the city of Whisperdown in central Tilan. Her father was an elven noble and a mage of some renown; her mother was a fairly skilled human seamstress. Her gift for the art of magic became apparent when she turned 13 and was enrolled in the University of Tilan as their youngest member. Her aptitude in transformational magic was seconded only by her out-going personality. While enrolled at UT she was the captain of the cheerleading troupe and was an invited guest at all the best parties. After her training at UT she became enamored with all things courtly. She became well versed in local politics and social gossip while still managing to expand her magical knowledge. A useful bit of research led to the creation of her most famous spell Elenwyd's Majestic Bosom. This spell earned her both the gratitude (and coin) of hundreds of debutantes who were dissatisfied with their ability to fill out a corset. Soon after receiving funding she opened her own school in Whisperdown. Elenwyd's School of Beauty Through Magic became a popular school among young women interested in learning the fine art of transmutation for personal enhancement.

Yargrove Hendrachmin

AKA: The Golem Master Yargrove
RA: Human
SX: M
AL: TN
CL: Magic-User
STR: 11/10
DEX: 15/28
CON: 12/01
INT: 22/78
WIS: 15/43
CHA: 17/87
COM: 11/78
HON: honorable
FAME: high
LV: 20
HP: 85
AC: 7
+H: 0
+D: 0
DEX BONUS: -2
R/AT ADJUST: +2
AGE: 98
APPEARANCE: Kindly

Elenwyd Sensuliad

AKA: The High Transmuter of Whisperdown
RA: Half-elf
SX: F
AL: CG
CL: Double Specialized Transmuter
STR: 11/47
DEX: 17/16
CON: 15/09
INT: 19/24
WIS: 14/03
CHA: 18/05
COM: 23/92
HON: 167
FAME: 317
LV: 19
HP: 78
AC: 7
+H: 0
+D: 0
DEX BONUS: -3
R/AT ADJUST: +3
AGE: 45
APPEARANCE: Beautiful



LADIES' HACKJOURNAL

*A Column Dedicated to Enhancing the Game
of HackMaster for all Characters, but especially the Female ones.*

By Linda Shippert, HMPA WA-1-00543-02, with thanks to Joe Shippert,
HMGMA WA-1-00544-02.

[editor's note: Folks, a hearty round of applause for a new author and a new column. Ladies' HackJournal is here to promote the feminine side of Hack. It is hoped that this column will help to enlighten us in the feminine areas of the player and the character and even the monster state of mind.]

I am of the opinion that men and women are fundamentally alike and only act differently because of pressures from their culture and society. That being said, there are a lot of pressures on women to behave in certain ways – even in Garweeze World.

The lifestyles of most female adventurers force them to sacrifice their feminine duties and habits, but they began their lives with proper womanly training. To represent that training, here are several skill sets that may be purchased during the character creation process. Please note that each set is unique to a certain social class – a woman from the lower classes would not start out with the same training as a woman from the upper classes. Be sure to pick the skill set that is appropriate for the social class you rolled on table 4F. Also note that these skills are not necessarily unique to women, but merely are representative of the skill sets that most medieval women would have. See p.99-100 of the PHB for more information about skill sets.

Lower Classes: The Farmer's Daughter Skill Suite – 9 bp

Relevant Ability: WIS+CON/2

Agriculture, p.313

Culinary Arts, p.314

Riding, Land-Based, p.328

Mastery Die: d10

Animal Lore, p.313

Endurance, p.323

Middle Classes: The Merchant's Daughter Skill Suite – 10 bp

Relevant Ability: WIS+INT/2

Bargain Sense, p.322

Coin Pile Numerical Approximation, p.323

Mastery Die: d8

Bartering, p.322

Haggle, p.325

Upper Classes: The Noble's Daughter Skill Suite – 8 bp

Relevant Ability: WIS+CHA/2

Customs & Etiquette (culture specific), p.315

Heraldry, p.315

Mingling, p.334

Mastery Die: d8

Dancing (Ballroom), p.321

Knowledge of Courtly Affairs, p.334

Social Etiquette, p.335

Of course, each woman is different. To represent that variety of experience, here are some other skills that may enhance these skill sets.

Farmer's Daughter

Brewing, p.322

Fishing, p.324

Idle Gossip, p.334

Maintenance/Upkeep, p.318

Religion (General), p.316

Seamstress, p.330

Shaving/Grooming, p.318

Slaughter: Livestock, p.330

Weather Sense, p.316

Weaving, p.333

Merchant's Daughter

Appraising, p.314

Calling Dibs, p.334

Clever Packer, p.323

Current Affairs, p.315

Fondling, p.324

Forgery, p.325

Glean Information, p.325

Idle Gossip, p.334

Liar, Skilled, p.327

Poker Face, p.334

Reading/Writing, p.328

Religion (General), p.316

Resist Persuasion, p.335

Rules of Fair Play, p.335

Shaving/Grooming, p.318

Noble's Daughter

Ancient History, p.313

Artistic Ability, p.320

Current Affairs, p.315

Graceful Entrance/Exit, p.334

History, Local, p.315

Idle Gossip, p.334

Liar, Skilled, p.327

Maintain Self Discipline, p.327

Reading/Writing, p.328

Religion (General), p.316

Seduction, Art of, p.330

Shaving/Grooming, p.318

Singing, p.321



RUSTLERS OF THE NIGHT™

BEASTS OF THE HEATHERLAND PLAINS (SECTOR B4)

By Jedediah Gofourth HMGMA#SC-01-00554-02

Hyegryph

Description: Hyegryphs very much resemble large hyenas with the wings of a vulture. Their blunt muzzles are filled with fangs capable of rending flesh and bone and their paws end in cruel talons.

Combat/Tactics: Hyegryphs are only aggressive when hungry and generally scavenge their meals from larger predators; though they have been known to kill their own meals when the need arises. Hyegryphs have excellent night vision (240-foot infravision) and are only surprised 1 in 10 times. They are capable of emitting an unnerving laugh that causes creatures of 2 Hit Dice or less to make a morale check or become nervous, fighting at -2 for the next hour.

Packs of Hyegryphs have been known to taunt opponents with laughter from the sky for hours before actually attacking. In combat the Hyegryph employs its vicious jaws to inflict 2-12 points of damage while raking with its front claws for 2-8 each.

Hyegryphs are not as cowardly as their land bound cousins but must still make a morale check if anything taller than 6' can make a show of force when they are encountered alone. If they fail this check they flee for 1d8 rounds.

Habitat/Society: Hyegryphs fly in packs when in search of prey. If they find a particularly violent predator or group of PCs, they may shadow them in hopes of easy carrion. If they find a dying creature or PC, the impatient Hyegryph is likely to kill and eat it rather than wait for it to die; also predators that do not intimidate Hyegryphs are likely to be targeted as meals.

Ecology: Hyegryph packs follow a matriarchal structure. The largest female (generally the largest Hyegryph in the pack) is in charge. Pups are guarded in burrows until their wings are capable of flight, at which time they begin running with the pack. It is very rare to find a domesticated Hyegryph since even the best trained of the breed will return to a feral state eventually.

YIELD:

Medicinal: Nil

Spell Components: Hyegryph vocal chords can be used in Proadus'

Hyegryph

AKA: Feathered Hyena, Vulture Dawg

HACKFACTOR: 4

EP VALUE: 175

CLIMATE/TERRAIN: Warm Savannah/Plain

FREQUENCY: Very Rare

ORGANIZATION: Packs

DIET: Scavenger

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 2-10

SIZE: M (6' long)

MOVEMENT: 12", 18" Fl (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-12/2-8/2-8

SPECIAL ATTACKS: Laugh

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

FATIGUE FACTOR: 8

THRESHOLD OF PAIN: yes



FRAIM

Hyegryph

Uncontrollable Fit of Laughter spells with a -2 saving throw modifier.

Hide/Trophy Items: Hyegryph pelts are worth 1 gp each.

Treasure: Incidental in lair.

Other: Nil

Watelumph

Description: Watelumphs are strange creatures that wander the vast plains in herds. They appear to be an amalgamation of elephants, whales, and jellyfish. It is unknown if these beasts developed naturally or if they were created by some unusual magic gone awry.

Their bodies are nearly translucent and are vaguely shaped like a humpbacked whale without a tail. Two huge fluid filled sacks bulge from where the fins should be. Eight long flexible legs support the beast's weight; ending in thick elephantine feet. The beast's mouth tapers down into a long tube that ends in a mouth filled with flat grinding teeth. The males have a crest of large unusually colored feathers the runs down the length of its back. Herds of Watelumphs can be heard from across the plain calling to each other. The sound is similar to a whale accompanied by a brass quartet.

Combat/Tactics: Watelumphs are generally peaceful creatures that feed on shrubs, insects and small rodents. They seldom enter into combat unless they are attacked first. The Watelumph generally attacks with its feeding tube, inflicting 3-18 points of crushing damage with each bite. The beasts will also stomp with four massive legs, causing the ground to shake; all creatures of size M or smaller must make a dexterity check or fall down. Sack striders can also spray an opponent with a stream of musk that smells like lilacs and vinegar. The spray is strong enough to knock down creatures of size L and smaller unless they succeed at a dexterity check. This musk is adhesive and any creature knocked to the ground by the spray becomes stuck for 2-8 rounds.

Watelumph

AKA: Sack Strider

HACKFACTOR: 12

EP VALUE: 600

CLIMATE/TERRAIN: Plains

FREQUENCY: Very Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: H (20' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-18

SPECIAL ATTACKS: See text

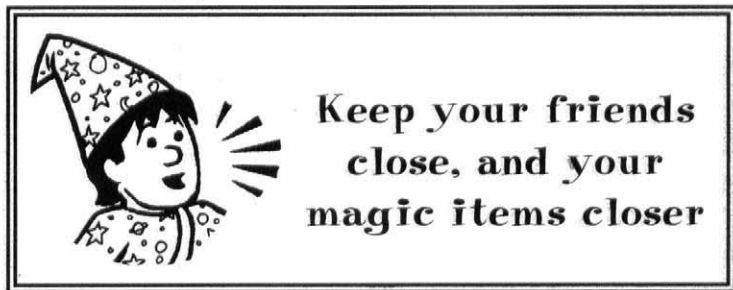
SPECIAL DEFENSE: See text

MAGIC RESISTANCE: Standard

HIT DICE: 10

FATIGUE FACTOR: 5

THRESHOLD OF PAIN: yes



Creatures that are not knocked down by the spray are -2 to hit for 2-8 rounds as the fluid interferes with normal movement. A thin layer of slick oil covers the entire beast making it difficult to grapple as well as sealing hacking and piercing damage. Due to this layer of oil hacking and piercing weapons inflict 2 points less damage.

Habitat/Society: Watelumphs are herd animals led by the largest bull. During the spring, bulls engage in combat for mates. The sound of battling Watelumphs can be heard for miles. Herds of Watelumphs keep in contact with each other over the plains by singing in much the same way as whales do in the ocean. Some say that the sound is hauntingly beautiful while others just plug their ears.

Ecology: Although Watelumph meat is nutritious and quite tasty they have relatively few natural predators. A dead Watelumph can keep several packs of scavengers well fed for a week. The beasts don't eat nearly as much as their great size seems to indicate. A single herd rarely eats more than a ton of food each day.

Yield:

Medicinal: Watelumph oil can be fermented into a healing salve that closes 2 points worth of cuts.

Spell Components: A feather from a male Watelumph can be used to double the area of effect when casting Water Bomb while only adding a 5% chance of spell failure. Blood from a female Watelumph can be used to double the effect of Elenwyd's Majestic Bosom with a 10% chance of backfiring and causing a gain of 100 lbs of water weight in the target instead of the intended result.

Hide/Trophy Items: Watelumph feathers can be sold for 10 gp apiece. The meat of a Watelumph can also be sold for 12 gp a pound (an adult can weigh as much as 3000 lbs)

Treasure: Incidental

Other: Nil



Watelumph

Hippomantis

Description: Hippomanti are predatory equines (horse-like beings) with sharp hooves and two powerful serrated limbs that fold against their flanks when not in use. They have green and black pelts with manes and tails of either red or burgundy hair. Their eyes are purple and glow in the moonlight. Preying equines tend to be more muscular than normal horses and their sharp fangs easily cut through flesh.

Combat/Tactics: In combat a Hippomantis can bite and claw with its wicked forelimbs, inflicting 1-8 points of damage with its fangs and 2-12 points per hacking limb, or it can rear up and kick with its front hooves for 1-6 points apiece. It cannot do both in any given round since rearing up takes its head and claws out of attack range. If the bite and claw attacks land, the Hippomantis can grapple creatures of size M and smaller. Grappled creatures can struggle free with a bend bars/lift gates check. Each round a creature is grappled it is automatically bitten.

Habitat/Society: Preying equines are hunters of the plains that are distant relatives of wild horses. They travel in herds led by a dominant male. During mating season male Hippomanti lock claws and wrestle for the right to breed with choice mares.

Ecology: Hippomanti have very few natural predators but a few races hunt them for both their pelts and their claws. A few humanoid races have tried to domesticate these beasts with very limited success.

YIELD:

Medicinal: Nil

Spell Components: A piece of Hippomantis claw can triple the duration of a Bone Javelin spell with only a 15% chance of spell failure.

Hippomantis

AKA: Preying Horse

HACKFACTOR: 13

EP VALUE: 400

CLIMATE/TERRAIN: Plains/Savannah

FREQUENCY: Very Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: L (7' tall at shoulder)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 3 or 2

DAMAGE/ATTACK: 1-8/2-12/2-12 or
1-6/1-6

SPECIAL ATTACKS: Grapple

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes

Hide/Trophy Items: The pelt of a Hippomantis can be sold for 320 gp and is suitable for enchantment. The claws can be fashioned into scythes that are also suitable for enchantment.

Treasure: Incidental

Other: Hippomanti can be raised as mounts if trained from birth. Wild Hippomanti do not make suitable mounts and will eat their trainers rather than allowing themselves to be saddled.

Rabbion

Description: Rabbions are the descendants of a giant rabbit and a giant scorpion who through an accidental meeting at a magically tainted spring crossbred and produced offspring. They resemble black or yellow rabbits with a long furry stinging tail.

Combat/Tactics: Rabbions can bite an opponent for 1-4 points of damage but prefer to sting. The stinger of a scorpion bunny inflicts 2-8 points of damage and victims must save versus poison. The venom of a Rabbion is class F and victims save at +2.

Habitat/Society: Rabbions are less skittish than their rabbit cousins but seldom fight unless they are hunting. Rabbions are instinctual creatures, concerned only with eating and procreation. Several giants, mistaking these creatures for normal rabbits, have been on the receiving end of a very nasty surprise.

Ecology: Rabbions spend 50% of the time procreating or attempting to procreate. The rest of their time is spent searching for food or sleeping. Contrary to the orkish rumor, the stinger of a scorpion bunny cannot ward off Giant Scorpions. Rabbions are found in burrows or warrens consisting of a single family group. Young are raised to maturity (about one year) and then expelled for the warren.

Rabbion

AKA: Scorpion Bunny

HACKFACTOR: 3

EP VALUE: 65

CLIMATE/TERRAIN: Plains

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-6

SIZE: M (4' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1-4 or 2-8

SPECIAL ATTACKS: Poison sting

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

FATIGUE FACTOR: 5

THRESHOLD OF PAIN: yes



Hippomantis



Rabbions

YIELD:

Medicinal: Eating the heart of a Rabbion will protect the imbiber from class F poison for 1d4 hours.

Spell Components: The foot of a scorpion bunny can be used to decrease the roll for effect by 10 for the Murgander's Gamble spell. This adds a material component and a 5% chance of spell failure.

Hide/Trophy Items: The pelt of a Rabbion can be sold for 10 gp or used to make enchanted clothing.

Treasure: Incidental (in burrow)

Other: Nil



RUSTLERS OF THE NIGHT™

CREATURES OF THE BOR'SARIDUNEH JUNGLE: THE DISCOVERIES OF VOLERDO

By Jedediah Gofourth HMGMA#SC-01-00554-02

Several years ago the well known explorer Voldero Mountebank set out to explore the heart of the jungle southwest of Fangaerie (E6.06.D05.) Very few of the ill fated travelers made it back from the expedition and each spoke of strange new flora and fauna as well as marvelous sights unseen in the civilized lands. The detailed notes taken by Voldero and the specimens he brought back with him have peaked the curiosity of many a sage. Several merchants have also set out to exploit... explore the jungle for a chance at discovering a new plant or animal that may have commercial value.

A recent survey team sponsored by COSM has disappeared within the last year and rumors of a new darkness within the jungle's heart have been stirring. The massive tangle of tree limbs and vines supports a massive canopy, hiding the light from the roots and undergrowth below. There are plenty of places for a new darkness to hide alone in the living caverns formed by giant roots. A second team of mages from COSM has been recently dispatched but they have been out of contact for almost a month.

Dorobo

Description: Dorobos are jungle dwelling animals that resemble a cross between a rodent and a primate. They have mouse-like faces with comically large eyes and ears and long dexterous tails that end in a tuft of fur. Their fur is black on the top of the head and down the back, but the lower jaw, neck, and chest is covered in white or gray fur. Dorobos love shiny objects and love to litter their nests with all that glitters. They have become adept at attaining these items from passers-by and even wandering monsters.

Combat/Tactics: Dorobos seldom fight, preferring to remain hidden and unseen. Their coloration gives them a 50% chance of hiding in shadows. They are known to trail potential targets for some time before sneaking up to pilfer some shiny object. Dorobos have a 75% chance to lift such items from a target without being noticed. If confronted they will attempt to run away resorting to biting for 1-4 points of damage only when cornered or caught.

Habitat/Society: Dorobos usually live alone or in nests consisting of a mated

Dorobo

AKA: Thieving Monkey Mouse

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Jungle

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal to Semi (1-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: T (1' tall)

MOVEMENT: 10", Bc 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Pick pockets

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+2

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes



Dorobo

pair and young. During the spring, 1-6 non-combatant young will be in a paired nest. The female Dorobo raises the young for a year, during which time the young are nearly helpless.

Ecology: With their recent discovery by the Thieves' Guild in the north, the Dorobo population has been culled of its young to be trained as pets. Those that are wild are well adapted to their jungle home.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: I

Other: Nil

Lantern Wolf

Description: Lantern Wolves are almost identical to normal wolves except for an oval organ on their foreheads that emits light. The light from this organ is normally yellow but a rare few have been known to produce red light.

Combat/Tactics: Lantern Wolves attempt to blind their prey with pulses of very bright light. Membranes in their eyes make it impossible for this attack to affect the Lantern Wolf. In addition the Lantern Wolf is also then immune to any blinding effects that rely on light (i.e. A Lantern Wolf is protected from blindness brought on by a Color Spray spell, but all other effects of that spell work normally). Anyone unlucky enough to look directly at a wolf's lantern when it flashes must save versus paralysis or be blinded for 1d4 rounds. Several wolves flashing at once can cause someone who is prone to seizures to have an episode. After the prey is suitably stunned the pack attacks with their fangs inflicting 2-5 points of damage with each bite.

Habitat/Society: Lantern Wolves, like their brethren, are pack animals. The pack is lead by an alpha male, usually the largest and strongest wolf in the pack. If

Lantern Wolf

AKA: Lupus Beacons

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Jungle/Subterranean

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: S (3' to 4' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5

SPECIAL ATTACKS: Blinding flash

SPECIAL DEFENSE: See text

MAGIC RESISTANCE: Standard

HIT DICE: 3

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes



Lantern Wolf

the alpha male is killed in combat a morale check is required for the remaining pack. The Lantern Wolves make their lair in the dark undergrowth of jungles or in the darkness of the NetherDeep. In the summer these lairs will house a nursing female and 1-8 pups. These pups have 1HD and an AC of 9. The pups remain a part of the family unit for one year. They then venture out on their own to become part of the pack.

Ecology: These creatures were discovered by the explorer Voldero and have since been proven to be an essential part of their chosen habitat. Without the packs aggressive hunting controlling and culling populations, many jungle animals quickly overpopulate their environment.

YIELD:

Medicinal: Nil

Spell Components: The lantern organ can be used instead of a candle in the Shooting Stars spell with only a 15% chance of spell failure.

Hide/Trophy Items: The lantern organs that glow red can be sold to exotic brothels for 500 gp.

Treasure: Incidental

Other: Lantern Wolf pups are trainable.

Fya'namith (male)

Description: The small grotesque beasts known as the Fya'namith Goblins are merely the males of a species. The upper torso resembles a rather ugly hairless goblin with a single curved horn on its head. The lower body has three bestial legs, two prehensile tails, and two long necks ending in heads that look like a cross between an eyeless eel and a crab's claw. Its forelegs are saurian and end in three clawed toes each while the hind legs are wide with four grasping talons to support the weight of the body. Fya'namith Goblins run with a loping gait that allows them to move very fast.

Combat/Tactics: Fya'namith Goblin broods always follow the commands of a female, which is called a Fya'namith Nymph. The males fight and die at the Nymph's command. A male Fya'namith can slash with its horn for a single point of damage while biting with each eel-like jaw for 1-4 points of damage each. Several of these little brutes will attack a single opponent unless given instructions to the con-

Fya'namith (male)

AKA: Fya'namith Goblin

HACKFACTOR: 4

EP VALUE: 225

CLIMATE/TERRAIN: Jungle

FREQUENCY: Uncommon

ORGANIZATION: Brood

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-25

SIZE: S (3' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1/1-4/1-4

SPECIAL ATTACKS: Nil

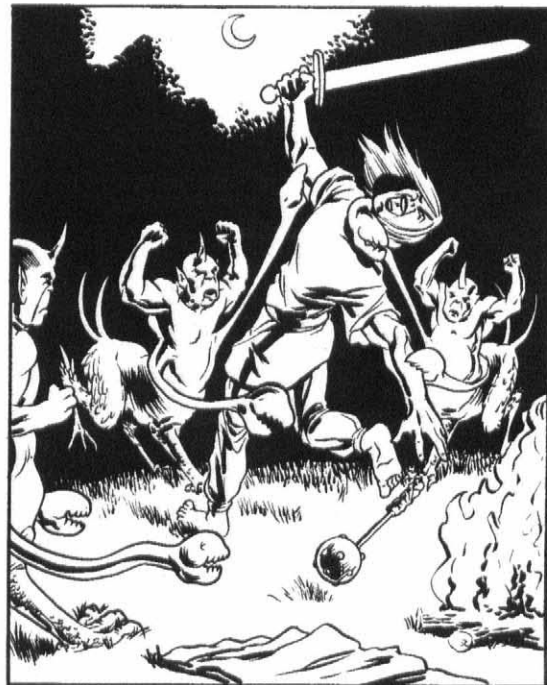
SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

FATIGUE FACTOR: 4

THRESHOLD OF PAIN: yes



Fya'namith (male)

trary. If the Nymph dies the entire brood will go into a mourning howl that lasts 2d4 rounds. During this howl they are defenseless.

Habitat/Society: Fya'namith Goblins are not related to goblinoids at all and are merely the smaller and more vicious gender of the Fya'namith race. Each brood picks a specific female "Nymph" with and follows her about like charmed slaves. Male Fya'namith seldom survive mating, not from any viciousness by the female, but by the jealous brood ripping him to shreds.

Ecology: Fya'namith are a race of three legged predators that roam the jungles. Males gather prey for the larger females as gifts. Sages believe that they were once centaurs and were placed under a curse; of course these same sages believe that peanut butter is the work of dark Gawds intent on the fall of Garweeze World.

YIELD:

Medicinal: Squeezings from a male Fya'namith's pheromone glands can cure amnesia (it reeks that bad.)

Spell Components: Nil

Hide/Trophy Items: The horn can be crafted into decorative scrimshaw.

Treasure: Incidental

Other: Occasionally male Fya'namith fixate on attractive females of other races.

Fya'namith (female)

Description: From the waist up a female Fya'namith appears to be a very attractive humanoid with long pointed ears and tresses of multi-colored hair that cascade down her back. Skin colors range from whitish blue to dark pink and several have colorful markings such as faint spots or whorls. Their lower bodies have three muscular legs, two thick whip-like appendages, and two long sinuous necks ending in nearly draconic eyeless heads. Each bestial head has curving claws on the upper and lower jaws that make it look like a fanged crab pincer. Throat sacks in the neck allow a Fya'namith to call to its brood of males over a distance of 2 miles and release pheromones into the air with the vocalization.

Combat/Tactics: Female Fya'namith have an effective reach of 10' with their fighting jaws and 6' with their whipping limbs. In addition they are always accompanied by a brood of 1-25 males. Typically Fya'namith Nymphs rarely dirty their hands with combat, preferring to let the males fight for them. Every other round a

Fya'namith (female)

AKA: Fya'namith Nymph

HACKFACTOR: 12

EP VALUE: 2000

CLIMATE/TERRAIN: Jungle

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Neutral

NO. APPEARING: 1 (see text)

SIZE: L (8' tall)

MOVEMENT: 20"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 1

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-12/2-12/1-8/1-8

SPECIAL ATTACKS: Pheromones

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes



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Fya'namith (female)

Fya'namith Nymph can roar with her fighting jaws, releasing a cloud of pheromones into the air. Any male who is not a Fya'namith must save versus poison or fall into a stupor for 4d4 rounds. Any males who fail their save are ignored until the combat is over. The Nymph will then concentrate on the remaining combatants. When forced into melee the Fya'namith female can bite with each jaw for 2-12 points of damage each and whip with each tentacle for 1-8 points of damage. If all four limbs hit a single opponent it is considered grappled and is used as a shield; this modifies the Nymph's AC by -2; any attack that would normally hit the Nymph that is blocked by the living shield deals damage to the hostage.

Habitat/Society: Female Fya'namith are generally more cultured and less savage than their primitive mates. Occasionally they spare intelligent prey so they can converse in a more civilized manner as opposed to the grunts and squeals that the male Fya'namith use. A typical brood groups is composed of one female and up to 25 males. The Fya'namith mates during spring and lays 4d6 eggs in the summer. Each egg will hatch into either 1d8 males or 1 female with 75% of all eggs hatching males. Male hatchlings are scattered into the wild to fend for themselves while female hatchlings are raised for 3d4 months and the turned loose to form new broods.

Ecology: Fya'namith Nymphs, while capable of hunting, seldom need to do so. A brood of males will locate a female and begin bringing gifts of food to win her favor. Despite the nickname adventurers have given them, the Fya'namith are in no way related even distantly to Nymphs. Despite what some sages think, the Fya'namith developed naturally in the jungles of Garweeze Wurd and are not a cursed race.

YIELD:

Medicinal: The throat sacks of a female Fya'namith can be broiled into a calming tonic.

Spell Components: Hair from a Fya'namith Nymph can be used as an alternative

to melon seeds when casting Elenwyd's Majestic Bosom with only a 5% chance of the recipient growing two vestigial tails.

Hide/Trophy Items: The hide of a female Fya'namith can be used to bind a spell book but this is considered an evil act.

Treasure: H

Other: Eggs can be sold at the slave market for 30 gp each

Winzyr

Description: Winzyrs are mammalian beasts that resemble a cross between a wyvern, a wolf, and a bat. The head appears canine with a crest of cartilage at the end of the muzzle and a mane of thick fur that runs from the top of the head to the end of the tail. The body is shaped like that of a small furry wyverns but the tail has a bony paddle instead of a stinger. Winzyrs usually have red or brown fur but black fur is not unheard of.

Combat/Tactics: Winzyrs can either bite or attack with their tail in a round. They never use their talons in combat except to carry smaller prey. The bite of a Winzyr inflicts 2-8 points of damage, which it can do any round that it doesn't attack with its tail. The paddle delivers 2-12 points of bone crushing bludgeoning damage to its victim as the creature flies by. Loud repetitive noises cause a -2 to attack for the Winzyr when it is using its

bite attack since it uses echolocation to track its target. Also during an attack the Winzyr closes its eyes at the last minute to protect them from damage.

Habitat/Society: Winzyrs roost in the canopies of large jungle trees. They are lone hunters and seldom congregate. If more than one Winzyr is encountered they will be a mated pair and 1-4 pups will be nearby.

Ecology: Winzyrs are aerial predators that feed on small animals in the canopies of jungles. They are seldom seen on the ground. The explorer Voldero first documented these creatures in the wild several years ago. His party brought back a dead specimen and several pups.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The wing leather of a Winzyr is very supple and can be crafted into many items.

Treasure: Incidental

Other: Winzyr pups can be trained as mounts. Evil warriors will pay as much as 2000 gp for a black pup.

Winzyr

AKA: Wyvern Bats

HACKFACTOR: 7

EP VALUE: 200

CLIMATE/TERRAIN: Jungle

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L (8' long)

MOVEMENT: 12", 22" Fl (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8 (bite) or 2-12 (tail)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes

Solun

Description: Solun are unusual predators that live in the deepest jungles. They are low to the ground and are very adept at weaving through undergrowth with alarming speed. They superficially resemble a cross between a weasel and a wolf with long tufted ears and six muscular legs. Their pelts range from gold and green to black and silver. The tufts of fur on their ears are always red and the thick hairs rattle when the creature is agitated. Solun have a bouncing gait that appears humorous but allows them to move over and under the foliage while keeping a sure footing.

Combat/Tactics: A family of Solun circles their prey while rattling their ears for intimidation. They can bite for 1-4 points of damage and their forelegs can bat and claw



Winzyr

opponents for 1-6 points of damage each. If encountered alone, a Solun will try to intimidate its opponent with chirps and barks while rattling its ears. Failing this it will attempt to escape to find its pack.

Habitat/Society: Solun live in small communities called packs. The packs build burrows within the thick jungle undergrowth. Young are left in the burrows and are seldom encountered out in the open and at least three female Solun guard the pups while the remaining members are out hunting.

Ecology: Solun eat small rodents and birds but occasionally work together to take down larger prey. They only attack humanoids when prey is very scarce.

YIELD:

Medicinal: The gall bladder of a Solun can be used to treat herpes

Spell Components: Nil

Hide/Trophy Items: Solun fur is quite fetching and garments woven from this material are worth triple the listed cost.

Treasure: Incidental

Other: Solun are easily trained as pups.

Solun

AKA: Six-legged Weasel Wolf

HACKFACTOR: 3

EP VALUE: 135

CLIMATE/TERRAIN: Jungle

FREQUENCY: Uncommon

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 3-18

SIZE: M (6' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSE: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

FATIGUE FACTOR: 6

THRESHOLD OF PAIN: yes

attacks in a round are dragged into the creature's main mass to be absorbed. Creatures being absorbed must save versus acid each round or suffer an additional 3d4 points of damage per round until freed. A combined strength of 25 is required to pull a victim free. Once an Aborl absorbs 100 lbs of meat it splits in two; each attaining maximum HD within 5 rounds. Damage inflicted on the original Aborl is still applied to it, but the new Aborl is perfectly healthy. Aborl absorb any heat-based attacks; fire and flame attacks simply cause it to regenerate half the intended damage in hit points. Bludgeoning attacks are also nearly useless because of the creature's fluid form. They take 2 points less damage from being bludgeoned. Each pseudopod has 18 hit points separate from the main mass. Destroying a pseudopod decreases its number of attacks by 1.

Habitat/Society: Aborl have no real society. A rare Aborl enters a city but it is usually discovered as its eating habits give it away. Aborl rarely tolerate being within 2 miles of each other and spread out as soon as it is feasible to do so.

Ecology: Several sages believe these beasts were the original template for such beasts as Wooly Mounds and Jungle Terrors. Other sages believe that magical runoff transformed pond scum into these horrors. Aborl do not give credence to either theory and will not disclose their origins.

YIELD:

Medicinal: Eating any part of an Aborl causes severe abdominal cramps and diarrhea.

Spell Components: A piece of an Aborl can be used to double the duration of a Rot Dawgs spell. This adds 3 segments and the resulting Dawgs are covered in a

Aborl

AKA: Purple Slimer

HACKFACTOR: 12

EP VALUE: 1200

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M or L (6' tall or 9' diameter)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 1

NO. OF ATTACKS: 1-20

DAMAGE/ATTACK: 1-6 each

SPECIAL ATTACKS: See text

SPECIAL DEFENSE: See text

MAGIC RESISTANCE: Standard

HIT DICE: 8

FATIGUE FACTOR: n/a

THRESHOLD OF PAIN: no

Aborl

Description: Aborl appear as purple humanoids when first encountered but they have the jaws and talons of any creature they have recently devoured. Their natural form is a spherical oozing mass of purple sludge in which the skulls of predatory animals can be seen suspended. Sages debate whether the Aborl is simply the purple liquid or if there is some more concrete core to the creature.

Combat/Tactics: Aborl use their ability to look human to get close to prey. They have a specific form they take and do not mimic an actual humanoid. When they get within range they form 1-20 pseudopods each ending in the stolen fangs or claws of a predatory animal. Every one of these attacks can inflict as much as 1-6 points of damage regardless of what the attack looks like. Opponents bitten by four or more of these



Solun



Aborl

viscous purple slime.

Hide/Trophy Items: Nil



Treasure: Incidental
Other: Nil

SUITE SUCCESS

EXPANDED SKILL SETS IN HACKMASTER

By Benjamin Pierce HMGMA# NY-1-00197-01

Skill suites, according to the HackMaster GM's Guide, are "a group of related skills that contribute to a particular profession." Not unlike a modern college major or professional course sequence, a skill suite consists of skills that jointly contribute to expertise in a given profession. The GMG also notes that, in general, skill suites are more appropriate for NPCs than PCs. Overall, this is true—being a master carpenter, while worthy of respect, is hardly a heroic profession, and it's not going to do you much good when a Chaos Ape is munching on your spleen.

There are times, though, when a character will want to take a skill suite. Perhaps he spent his childhood as a shipwright's apprentice, or started his adventuring career as a map monkey to a group of experienced adventurers. Perhaps he simply has a plan for world domination that absolutely demands mastery of the Trapper/Furrier skill suite. Whatever the reason, buying skills as a suite does have significant advantages. As a rule, a suite costs fewer build points than the individual skills purchased separately. When learned later in the game, a skill suite can be learned all at once—whereas the same skills learned individually would take weeks of extra time at school (and a corresponding hit to Honor for being such a bookworm.) The course cost is usually slightly higher, but since you don't have to spend extra weeks at school learning each individual skill, you save money on tuition.

What goes into building a skill suite, though? Astute GMs will have noticed that the GMG lists several skill suites, but doesn't list the mastery die or other variables. Casual, fair-weather GMs will no doubt conclude that this was an oversight on the part of Hard Eight Enterprises. Not so! It's easy to determine these variables for any skill suite, using the following procedure.

NUMBER OF SKILLS:

Except in very rare circumstances, a skill suite should not contain more than five skills. There's only so much information a student can absorb at one time.

BP COST:

The BP cost for a new skill suite, under normal circumstances, should be 1 less than the total cost of all the skills in the suite. In rare circumstances, this number may change. For a suite with a large number of very esoteric skills with limited uses, you may consid-

er reducing the total cost by 2 BP; conversely, for a suite with very useful skills, no BP reduction at all should be assigned.

RELEVANT ABILITY:

The relevant ability for a skill suite is identical to the relevant ability for the skills within. As a general rule, skills within a given suite should have the same relevant ability. There are, of course, exceptions to this. If a suite contains skills with different relevant abilities, the most frequently-occurring ability is used. (Example: a suite contains five skills. The relevant abilities are Intelligence, Intelligence, Intelligence, Dexterity, and Wisdom. The relevant ability for the suite is Intelligence.)

MASTERY DIE:

The mastery die for a skill suite is determined by averaging the mastery dice of all skills in the suite together, then rounding off to the closest applicable die type. For example: the First Aid Skill Suite contains three skills, with mastery dice of: d8, d4, d6; averaging these numbers results in a 6. The mastery die for the First Aid Skill Suite is a d6.

COURSE PREREQUISITE:

Most skill suites don't have prerequisites. As a rule, if skills within the suite have prerequisites, the prerequisites should also be included in the suite. Purchasing a skill suite is the only time a character can buy a skill without having the prerequisites at 50% or more.

COURSE COST:

Learning a suite all at once isn't cheap. The cost for the suite is equal to the totaled course costs of all the skills, plus ten percent to account for the intensive nature of the instruction. As noted before, though, the player saves a considerable amount in base tuition.

COURSE DIFFICULTY:

The course difficulty for a skill suite is equal to the highest difficulty of any of the individual skills, plus an additional 5%. Intensive instruction is never easy, but by learning a large number of overlapping skills at once, a student is able to make use of similar concepts and thus have an overall easier time of it.

Naturally, certain unscrupulous and power-hungry players will try to use the above information to their advantage. ("My character wants the Villainous Scum skill



suite...Groin Punch, Jugular Swipe, Dirty Fighting, and Evil Speak. I figure it should cost about 3 BP per level!") GMs, take note! YOU have the final say in what constitutes a valid skill suite, not the players. In addition, you are well within your rights to rule that there's no instructor for a particular skill suite at any given school.

BEHIND THE SHIELD

CRAFTING THE HORROR ADVENTURE

By James D Reichstadt - HMGMA # CA-1-00132-01

So, having absorbed the Canon of Horror last issue you still want to scare your players. This issue we begin by crafting the story. Please note that a lot of these techniques apply to other sorts of adventures as well as campaigns. Hopefully by the time we are done we will have something for everyone.

To begin with, a horror adventure is almost identical to any other sort of adventure and an adventure is very much like any form of story. Now an adventure or a story needs three things, a beginning, middle and end. In horror adventures this is actually easier than it sounds. For something to be horrible you need a reference point for "normal." So your true beginning should be an affirmation of all things being right with the world, or at least status-quo.

The same is true of the "end"; the end must be a return to the "normal". Things must be right, the light must be restored and the bad things must be expelled. One note, in a horror campaign you may not want to let up on the players but you must. If they don't see some hope, some amount of "normal" they will quickly lose their will to play. In my opinion this is one of the problems with "Scream of Kuchooloo", there is no respite from the eldritch horrors so the players quickly lose interest.

EXPANDED SKILL SUITE LISTINGS

Suite	BP Cost	Relevant Ability	Mastery Die	Course Cost	Course Difficulty
Administrator/Politician	10	WIS+CHA/2	1d5	2075 gp	+15%
Artist	8	WIS	1d10	1850 gp	+15%
Blacksmith	4	STR	1d6	1400 gp	+10%
Carpenter	5	ST+DX+IN/3	1d8	5300 gp	+10%
Cartographer	7	INT	1d8	935 gp	+15%
Healer/Doctor	8	INT	1d8	6270 gp	+15%
Historian	4	INT+WIS/2	1d8	1375 gp	+15%
Limner/Painter	7	INT	1d6	5555 gp	+15%
Missionary	12	WIS	1d10	2750 gp	+10%
Navigator	6	INT	1d8	1180 gp	+15%
Sailor	11	DEX	1d8	1550 gp	+15%
Scribe	3	INT	1d6	700 gp	+15%
Shipwright	8	DEX	1d10	5775 gp	+15%
Tailor/Vweaver	4	DEX+INT/2	1d12	500 gp	+10%
Teamster/Freighter	4	INT+WIS/2	1d10	1000 gp	+15%
Thug	10	STR+WIS/2	1d6	1400 gp	+10%
Trader/Barterer	13	INT+WIS/2	1d8	1250 gp	+15%
Trapper/Furrier	5	WIS	1d8	1100 gp	+10%

So it is the middle with which we need concern ourselves; we need to go from normal to horrible back to normal. So next we need a storyline. For our example we are going to come up with a mystery-style horror game.

Proposed back story: Lentillus was a cleric of Gazzar-Kree; emphasis on WAS. One of his parishioners came to him over a personal difficulty. It seems her marriage to Lord Thomas Falderal was not the romantic story she'd always hoped for. In fact he was cruel to her; locking her in a tower until such time as she produced his legitimate male heir. The only reason she was allowed out was to go and pray at the temple of Navinger, gawd of love. Lentillus counseled the Lady Falderal and told her to go home while he sought guidance from his patron. Lady Falderal would return in three day's time and he would counsel her further. Unbeknownst to Lady Falderal she had been followed by agents of her husband. Lord Falderal, thinking himself a cuckold, returned to the temple with his personal guard. There he slew Lentillus and spirited the body away. The body was disposed of off and then Thomas returned home to his wife...

So right away we have a few elements we can use in our adventure. Listing them we find:

- A murder with no body
- Possible ghost (Lentillus)
- Someone locked away in a dark, dank tower (Lady Falderal)
- Torture and mayhem (Thomas' R&R)
- Invocation of dark powers (Thomas trying to induce an heir)

So we decide on a murder mystery/ghost story. Next question, how to get the PC's involved? There is the obvious; the Temple of Gazzar-Kree can hire the PC's to find Lentillus, or perhaps Lady Falderal's family. But remember this is a scary adventure so several sessions before we "begin" this adventure we begin to play with the PC's. We decide the following...

Gazzar-Kree is very unhappy about Lentillus and the town will suffer until Lentillus' remains are recovered and his killer brought to justice. Gazzar-Kree is the god of Peace and Tranquility so his portents and omens consist of the opposite. Storms rage almost constantly over the town, centered over the Falderal estate. No one gets a good night's sleep, the night's tranquility being shattered by mysterious screams or sounds of mayhem. Investigation shows no source for these nightly noises but they are heard by one and all.

With all of this occurring prior to the start of our adventure the PC's are likely to believe it is just flavor text applied to their current adventure. Imagine their surprise when completing the prior adventure changes nothing. Next we pull them in a little further, perhaps as they walk about town in search of the source of the nightly disturbances one of the party spies a corpse in an alley. Describe it in detail and then as the member turns to inform his fellow PC's, the corpse vanishes. So you can see we've communicated two points right off, there is something not right in town and you've planted the idea of the missing body. Also we've started the change. The PC's lived in a normal, fun, hack-filled world but now things are changing. There's a corpse they can't find and a nasty bit of weather they can't fight. So we've set the stage for getting weird and scary.

First crucial story stage: We've reached a point where the PC's can back out of the adventure. They may not care about the town or the people in it and may decide that a trip to warmer climate is in order. This is the point at which you need a few backup plans. If the PC's are not interested in uncovering the source of the odd happenings in town you can resort to having someone hire them; however I would recommend Lord Thomas Falderal instead of the Temple of Gazzar-Kree.

Lord Thomas believes he is the victim of some magical assault; to try and stop these attacks he has locked his wife away in a tower allowing no one to see her except himself. When the attacks failed to abate he begins to assume that he did not slay his wife's lover. When his search proves fruitless he hires the PC's to locate the source of the magical assault. This provides us with our first red-herring (bit of misdirection common to mystery stories) for Lord Thomas will play the dutiful and concerned husband as long as the PC's are near. He will show them his poor, mad wife and discuss her inability to produce an heir. He will show them the storms and the damage they are causing to his lands.

You could also do the typical and lock them into the town with dense fog, nasty storms and mayhem caused by the gawds. This will be seen as heavy handed and you should make sure you can explain it.

So now we have our back story, our method of getting the players involved and a backup plan. Next issue we will begin to work on the clues and creepy bits in the middle of the adventure. With a mystery adventure this can get quite complex and is only doubly so when you intend to make it creepy.

As an added bonus fine examples of back story development can be seen in the following: Books: From a Buick 8 by Stephen King

Films: The Others, The Last Broadcast and The Blair Witch Project



In each case there is extensive work going on long before the book begins or the movies opens. Specifically in the case of The Blair Witch Project there were extensive timelines drawn up for the film, the mockumentaries and things you never saw anywhere but their web site..

ALL THINGS MAGIC THE BEAUTYNOMICON

By Jedediah Gofourth HMGMA#SC-01-00554-02

Being the misguided bohemian that she is, Elenwyd Sensuliad set out to create the ultimate tome of perfect beauty. Many an adventurer cringes at the thought of this book because every page is an affront to the macho-heroism that is the core of the stout adventurer. Each spell within the book is focused not on combat or power but beauty incarnate. It's enough to make a person's skin crawl. Many of the spells within have been rejected by the Church of Thrain and can only be learned in the city of Whisperdown. While these spells are popular among courtesans and queens alike, very few self-respecting mages bother to learn these spells as most are merely cosmetic. Only a few truly bohemian spell slingers even know of the existence of these spells. The book itself is unmistakable; bound in the pink dyed hide of a licorn that died of natural causes. Red and blue roses form an ornate pattern on the cover and the name of the book is emblazoned on the spine with beautiful platinum calligraphy.

Level:	Spells within:
1	Elenwyd's Sultry Stare, Elenwyd's Pout
2	Elenwyd's Majestic Bosom, Elenwyd's Coif
3	Elenwyd's Wondrous Gown, Elenwyd's Flawless Smile
4	Elenwyd's Miracle Diet, Elenwyd's Charm of Virility
5	Elenwyd's Beautiful Flower, Elenwyd's Fashion Sense
6	Elenwyd's Day in the Life of a Courtesan

Elenwyd's Sultry Stare (Alteration, Illusion)

Level: 1

Range: 0

Duration: 2 rds/lvl

Area of Effect: Caster

Components: S

Casting Time: 1 segment

Saving Throw: None

For the duration of this spell, anyone of the opposite gender meeting the caster's gaze perceives the caster to have 1d4 additional points of Comeliness. This is only effective while the caster is looking into the person's eyes and in no way confers a Comeliness score above 25 even if the bonus raises it that high.

Elenwyd's Pout (Alteration, Enchantment)

Level: 1

Range: 0

Duration: 1 turn/lvl

Area of Effect: Caster

Components: S, M

Casting Time: 2 segments

Saving Throw: None

The caster's reaction adjustment is raised by 1d4-1 while pouting due to this spell. If the caster should stop pouting or the duration expires the spell loses its effect. Male characters discovered using this spell are immediately labeled sissies and lose 10 points of temporal Honor when the duration expires. The material component for this spell is a drop of honey applied as a lip balm.

Elenwyd's Coif

(Alteration)

Level: 2

Range: Touch

Components: V, S

Duration: 1 day/lvl

Casting Time: 4 segments

Area of Effect: one creature's hair/fur **Saving Throw:** Negates

This spell is popular among people who have an aversion to mussing their hair. The target's hair becomes impossible to muss or dirty for the duration of the spell. Not even the scalping of the target will affect the enchanted hair, which will of course resemble a wig in that circumstance. The hair appears in all ways natural but will immediately bounce back to its groomed appearance even if cut. A few wealthy (eccentric) individuals take their pets in weekly to have the poor creature's fur groomed in this manner.

Elenwyd's Wondrous Gown

(Alteration, Conjunction)

Level: 3

Range: 5ft/lvl

Components: V, M

Duration: 3 days/lvl

Casting Time: 6 segments

Area of Effect: Special **Saving Throw:** None

This spell creates a beautiful ball gown of finely woven silk. Anyone wearing this gown has an effective Comeliness of 22 and exudes sensuality. Males subjected to wearing this gown suffer a -4 to any action as the gown constricts and reshapes his body to match its ideal form. Male characters wearing such a gown for more than 6 hours without medical treatment will never be able to father children. Those men discovered masquerading in these gowns suffer a -20 hit to temporal Honor. Many wenches and prostitutes who are not what they seem to be would kill for a gown like this. The material components for this spell are the silk from a phase spider woven with a lock of hair from a nymph. It is rumored that a 6th level version of this spell exists that when cast upon a garment the effects become permanently imbued. The 6th level version is not a conjunction spell.

Elenwyd's Flawless Smile

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 segment

Area of Effect: 1 Person **Saving Throw:** Negates

This spell gives the recipient a one-time bonus of 1d4 to Comeliness. The recipient also gains a temporary bonus to charisma of 1d4 while smiling. If someone familiar with the spell looks closely it becomes obvious that the recipient has had "work" done. Once the work is apparent to a person the 1d4 to Charisma no longer applies for that individual. The material components for this spell are a strand of hair from a nymph, dust from a pixie, and saliva from a nixie. The components are brewed into a balm that is then applied to the recipient's lips.

Elenwyd's Miracle Diet

(Alteration, Necromancy)

Level: 4

Range: Touch

Components: S, M

Duration: Permanent

Casting Time: 5 segments

Area of Effect: 1 Overweight Person **Saving Throw:** Negates

Recipients of this spell rapidly lose weight until they are at their ideal size. Clothing is unaffected and many a noblewoman has found herself standing wither gown around her ankles shortly after the treatment had taken affect. Rumors have it that a necromancer stole the original notes for this spell and has modified it so it doesn't stop until the recipient does. This is merely a rumor but it would be wise to check into the background of anyone performing this spell. The material components for this spell are a

drop of ichor from a tasty beverage mimic, a wing from a ravenous mosquito, and chocolate. These are mixed into a shake that is consumed by the recipient.

Elenwyd's Charm of Virility

(Alteration)

Level: 4

Range: Touch

Components: V, S, M

Duration: 3 days/lvl

Casting Time: 4 segments

Area of Effect: 1 Male Biped **Saving Throw:** Negates

During her years of life at court Elenwyd devised a way to make the most out of her suitors. This spell temporarily increases the Comeliness of the recipient by 1d6. Clothing is not transformed during the process and recipients wearing tight clothing suffer a -2 penalty until a looser garment is adopted. Females affected by this spell lose 25% of their Honor and suffer a -4 penalty to all actions until the spell runs its course. This is added to the -2 penalty caused by tight clothing. Only cruel, catty people use this spell on women. The material components for this spell are the ponytail from a Lowland Waryur and the tusk of a War Hawg.

Elenwyd's Beautiful Flower

(Alteration)

Level: 5

Range: 3 yds/lvl

Components: S, M

Duration: Permanent

Casting Time: 3 segments

Area of Effect: one creature **Saving Throw:** Negates

This is one of the few offensive spells devised by the High Transmuter of Whispydown. Victims of this spell must save versus polymorph or be transformed into a rare and exotic flower. The flower was originally created by this spell but the few victims have reproduced and whole gardens of these exquisite plants can be seen in the city of Whispydown. Only a Wish or similar magic will return a victim of this spell to its natural state although it is rumored that the Polymorph Plant to Mammal spell may work with a 10% chance of spell failure. The material component for this spell is a blue dyed rose thorn.

Elenwyd's Fashion Sense

(Alteration, Enchantment)

Level: 5

Range: Touch

Components: S

Duration: Permanent

Casting Time: 1 segment

Area of Effect: one outfit **Saving Throws:** None

One outfit chosen at the time of casting is transformed into the perfect outfit for the occasion. Traveling clothes can be altered into courtly attire for visiting royalty or a suit of plate mail could be converted into a courtesan's outfit. The clothing retains any AC bonus it had before the transformation but takes on the weight and texture of the clothing it emulates. Garments with preexisting enchantments cannot be affected by this spell as the dweomer matrix of the item unravels the effect.

Elenwyd's Day in the Life of a Courtesan

(Alteration)

Level: 6

Range: 10ft/lvl

Components: V, S, M

Duration: 1 day (24 hrs)

Casting Time: 6 segments

Area of Effect: 1 creature **Saving Throw:** Negates

This powerful spell turns one victim into a human dancing girl. The victim's Comeliness is adjusted to 25 and the recipient temporarily gains the following skills at 50% mastery: Seduction, The Art of; Dancing, Ballroom; Tumbling; Looting, Basic; and Knowledge of Courtly Affairs. Male creatures affected by this spell suffer a mental schism, gaining an additional young female personality if they did not already have one. They also roll on Table 6H (Quirks, Minor Personality) once. The female personality will retain knowledge of the courtesan skills to the embarrassment of the recipient. Clothing is affected by this spell, being modified to fit in with the current style and fashion adopted by the local debutantes. The material component for this spell is a lock of hair from a female human tied with the drawstring of a debutante's corset.



WELCOME TO THE HMA WEB SITE

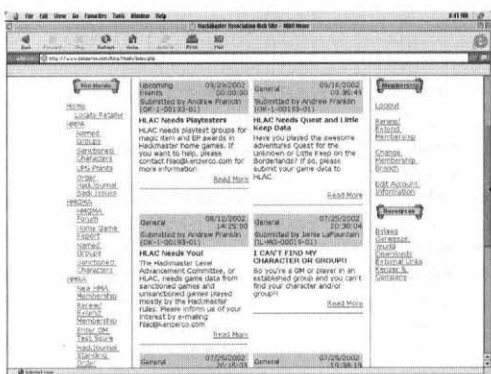
by Jamie LaFountain (HMGMA IL-MG-00019-01)

Over the course of the past year, I've watched the HackMaster Association more than quadruple in size and become increasingly more active. I sure wish I could take all the credit for that, but the fact is that it's the result of the efforts of many people, including some tremendously dedicated fans.

Thanks almost exclusively to the practically unquantifiable work of Jeff Howard (NH-1-00342-01) and his talented team of programmers, we have a very functional HackMaster Association web site. The purpose of this article is introduce the web site and some of its basic functions to all of you, the general membership. Before I get into that, let me first give out the URL of the site:



<http://www.kenzerco.com/hma>



SITE FUNCTIONS (OR, WHAT THE HECK CAN I DO WITH THIS THING?)

The overall purpose of the HMA web site is to provide a resource to members that will enable them to accomplish a wide variety of tasks without interacting with the

HMA HQ staff. That saves you time because you don't have to wait for a very busy human's response and it saves us time, so we can make more cool stuff! It's an all-around winning situation for all parties.

NEWS

Communication is a key part of any organization. That includes not only communication between members and administration, but also between members and other members. Do you want to announce an upcoming event in your area? Are you trying to form a new HMA chapter and are recruiting members? Are you trying to organize a party at the next Origins or GenCon? Members can post news items to the site and flag them for access by

the general public (that is, anybody who goes to the web site, regardless of whether or not they are a member), to the general membership at large, or to specific branches of the HMA (players, GMs and/or retailers). Posted news items aren't displayed immediately. Instead, they are sent to a queue to be reviewed by HMA HQ staff.

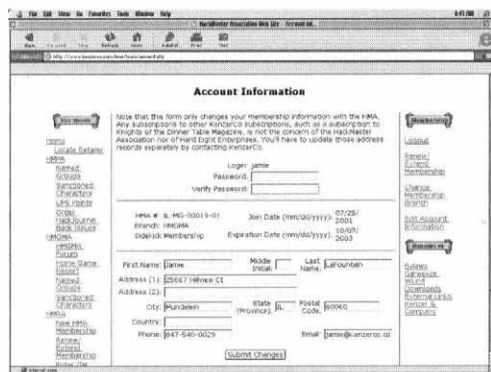
JOIN THE HMA OR RENEW YOUR MEMBERSHIP

Members of the general public can go to the web site and sign up for a membership in any of the three branches. They can sign up for both full memberships and the new Sidekick memberships. In addition to new members joining at the site, existing members can renew their membership so they don't miss out on any of the benefits of HMA membership.



CHANGE HMA BRANCH

Every so often, a member of the HMGMA or HMPA wants to change his branch. Usually it's because an HMPA member has decided to take up arms (and a GM Shield) and start his own game. Sometimes, the rigors of GameMastering wear away at the soul, and a GM decides to hang up his shield for good. Branch changes can be automatically performed at the site. There is a \$5.00 charge to cover the cost of creating and shipping a new badge.



SHOW/CHANGE ACCOUNT

INFORMATION

Are you moving? Getting a new phone number? Switching e-mail accounts? You definitely don't want to fall out of the information loop of the HMA, so you can update your account information right online, instantly and accurately!

reason for the exception and an e-mail alert is dispatched to HMA HQ to review the situation.

Special note: At the time of this writing, the HMA site only tracks name, race, level, class and gender for each character. Major revisions are in the works to track much more information on each character.

HOME GAME REPORTING

Sanctioned HMGMA GameMasters and their sanctioned players are eligible to receive coveted UPS points for their home games. It is the responsibility of the group's GM to report all such home games, and that is done right on the HMA web site. If a player belongs to multiple sanctioned groups, he is only ever eligible for one UPS award per week for home games. The web site automatically handles awarding points, and it takes into account the one game per week limit.

NAMED GROUPS

The heart and soul of the HackMaster Association is its named groups! Without named groups there can be no chapters, and without chapters the HMA is just a big collection of players thrown together all willy-nilly. The site facilitates forming, tracking and modifying existing HMA groups. All groups are keyed to the account of its GameMaster, and thus must be formed and/or modified by him. Applications for named groups aren't immediately approved by the site. They go into a queue to be reviewed by HMA HQ staff.

SANCTIONED CHARACTERS

The HMA site helps to manage sanctioned

HMA characters. You can view your sanctioned character and enter new, first-level characters. HMGMA members also have the ability to enter in characters higher than first level for their sanctioned group. However, if this happens, they are required to provide a

HACKJOURNAL BACK ISSUE ORDERING

Did you join the HMA recently and are wondering how to get back issues of the acclaimed HackJournal? Are you wondering what to get for your gaming buddies for Christmas? The HMA web site allows you to directly order back issues of the HackJournal. As of the time of this writing, all issues of the HackJournal back through issue #1 are available for ordering, and all at original cover price.

HMRA STORE LOCATOR

It's Saturday afternoon. It's raining. One of the controllers for your Playstation 2 is busted and the other one was stolen by your little cousin Tommy. It's a sucky day and you're in the mood to hack! So where do you go? What about a HackMaster Retailer Association store? EXCELLENT! But how do you find one? Worry not, because the super fantastic HMA web site has an HMRA retail locator that searches within a certain radius of any given zip code!

LOGGING IN THE FIRST TIME

The first time you log on to the HMA web site, you'll need to provide some personal information to verify against your record in the HMA database. If the information matches, you'll be issued a password and you can log in! If the information doesn't match, then you're screwed. Screwed, man! Er...well, not exactly. If your information doesn't match, simply drop an e-mail to hma@kenzerco.com and the HMA HQ staff will assist you in the matter. It will facilitate the process if you provide your name, HMA number, mailing address, phone number and e-mail address in the message.

The site still has some trouble handling non-U.S. addresses and as a result, non-U.S. members logging in the first time will likely experience some trouble and will need to e-mail HQ.

Once you have verified your information, you will be able to log in trouble free thereafter using your spiffy new password! You can manage all aspects of your membership as detailed above and make your experience in the association more enjoyable.

THE FUTURE

So what does the future hold for the HackMaster Association web site? Well as of the writing of this article, there is a major revision in the works that might even be released before you read this! A major search module is being installed that will allow current HMA members in good standing to log in to their account and search for other members and HMA groups and chapters in a specified area. The update will also streamline the way the site handles user address-

James LaFountain



es, both U.S. and non-U.S. This will not only make it easier for new users to sign up, but it will eliminate the problem that non-U.S. members face the first time they log on to the site. Also coming soon, HMGMA members will be able to take their certification exams online and get instant results!

Well, that's all for now. Hoody hoo and we'll see you in cyberspace!

Jamie LaFountain

HMGMA EXAMS AND YOU!

Up until this time, the HackMaster Association has not enforced the strict 90-day limit for new level 1 GMs to pass their HMGMA exam. This grace period has ended! The following is a list of those GMs whose memberships are 90 days old or (gasp!) older and who have either not taken their level 1 exam or who have taken it and failed.

If you are a GM on this list, you must either go to your local HMRA store or log on to the HMA web site and take your test online. The URL for the HMA web site is:

Any GMs from this list who have not passed their level HMGMA exam by February 1, 2003 will have their membership reverted to an HMPA membership permanently. Any GMs who do not appear on this list still have their regular 90 days from the start date of their membership in which to complete their level 1 exam!

The list is sorted alphabetically by the state (or country) abbreviation at the beginning of your HMGMA membership number, and by last name within each state. Please contact HMA HQ with any questions you may have (see the above web site URL).

HMGMA Number	First Name	Last Name
AE-1-00336-01	Steven	Stone
AU-1-00783-02	Steven	McArthur
AZ-1-00450-02	Mark	Vorwerk
CA-1-00186-01	John	Christgau
CA-1-00295-01	Zev	Trubowitch
CA-1-00322-01	Michael	Gray
CA-1-00595-02	Christopher	Blanchard
CA-1-00619-02	Aaron	Morgan
CA-1-00634-02	Aaron	Morneau
CA-1-00671-02	Jason	Singleton
CA-1-00683-02	John	Kell
CA-1-00765-02	David	Pittsenberger
CA-1-00799-02	Jay	Rutley
CA-1-00831-02	Jacob	Wright
CD-1-00114-01	Mack	Brewer
CD-1-00332-01	Tom	Henderson
CD-1-00797-02	Gabriel	Macys
CO-1-00026-01	Jonathan	Albin
CO-1-00320-01	Stephen	Weddig
CO-1-00541-02	Jeff	Haenftling
CT-1-00209-01	Jason	Cook
CT-1-00272-01	Jason	Azze
CT-1-00300-01	Daniel	Cisek
DE-1-00744-02	Thomas	Winward
FL-1-00122-01	Andrew	Hubbard
FL-1-00273-01	Allan	Weilbacker
FL-1-00308-01	William	Bagley
FL-1-00341-01	Mike	Hensley
FL-1-00400-02	Scott	Gastineau
FL-1-00580-02	Charles	Bucklew
FL-1-00780-02	R. Timothy	Berryman II
GA-1-00248-01	Brian	Clements
GA-1-00249-01	Anthony	Roberson
GR-1-00685-02	Manuel	Siebert
HI-1-00635-02	Bret	Doronila
IA-1-00116-01	Joseph	Provenzano
IL-1-00159-01	Rob	Flaherty
IL-1-00230-01	Travis	Primmer
IL-1-00279-01	Cameron	McElwrath
IL-1-00390-02	Patrick	Orr-Lange
IL-1-00513-02	Eric	Freedlund
IL-1-00766-02	Charles	Boswell
IL-1-00795-02	Charles	Boswell
IN-1-00084-01	Aaron	Sims
IN-1-00133-01	Joseph	Coons
IN-1-00160-01	Scott	Solomon
IN-1-00192-01	USED	
IN-1-00196-01	Christopher	Akens
IN-1-00236-01	Garry	Hamlin
IN-1-00465-02	Eric	Lopez
IN-1-00711-02	Michael	Dibble
KS-1-00281-01	Patrick	Moore
KS-1-00317-01	Robert	Thormodsgaard
KS-1-00745-02	Michael	Breen
KS-1-00764-02	Kevin	Halgren
KY-1-00134-01	August	Hahn

MA-1-00104-01	Kevin	Hogan	OK-1-00318-01	Kevin	Huffman
MA-1-00243-01	Jessica	McEwan	OK-1-00620-02	David	Reeder
MA-1-00266-01	Cliff	Hanson	OR-1-00216-01	Brian	Casey
MA-1-00616-02	William	McGuinness	OR-1-00429-02	David	Huey
MA-1-00642-02	Donald	Walker	OR-1-00633-02	Carl	Anderson
MA-1-00645-02	Wendy	Case	OR-1-00720-02	Karl	Smith
MA-1-00672-02	Ann-Marie	White	OR-1-00735-02	Ada	Kerman
MD-1-00345-01	Dennis	Stanley	OR-1-00736-02	Jacob	McRea
MD-1-00399-02	Brian	Guedner	OR-1-00737-02	Herald	Williams
MD-1-00562-02	Aaron	Buchanan	OR-1-00782-02	Will	Robertson
MD-1-00739-02	Charles	Stimson	OR-1-00804-02	Simon	Bennett
MI-1-00105-01	Erik	Schweitzer	PA-1-00110-01	Carrie	Cross
MI-1-00108-01	Roy	Jones	PA-1-00566-02	William	Vida
MI-1-00140-01	John	Schippers	PA-1-00644-02	Roy	Mikesell
MI-1-00161-01	Brent	Baumunk	PA-1-00707-02	James	Zoshak
MI-1-00241-01	Sam	Wright	PA-1-00807-02	Adam	Keller
MI-1-00391-02	Paul	Crawford	RI-1-00611-02	Patrick	McCrone
MI-1-00581-02	Aaron	Kinder	SC-1-00553-02	Beowulf	Carter
MI-1-00653-02	Mike	Cheney	SC-1-00554-02	Jedediah	Gofourth
MI-1-00719-02	Joseph	Walsh	SC-1-00555-02	Bill	Glazier
MI-1-00746-02	Edward	Nicholson	SP-1-00563-02	Carlos	Hidalgo Mateo
MI-1-00790-02	Patrick	Prominski	TN-1-00127-01	Jeremy	Fagg
MI-1-00793-02	Victoria	Stawiariski	TN-1-00565-02	Yves	Larochelle
MN-1-00167-01	Eric	O'Denius	TN-1-00809-02	Sean	O'Malley
MN-1-00311-01	Louis	Fallert	TX-1-00008-02	Ray	Ennis
MN-1-00643-02	Richard	Stump	TX-1-00158-01	James	Tipton
MN-1-00772-02	Daniel	Antony	TX-1-00180-01	Kevin	Johnson
MN-1-00789-02	Andrew	Conway	TX-1-00212-01	Marcus	Tillman
MN-1-00796-02	Michael	Miller	TX-1-00247-01	Steven	Duncan
MO-1-00355-01	Brandon	Shy	TX-1-00343-01	Billy	Golden
MO-1-00452-02	John	Miller	TX-1-00365-01	Jon	Golden Jr.
MO-1-00722-02	Marcus	Evans	TX-1-00368-01	Derek	Jones
NC-1-00258-01	John	Desmarais	TX-1-00410-02	Ralph	Vasquez
NC-1-00278-01	Jorin	Garguilo	TX-1-00552-02	Don	Jolly
NC-1-00594-02	Chuck	Cranford	TX-1-00699-02	Frank	DiStefano III
NE-1-00101-01	John	Ahlschwede	TX-1-00785-02	Michael	Griffin
NE-1-00288-01	Bill	Kuhfahl	UK-1-00123-01	Stephen	Ellis
NH-1-00201-01	Kese	Chartier	UK-1-00234-01	Jonathan	Scott
NJ-1-00100-01	Tony	DiGerolamo	UK-1-00235-01	Ratty	.
NJ-1-00271-01	Jessica	McGeary	UK-1-00438-02	Duane	Chandler
NJ-1-00282-01	Stephen	Dabundo	UK-1-00447-02	Mark	Warren
NJ-1-00314-01	Michael	Rizzuto	VA-1-00102-01	Evan	Grummell
NJ-1-00813-02	Tom	Gorman	VA-1-00166-01	Bill	Griggs
NM-1-00579-02	Marc	Hirschy	VA-1-00207-01	David	Michael
NM-1-00717-02	Jeff	Cox	WA-1-00128-01	Paul	Splawn
NM-1-00798-02	Phillip	Lewis	WA-1-00233-01	Troy	French
NO-1-00505-02	Emanuel	Nordrum	WA-1-00468-02	Don	Pierce
NV-1-00145-01	Patrick	McNary	WA-1-00520-02	Robert	Lindner
NV-1-00152-01	Ryan	Leigh	WA-1-00522-02	Jeff	Omundson
NV-1-00208-01	Rusty	Braithwaite	WA-1-00523-02	Ray	Ward
NY-1-00042-01	Andrew	Zorowitz	WA-1-00528-02	Kristopher	Carlisle
NY-1-00107-01	Michael	Sundberg	WA-1-00544-02	Joe	Shippert
NY-1-00169-01	John	Bartoli	WA-1-00822-02	Christopher	Hord
NY-1-00237-01	Kevin	Stilwell	WI-1-00111-01	Ralph	Gadbois
NY-1-00287-01	Sean	Sherman	WI-1-00238-01	Donesh	Gilllin
NY-1-00393-02	Jeanne	Thelwell	WI-1-00242-01	Chris	Ahrngbrah
NY-1-00449-02	Kelly	MacDougal	WI-1-00292-01	Scott	Javoroski
OH-1-00018-01	Joe	Covert	WI-1-00428-02	George	Gordon
OH-1-00069-01	Brian	Nicholas			
OH-1-00119-01	Tim	Thompson			
OH-1-00138-01	Marc	Moralez			
OH-1-00139-01	Jim	Vaughan			
OH-1-00154-01	G.	Johns			
OH-1-00199-01	William	Paulson			
OH-1-00349-01	Christopher	Szynkowski			
OH-1-00567-02	Jeff	Byrd			
OH-1-00724-01	Jason	Walton			
OH-1-00770-02	Andrew	Bush			
OH-1-00810-02	Nick	Cyronek			
OK-1-00312-01	Tim	Kellogg			



Grrrr...



H.M.R.A. ROLL CALL



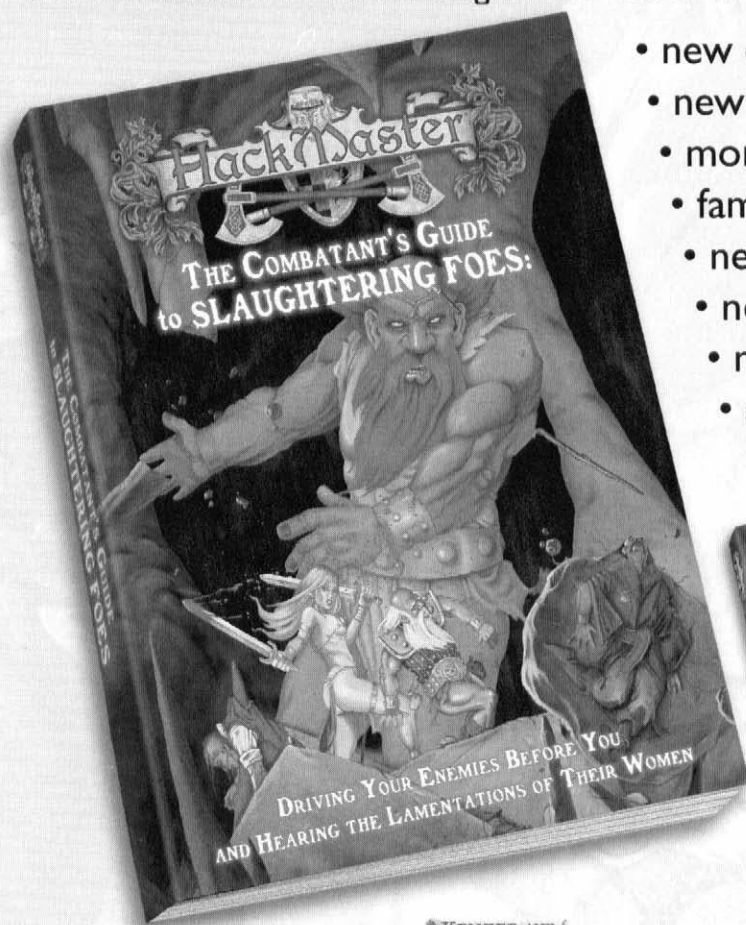
Current Members of the HackMaster Retailer Association

Store Name	Street Address	City/ Province	State/ Country	Postal/ Zip Code	Phone/Fax	Email/Website
A-I Comics	1850 Douglas Boulevard Suite 514	Roseville	CA	95661	916-783-8005	alroseville@a-i-comics.com
Acme Comics & Collectibles	1622 Pierre St.	Sioux City	IA	51105	712-258-6171	acme@pionet.net
Altered States Game & Hobby	689 North Clinton St	Syracuse	NY	13204	315-472-4263	alteredsts@alteredsts.com
American Comics & Cards	6787 Lee Highway	Chattanooga	TN	37421	423-490-0501	amcomics@aol.com
Ancient Wonders	19060 SW Boones Ferry Rd.	Tualatin	OR	97062	503-692-0753	jettcat@hotmail.com
Armchair Commanders	5301 Everhart Ste. P	Corpus Christi	TX	78411	800-460-9272	acmdr1@davlin.net
Attactix Inc.	15107 E. Hampden Ave	Aurora	CO	80014	303-699-3349	attactix@earthlink.net
Avalon Books and Creations						http://avalonbooks.50megs.com
Black Hole	1390 Tropic Park Dr.	Sanford	FL	32773	407-688-1177	mxdc_2000@yahoo.com
Blushing Pixie	2409 N High St	Columbus	OH	43202	614-261-6764	personalliberation@yahoo.com
Bob's Comic Castle (Trent Reeder)	2150 W. White River Blvd.	Muncie	IN	47303	765-282-1563	bobscomic@aol.com
Borderlands Comics and Games	10230-11 Atlantic Blvd.	Jacksonville	FL	32225	904-720-0774	osohok@attbi.com
Campaign Headquarters	145 E. Little Creek Rd.	Norfolk	VA	23505	757-583-9451	CHQ@att.net
Cap's Comics and Games	1920 Catasauqua Rd	Allentown	PA	18109	610-264-5540	capsdude@enter.net
Cerebral Hobbies	128 E. Franklin Street	Chapel Hill	NC	27514	919-929-0021	steve@cerebralhobbies.com
Collectormania	17892 Cottenwood Drive	Parker	CO	80134	303-766-3530	cagnews@aol.com
Collector's Connection	1600 Miller Trunk Hwy. #108, Miller Hill Mall	Duluth	MN	55811	218-726-1360	collconn@qwest.net
Collector's Paradise	2502 Juan Tabo NE	Albuquerque	NM	87112	505-332-1664	snagames@earthlink.net
Comic Dreams	377 W. Louise Ave	Manteca	CA	95336	209-823-7393	mechsable@aol.com
Danger Room	1804 Conner Street	Noblesville	IN	46060	317-774-1396	possum@danger-room.com
Dark Tower Games & Comics	2614 1/2 6th Avenue	Tacoma	WA	98406	253-572-7041	darktower@isomedia.com
Dragon's Keep	131 North University Ave.	Provo	UT	84601	801-373-3482	www.dragonskeep.com
Dragon's Lair	4910 Burnet Road	Austin	TX	78756	512-454-2399	info@dlairet.net
Dragon's Table	44 E. Main Street Suite 101	Champaign	IL	61820	217-359-0503	Pojo56@msn.com
Dreamland Comics	105 W. Rockland Rd.	Libertyville	IL	60048	847-680-0727	dreamland95@yahoo.com
Fantasy Factory	257 N. Hamilton St.	Dalton	GA	30720	706-259-3315	orders@fantasyfactory.com
Fantasy Realms	222 Elm Street	Pittsfield	MA	01201	413-445-8809	
Flamingo Street Collectibles	130 New Canaan Ave	Norwalk	CT	06850	203-840-1694	hauntedelf@hotmail.com
Fortystories	605 Main Street	La Crosse	WI	54601	608-782-2177	kevin@fortystories.com
Friends Hobby & Computer	2411 Washington St	Waukegan	IL	60085	847-336-0790	bob@friendshobby.com
Game HQ Inc.	1620 South West 89th St	Oklahoma City	OK	73159	405-691-0509	ghqokc@aol.com
Game Keep	3952 Lebanon Pike	Hermitage	TN	37076	615-883-4800 (store), 615-582-7897 (Mngr's cell)	gm@thegamekeep.com
Game Wizard	704 NW 65th	Seattle	WA	98117	206-781-4933	
Game Zone	2302 E. Colorado Blvd.	Pasadena	CA	91107	626-304-2637	gamezone1@earthlink.net
GameMasterz	3434 S. Western St	Amarillo	TX	79109		
Games Plus	101 W. Prospect Ave.	Mt. Prospect	IL	60056	847-577-9656	gamesplus@aol.com
GateKeeper Hobbies #1	2615 SW 21st Street	Topeka	KS	66604	785-232-3429	gkhobby@cox.net
Green Dragon	7671 Northwood Blvd. 5-T	North Charleston	SC	29406	843-797-2052	abc@awod.com
Hidden Fortress LTD	51 East Street, Southampton	Hampshire	SO14 3HX	UK	+44 02380 710550	enquiries@hidden-fortress.com
Highscore!	Bgm.-Smidt Strasse 92	Bremerhaven	27576	GERMANY	+471-4192939	info@highscore-brhv.de
Hobby Center	1003 W. Hardy St.	Hattiesburg	MS	39401	601-582-6822	hobcnt@aol.com
Horizon Games	25192 IH-45 N Suite 107	Spring	TX	77386	281-292-9697	woodlands@horizongames.com
Horizon Games	349 El Dorado Blvd	Webster	TX	77598	281-286-9282	sycotykh@hotmail.com
Ian's Games	301 Georgia Street #A12	Vallejo	CA	94590	707-552-7127	ian@iansgames.com
Imperial Outpost Games	4920 W Thunderbird Rd Ste 121	Glendale	AZ	85306	(602)978-0467	bob@imperialoutpost.com
Jester's Cards & Stuff	13 E Main	Park Hills	MO	63601	573-431-4580	jesters@i1.net / faltor@starband.net
Jester's Playhouse	2408 New Road	Northfield	NJ	08225	609-677-9088	rich@jestersplayhouse.com
Lone Star Comics	11661 Preston Road #151	Dallas	TX	75230	214-373-0934	asettle@lonestarcomics.com
Medieval Starship	500 Southview Plaza Ste. 29	O'Fallon	IL	62269	618-632-3026	starship@intertek.net
Merlyn's	1 N. Browne St	Spokane	WA	99201	509-624-0957	Goribob@aol.com
Midnight Comics & Games	13711 Westheimer, Suite Q	Houston	TX	77077	281-293-0226	sandman@midnightcomics.com
Mirror Universe	79 Alderney Dr.	Dartmouth, NS	B2Y 2N7	CANADA	902-466-8884	kevin@mirroruniverse.ca
New World Games & Comics	4414 SE 44th St	Oklahoma City	OK	73135	(405)677-2559	lordvargon@yahoo.com
Original Game Shop	6524 East 51st Street	Tulsa	OK	74145	918-663-5525	benkim@geotec.net
Pastimes	8478 Golf Road	Niles	IL	60714	847-470-9636	alan@pastimes.net
Rockhead's	2225 63rd Street	Kenosha	WI	53143	262-657-5655	brian@rockheads.net
Scenario Game & Hobby Shoppe	37120 Fremont Blvd	Fremont	CA	94536	510-792-9333	chuckkw@pacbell.net
Scholars'	34 Central Square	Bridgewater	MA	02324	508-279-1712	scholars2@mindspring.com
Sentry Box	1835 10th Ave. SW	Calgary, AB	T3C 0K2	CANADA	403-245-2121	johansen@nucleus.com
Something Wicked	816 Church Street	Evanston	IL	60201	847-328-1300	awicked@everdream.com
Talon Comics & Games	107 N. Welch Street	Denton	TX	76201	214-287-8661	talon@taloncomics.com
The Keep	4734 Parnell	Fort Wayne	IN	46825	260-471-4336	thekeep@gte.net
The Secret Door	2227 Mt Carmel Ave	Glenside	PA	19038	215 517 8446	thesecretdoor@att.net
Tita's House of Games	1608 Bancroft Way	Berkeley	CA	94703	415-765-2140	CarlBrodt@aol.com
Undermountain Games	3188 London Road	Eau Claire	WI	54701	715-838-7277	c_schafer@hotmail.com
Valhalla's Game Center	6161 W. 44th Ave.	Wheat Ridge	CO	80033	303-463-5451	loki@valhallas.com, thor@valhallas.com, odin@valhallas.com
Violet Vortex Games	1147 Main Street	Milford	OH	45150-1852	513-248-2221	theo@violetvortex.com
War Dogs Game Center	2580 Atlantic Blvd	Jacksonville	FL	32207	904-399-1975	sgtsniff@aol.com
Wizard's Tower	49 Kinsley Street	Nashua	NH	03060	603-594-0521	wizardstowernh@hotmail.com
Wizards	115 South Main St.	Russellville	KY	42276	270-726-3030	tsunamikoan@msn.com
Y2 Comics	5270 Trail Lake Drive	Ft. Worth	TX	76133	817-263-5888	Y2comics@charter.net
Your Story	22 Rivergate Centre	Peterborough	PE1 1EL	UK	+44 1733 341007	ian@magiccards.co.uk
Zimmie's Inc.	197 Main St.	Lewiston	ME	04240	207-783-4450	joe@zimmiescomics.com

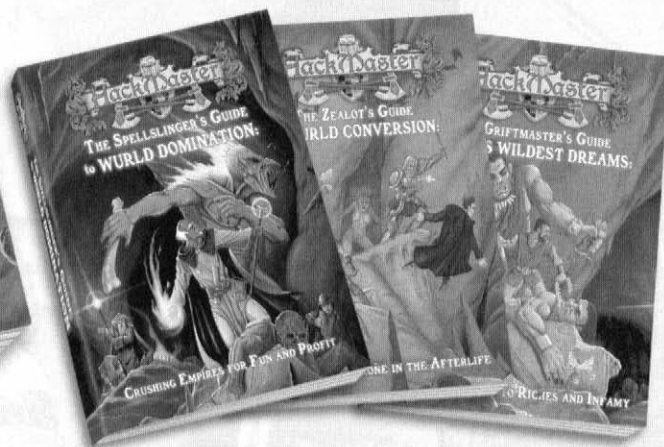
You aren't as smart as your fellow adventurers.
 You've been appointed leader.
 You begin play with no spells and don't really understand magic anyway.
 You're always setting off traps.
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