



Hack Journal

The Official Publication of the HackMaster Association



- EVERYTHING YOU EVER WANTED TO KNOW ABOUT PIXIE FAIRIES —
- DEMYSTIFYING SURPRISE — INSIDE THE SHADOW GUILD —
- PARTY BALANCE — NEW PC RACE: AARDVARKIAN —

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From the Editor's Inner Sanctum:

James Reichstadt
HMGMA #CA-1-00132-01

Well folks, we made it!! Issue #7 marks the fourth issue where I've sat as editor and it's time I thank all of you who have responded over the last three issues. I think through it all the HackJournal has become a better publication and I've become a better editor. To thank you all I've included a bonus coupon on page 13. Enjoy!

James

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

Put any text that is intended to appear as
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Table: Kewl Stats for Wicked GMs

Column 1	Column 2	Column3
first	second	third

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Everything you ever wanted to know about Pixie Fairies

(but were too hungry to ask)

Thomas Greene

HMPA# CO-I-00949-02

Greetings to my colleagues and associates. I, Kaleb Thaarna, welcome you to my lecture and hope that you find my research insightful. As a young half-grel, I became curious about the creatures hunted by my kin, and have had a unique opportunity to study pixie fairies as a both a scholar and double specialist transmutter. It was easy to transform myself into a pixie fairy for direct observations of the species. It is my intent to answer questions about the race that have remained heretofore unanswered. For those of you who are soft hearted pixie fairy-lovers, I assure you that no pixie fairies were harmed in the course of this study. In the first half of my lecture I will discuss pixie fairy currency, weapons and magic, as these are the questions I'm asked most often. After a brief intermission I will discuss pixie fairy biology, personality traits and culture.

PIXIE FAIRY MONEY

Fairies use their own coinage inside their realm, the Dandelion, Violet, Rose and Orchid coins made of pressed flowers and pixie dust worth copper, silver gold and platinum denominations at 1/10 the weight ("The Waylands: Coins of the Realm". Eric Neumann, Hackjournal #4.04, September 2002). Pixie fairies found that few other races accept their coins at face value and investigat-

ed the reason. They discovered that many other races view coins made from pixie dust, flowers, and adhesive as "congealed fairy sweat". So they've contracted with the Dwarves for the molds to produce "trade coins" from precious metals. Trade Coins come in gold piece value and silver piece value. The gold piece value coins are made of platinum and are 1/5 the size and weight of a standard platinum coin. The silver value coins are made of gold and are 1/10 the size and weight of a gold coin. Their equivalent value is clearly stamped on them, along with a Dwarven seal of metallic purity, and they are widely accepted at standard conversion rates. They are often called "Fairy Gold" and "Fairy Silver" coins.

ADDITIONAL PIXIE FAIRY WEAPONS

Not all pixie fairies are interested in light, quick weapons. Pixie fairy berserkers for instance, want weapons that can deal hefty damage and don't care if they're slow as molasses in winter. Pixie fairy cavaliers want weapons analogous to their colleagues of larger races, while thieves want concealed weapons and many pixies prefer stylish weapons. Weapons that match these criteria are detailed below. Except where noted in the descriptions that follow, all these weapons get one attack per round.

Fairy cavaliers, who prefer steel weapons to clubs, often use the Fairy kind mace. Note that pixie fairy cavaliers substitute fairy weapons for the "Weapons of Choice" that gain bonuses to hit based on the cavaliers' level. The "Petite Rapier" may substitute for the "Long Sword". The "Bloodthorn Club" ("Weapons for the Wee Ones" Eric Neumann, Hackjournal #4.03, June 2002) or "Fairy Kind Mace" can substitute for the "Horseman's mace". Finally, the "Fairy Kind Sword" (ibid) can substitute for the "Broadsword". Note also that the Fairy Kind lance (ibid) does 2x damage from the back of a charging mount like all the other lances.

Bloodthorn stiletto heels are hidden blade boots ("Askiga's Assassin Shop", Paul Blackstrom, Hackjournal #4.02, Mar 2002) with the retractable blade planted vertically in the heels. They are favored by sadistic pixie fairies who wear them with thigh-high boots, or by thieves who want a concealed weapon. For an extra 100 gold pieces, the blades can be designed to hold a single charge of poison each. Note that the use of blade boots can add 1 attack per round at

the "off handed weapon" penalties or can substitute for the regular number of attacks by class and level (with no penalty, provided you have proficiency).

Berserkers favor the Fairy Kind Battleaxe, a double bladed, metal hafted axe almost as tall as the fairy is. It weighs a little less, and is a little slower than a hand axe with less damage against large opponents, but similar damage vs. small and medium opponents because it's a bit top heavy. The design is based on scaled down battleaxes that the dwarves use to train their young in battleaxe weapon specialization, one of which was given to a pixie fairy berserker as a reward for service to the dwarves. Their popularity and design improved from there.

Berserkers also favor pixie polearms. These small weapons are 3-4 feet long, weigh about 3 pounds and resemble the polearms for which they are named. Note that while small weapons are described as "approximately two feet or less in size" (HackMaster Players Handbook, p. 118, emphasis mine), the use of these weapons is validated by the fact that most polearms are about twice as tall as their users. In this

Pixie Fairy Weapons:

Weapon:	Cost:	Speed:	Size:	Type:	Weight:	Damage vs. S/M/L:	Availability H/M/L:
Fairy Kind Mace	20 gp	0	T	C	1 lb	d4/d4-1/d4-2	75/55/40
Bloodthorn Stiletto Heels	300 gp	-1	T	P	0.5 lbs	d6-2 vs. all	special
Fairy Kind Composite Bow	250 gp	-	S	-	2 lbs	by arrow type	40/30/20
Fairy Kind Battleaxe	20 gp	0	S	H	3 lbs	d6/d6/d4	55/45/30
Pixie Glaive-Guisarme ¹	30 gp	3	S	P/H	3 lbs	d4-1/d4/d6	40/30/20
Pixie Halberd	30 gp	3	S	P/H	3 lbs	d4/d4+1/d6+1	50/40/30
Pixie Spetum ²	20 gp	3	S	P/H	3 lbs	d4-1/d4/d6	60/50/40

1. This weapon inflicts double damage against charging creatures of medium or greater size.

2. This weapon inflicts double damage when firmly set to receive a charge.

Pixie Kind Composite Bow: Ammo and Range

Ammo:	Cost:	ROF*:	Size:	Type:	Weight:	vs. S/M/L:	Availability H/M/L:
Petite Flight Arrow	3sp/4	2	T	P	-	d3/d3/d3	50/30/20
Petite Sheaf Arrow	3sp/2	2	T	P	-	d4/d4/d4	40/30/20

Range (yards)

	Short	Med.	Long
Petite Flight Arrow	30	60	90
Petite Sheaf Arrow	25	50	75

* Rate Of Fire

case the proportional size of the weapons, and their light weight, are more important than the length in determining the size of the weapon. A disadvantage to the weapons is that they are not as sturdy as their large counterpart due to the reduced thickness of the haft. Every time they deal more than 1.5 times their maximum damage, they must save vs. crushing blow as wood. Additionally, they require about 4-5 feet of swinging space and are at -2 to hit and damage in flight due to lack of leverage.

PIXIE FAIRY MAGIC

As innately gifted magic users, pixie fairies are able to create their own magic items at high levels. They prefer lightweight items that can't be easily taken away from them. Tribal tattoos are the extreme example of this philosophy – they can't be taken while the pixie fairy lives and add no encumbrance. Rings are another popular choice, especially pierced rings or studs that can be concealed if necessary and can't be easily removed. If fighting pixie fairies or their predators, others have the chance to obtain pixie fairy magic items. The GM can carefully place such gifts, especially if they want to deny the use of the items to a party with no pixie fairies or reward a pixie fairy in the party. To determine the items, roll first on the table provided below to determine what the item looks like, then roll on the appropriate standard table in the GM's Guide for further detail (like plusses, minuses, special powers, etc). For instance, if you roll "Flight Armor" on the table below, roll on the GMG armor table for specifics. A twentieth level pixie fairy mage would likely be decked out: Ring of Protection, Bracers of Defense, Ring of Regeneration, Bolts of Slaying in his peashooter crossbow, the works. An encounter with a grel who has eaten pixie fairies recently may only net a few +1 Petite Rapiers, though you might have to gut the grel to find the pierced ring it ate by mistake.

1) **Pixie Fairy Skin Clothing:** Yes, this is an unusual item for a pixie fairy, it is literally the skin of another pixie fairy. There are occasions when non-evil pixie fairies wear such clothing. The most common reason is: "Promise me that when I die you'll have my skin tanned into a nice black leather outfit so I can use my tattoo magic in my next incarnation". Whatever the origin, the wearer suffers a -2 to Charisma from any pixie fairy that knows what it is. Even if it's your own skin, it's still kinda gross.

2) **Pierced Rings:** Pixie fairies are fond of pierced rings to complement their tattoos. You may roll randomly on the ring table, then choose a pierced item like a "tongue stud". Pierced rings abide by the "only two at a time work" principle, like standard magic rings. Use of command words allows the pixie fairy to choose which two rings are active, if they have more than two. They cannot be used in

conjunction with standard magic rings. Roll 1d8 to determine placement: 1=Lip, 2=Tongue, 3-4= Ear, 5-6= Navel, 7=Nose, 8=Other. The pierced rings will only work in the right spot, and only 1 per site. If a site has left and right versions, like ears, roll even/odd to determine whether the ring is designed for the left or right.

3-6) **Regular items at Pixie Fairy Size:** Roll on the random tables, re-rolling unique results like artifacts, relics, and unusual items like a "Sphere of Annihilation". Pixie fairies aren't fond of cloaks and other items that cover their wings, either. The item is sized for pixie fairies either by design or because the "Steal Enchantment" spell was used to transfer the magic to a pixie item.

7) **Grel skin clothing:** Grel aren't innately magical like pixie fairies, so their tattoos don't work when skinned and tanned. However, pixie fairy mages have discovered that when enchanted by the use of the "Enchant an Item" spell, and the spell nearest the effect of the tattoo, the residual magic in the grel skin tattoo acts to make the enchantment semi-permanent without the need of a Permanency spell (it lasts for 10+3d4 years, but few know that yet). Of course, the mages haven't revealed this and intend to charge full price for the items. Permanency affects the items as usual, but there is only a 10% chance that the grel skin has been made permanent. Roll 1d10 for specifics: 1=Ardkrin, 2=Shewkrin, 3=Yiskrin, 4=Tarkrin, 5=Fakrin, 6=Emphkrin, 7=Shunkrin, 8=Hurdkrin, 9=Grekkrin, 10=Gorkrink.

8) **Magic Armor:** Fairies have long sought armor that allows them to fly, or at least allows the use of butterfly steeds without amputating their wings. Such armor has to be magical in nature as flight depends partly on the reduced encumbrance value of the magical armor. Roll percentile dice to determine which of the following armors is found.

01-20) **Flying Armor:** Made for pixie fairies who have amputated their wings, this armor allows the user to cast a *Fly* spell once per day as a 12th level magic-user. This can be made or purchased for 4 x the corresponding armor value. Only fairies without wings can use this armor.

21-79) **Open Back Flight Armor:** The cheapest of the flying armors, this has a hole in the back allowing the wings to protrude and fly. While the wing hole doesn't affect the overall AC value in standard combat, if anyone makes a called shot, the wing hole will be treated as AC 10. Attacks against the wing hole must be made from the rear. This costs 3x the cost of the equivalent armor.

80-100) **Closed Back Wingholding Armor:** Favored by fairy cavaliers who want to keep their wings, this armor has the magical ability to hold the wings (and nothing else) like a Bag of Holding, so that they can be fully protected by the armor. Roll percentile to determine type of armor: 01-10=Ring Mail, 11-30= Elven Chain Mail, 31-40= Splint Mail, 41-50=Plate Armor, 51-65=Plate Mail, 66-75=Banded Mail, 76-85=Chain Mail, 86-100=Scale Mail. This armor is 5x the equivalent armor cost and does not give any AC penalties (but don't jump into a Bag of Holding).

Pixie Fairy Magic Item Appearance:

d8 Roll:	Magic Item:
1	Pixie Fairy Skin Clothing
2	Pierced Ring
3-6	Pixie sized version of regular item
7	Grel Skin clothing
8	Flight Armor

PIXIE FAIRY BIOLOGY

Pixie fairy anatomy is similar to that of elves, with the exception of their density, wings and antennae. Pixie fairies are a little shy of two feet tall and weigh about 25 pounds, but instead of looking like a 1-2 year old child of similar height and weight, pixie fairies resemble anorexic fashion models. The reason is that their tissue is denser by virtue of their magical nature. This allows pixie fairies to lift 1, 2 or 3 times their weight with a Strength of 7, 11 or 14, respectively. This proportional strength allows pixie fairies to fly without a noticeable mass of wing muscles. The wings are folded and soft at birth, expanding within hours to about 4/5 the pixie fairy's height. The wings are attached to either side of the spine below the collarbone, with internal flight muscles attached to the inside of the ribcage. The antennae have a core of cartilage protecting the antennal nerves and covered with skin. The antennae are sense organs that efficiently detect the minute traces of magical energy that are the fairy diet. Because these magic traces are usually widely scattered, it takes hours of foraging for a pixie fairy to find enough food to sustain itself. Therefore they must search further and further from their home to find food, if in the same place for a long time. No wonder fairy rations are so expensive.

The traces of magical energy fairies eat are part of the magic cycle. Plants and insects that grow near elemental phenomena, like lava flows or tidal pools, hold traces of elemental magic. Plants and insects that grow near battlefields or graveyards bear necromantic magic traces. Creatures that have been polymorphed into plants bear fruit with traces of alteration magic. The casting of a spell or presence of a ley line may inoculate nearby flora with magic traces. Pixie fairies eat any of these, and seem to require a mix of "food groups" from the magical schools. I am researching the possibility that pixie fairy consumption of free magical energy prevents environmental magic levels from rising to the point that formerly harmless species may be mutated into monstrous forms, and will present this data when more evidence exists.

REPRODUCTION AND DEVELOPMENT

Some have commented on the rapid breeding of pixie fairies. While they are not as fecund as species that give birth to litters, they do have fairly rapid periods of pregnancy and maturation. The rapid maturation of their children can be linked to their size at birth and their magical nature. A pixie fairy female gives birth to an infant that weighs 25% of her body weight. This is comparable to a 100 lb human woman giving birth to a 25 lb baby, a situation in which neither the infant nor mother are likely to survive without magic. The reason pixie fairies are able to comfortably give birth to such large infants is that during childbirth their pelvis can magically stretch like the mouth of a snake. After birth, the infants are nursed for 2-3 months until they are capable of eating solid food and foraging for themselves. The remainder of a pixie fairy child's 2 years growth to maturity is spent foraging and learning. They learn subliminally through the Emphkrin tattoo, but this ability is lost with age. They also learn by practicing magic, weapons and skills and treat all practice as a series of games. Finally they also learn by asking questions. Some have observed that a pixie fairy child can ask "why" more often than ten toddlers of other races, and many visitors have left pixie villages to escape the clouds of curious and talkative youngsters.

REINCARNATION

The natural reincarnation ability of pixie fairies differs from the spell effects in several ways. First, they return as the same race and gender, usually resembling their original incarnation if not as an identical twin. Next, though these reincarnations count against the number of times they can come back from the dead, they do not reduce the creature's health (Constitution score), because it's a natural ability. The decedent's spirit will enter the surrogate and induce pregnancy without the need of sex, as several adventuring female pixie fairies have

discovered when they agreed to be surrogates. There are no known cases of surrogacy except when the surrogate has agreed to the condition and is willing to bear children.

Reincarnation Priors & Particulars

In determining surviving parents and siblings there is a 15% chance that dead parents, and a 30% chance that dead siblings, are in the process of reincarnation. Otherwise, they are permanently dead by virtue of running out of Constitution based reincarnations or being the victim of a spell or monstrous attack that doesn't allow resurrection or reincarnation.

Reincarnation and Flaws

Reincarnation is a way that pixie fairies can restore acquired physical flaws. Because of the loss of one incarnation and the probable loss of skills, the cure of one major or two minor flaws is a reasonable possibility. An overlooked idea is to use the incarnation as a chance to rewrite the flaws with player and GM approval. For instance, a pixie fairy has the "double amputee" and "depression" flaw and quirk, based on an encounter with grel. After reincarnation, the double amputee flaw is eligible for removal, but the player petitions the GM to also switch "depression" for "Enmity vs. grel". The GM rules that this is acceptable, since the reason for the depression (amputation) is no longer there.

Such switches must be monitored for fairness, generally "hemophilia" and "color blindness" are hard to switch because they're genetic. Spending 10 honor points allows a switch of these flaws, with the side effect that the PC's appearance totally changes (genetically) and they must take lengthy and expensive steps to legally prove who they are. Reincarnation works best on flaws that are based on actual physical damage, like scars and amputation. Quirks are usually harder to remove or switch through reincarnation than flaws, but it's acceptable to switch them or remove them if they're based on a now-cured flaw, as the depression example above. The GM must make certain that the switch or cure makes sense, and use the penalties suggested in the GMG if the switch is taken too lightly. I recommend allowing the switch of one flaw or quirk to offset the general disadvantage of dying. An additional switch of one flaw per three skills forgotten after reincarnation is permissible. So after reincarnation the player is cured of 1 major or 2 minor flaws, loses 1 incarnation, and some skills, and gains an additional quirk from table 6F. They haven't cured any other quirks or flaws, but have simply switched them for different ones, now perhaps more appropriate.

PIXIE FAIRY PERSONALITIES

If pixie fairies had a racial motto, it would be: "Live Fast. Die young and pretty. Repeat." Pixie fairies have different personal reactions to being short lived and on the bottom of the food chain, but those facts are the dominant aspects governing pixie fairy personalities. The majority react with an attitude of "enjoy life while you can", an infectious personality trait of the race since they have the constant low-grade telepathic link. Pixie fairies rarely react with dark emotions, jealousy of the lifespan of other races or a desire to cut other's lives as short as their own, but these reactions are not unknown.

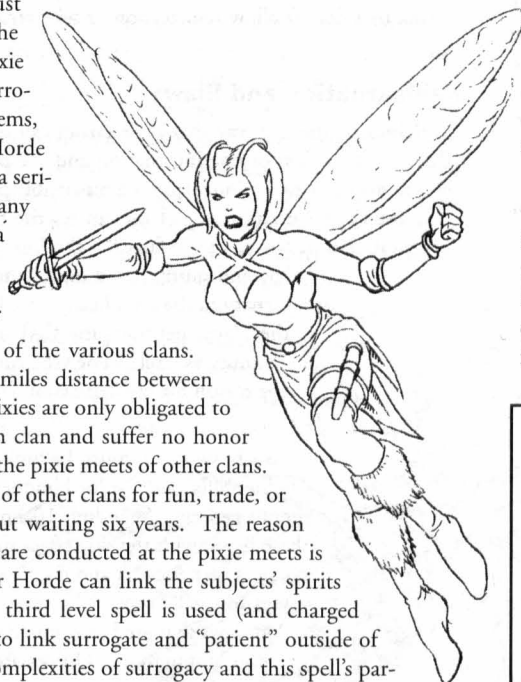
Some pixie fairies become obsessed with survival. They'll want magic items that minimize their disadvantages, like Rings of Regeneration or Potions of Longevity, to try to grab as much of life as they can. If a pixie fairy has the "sadistic" quirk, or becomes evil, chances are that it's because he feels that if he suffers from a shortened life span, weakness, and low position on the food chain, so should others.

The "enjoy life while you can" attitude has lead many to believe that pixie fairies are shamelessly wanton, but few are that unrestrained. Their unique

biology however, makes their moral outlook on reproduction different from other races. After all, if a pixie fairy woman can become pregnant without sex because she's agreed to be a surrogate, it makes it hard to prove adultery. While pixie fairies don't approve of frequent bed hopping, they don't lose honor in their own society for having subtle affairs.

PIXIE MEET

Everyone knows that every six years pixie fairies must report to the Village of the Elders of their clan for the pixie meet, where they arrange surrogates, get tattooed, trade items, participate in the Amber Horde ritual and party hard or take a serious honor hit. What many don't know is that there is a pixie meet somewhere in the World almost every year due to the existence of many Villages of the Elders of the various clans. There is about 500 to 1000 miles distance between each Village of the Elders. Pixies are only obligated to attend the meet of their own clan and suffer no honor loss for missing or attending the pixie meets of other clans. Pixie fairies attend the meets of other clans for fun, trade, or to arrange a surrogate without waiting six years. The reason that surrogacy arrangements are conducted at the pixie meets is that the magic of the Amber Horde can link the subjects' spirits without cost. Otherwise, a third level spell is used (and charged usual third level spell costs) to link surrogate and "patient" outside of the pixie meet. The social complexities of surrogacy and this spell's particulars will be covered in more detail in a later discussion.



The vast majority of pixie fairies are so androgynous they can barely tell each other's gender without being naked. While most are attracted to pixie fairy traits ("Wow, look at the size of her antennae!"), some clingy pixie fairies have become attracted to the obvious gender differences of the larger races and seek such mates. Androgyny also means that some pixie fairies aren't picky about the gender of their partners. Some think that all pixie fairies are androgynous, and are confused by the prevalence of voluptuous pixie fairies in art. Pixie fairy androgyny follows the laws of statistics. Though heavily skewed toward androgyny, a small number of individuals show obvious male or female attributes. In her thesis, "The Effects of Mammary Enhancement on Human and Demihuman Behavior" presented to quantify the effects of her most famous spell, Elenwyd Sensuliad studied pixie fairy "endowment" and found a direct link with Comeliness. The results of her study are reprinted below, with footnotes intact.

Further complicating the issue is the fact that many young and rebellious fairies often have "Elenwyd's Magnificent Bosom" cast upon themselves with the expressed intent "to be different". The final reason that so many pixie fairies in illustrations are well-endowed, is that artists nationwide prefer to work with comely models. Some have called this trend "The National Well-Endowment for the Arts".

The Correlation between Pixie Fairy Comeliness and Mammary Development*

Comeliness	Body Shape
≤17	Slender; A-cup equivalent, very little hourglass shape.
18-21	Athletic; B-cup equivalent, slight hourglass waist.
22-24	Sensuous; C-cup equivalent, noticeable hourglass waist.
≥25	Voluptuous; D-cup equivalent, pronounced hourglass.

*Note that male pixie fairies show similar results in the development of masculine characteristics like muscle definition but correlation of these attributes was beyond the scope of my thesis.

—E. Sensuliad



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PLAYER'S ADVANTAGE

New PC Race: Aardvarkian

Jan Monk

HMGMA #UK-I-00943-02

AARDVARKIANS

Of the numerous demi-human races that abound on Garweeze World, the Aardvarkians are one of the rarer species. These short creatures are humanoid in stature, with features similar to the humble aardvark. Little is known for certain of the Aardvarkian's lifestyle, though the hunting of large insects is reportedly common to all tribes. Most male Aardvarkians are openly sexist and treat any and all females as inferiors. However, due to their poor eyesight and isolated culture they are seldom able to identify females of other races. Whenever a male Aardvarkian character encounters any female he has a base 50% chance of identifying them as a female, +5% per level after the first, due to their increased exposure to multi-racial society. This check is made once per day or whenever circumstances demand.

Aardvarkians possess poor eyesight, hence they suffer extra penalties when using ranged weapons. They are at -2 to hit at long range, and -1 to hit at medium range. These penalties are cumulative with any other penalties normally applied.

Sullen and spiteful by nature, they prefer not to mix with other intelligent races by and large, and are divided into remote tribes in the warmer climes of the land. Aardvarkians tend to avoid water since their fur smells really bad when they get wet. Damp Aardvarkians suffer a -3 modifier to Comeliness until thoroughly dried out, and cannot surprise any being with a sense of smell. In their natural habitat they prefer dust baths.

Alcohol has no place in tribal Aardvarkian society, and Aardvarkians have a very low tolerance for it. This can be dangerous for adventurer class Aardvarkians since taverns are a natural habitat for most parties between dungeons! Aardvarkian characters have a cumulative chance of gaining the Alcoholic Quirk every time they drink alcohol (or any time it is introduced into their system). For each drink (or equivalent) the character has he must make two checks. The first is the usual Potency check (your GM has the relevant details), but note that all Values count double for Aardvarkians, except for bitter corn whiskey whose Value is quadrupled. The second check is a cumulative percentage chance equal to the Value of all the alcoholic drinks the character currently has in his system. The first time the roll for this second check is less than or equal to the total Value of the drinks the character gains the Alcoholic Quirk (see PHB p 95) and no longer has to make this second check.

Occasionally a young Aardvarkian will leave his tribe, drawn away by the riches and fame promised by the adventuring life. Female Aardvarkian PCs often take to adventuring to escape the chauvinistic nature of their native society. Adventuring Aardvarkians are known amongst their own kind as rogues, and are rarely welcomed back into Aardvarkian tribes after they have been tainted by contact with other races. These optimistic individuals tend to shun major human or humanoid settlements initially, and are often found wandering in the wilderness by the few adventuring parties who take them in.



Aardvarkians At a Glance

THE UPSIDE

Racial Bonuses: +2 to hit insects of any kind, Burrowing ambush, Clawed forepaws

Initial Languages: Common, Aardvarkian, Gnome, Gnomeling, and the simple common speech of burrowing mammals (moles, badgers, weasels, shrews, ground squirrels, etc.)**

Talents: +1 bonus to hit when using a spear or javelin

Allowable Classes: Fighter, Barbarian, Ranger, Elemental (Earth), Thief.

Allowable Multi-Classes: None.

Allowable Alignments: Any neutral, though most Aardvarkians tend toward true neutral.

Attribute Modifiers: -1 Strength; +1 Dexterity; +1 Constitution; +1 Wisdom; -2 Charisma.

Building Point Bonus: 6

Restricted Talents Which May be Purchased: Active Sense of Smell, Animal Friendship (as described for Gnomes, Gnomelings), Blind Fighting, Illusion Resistant, Javelin Bonus, Short Sword Bonus, Spear Bonus, Stealth.

Size: S

Movement: 12", 3" (Burrowing)

THE DOWNSIDE

Poor Eyesight.

Water aversion.

Misogynist attitude.

Alcohol intolerant.

Animal Antipathy (Dire Aardvarks).

**The number of languages an Aardvarkian can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to languages.

Additions to Tables in the Player's Handbook

Table 2A: Ability Prerequisites

ABILITY SCORE (M/F)	MIN	MAX
Strength	5/4	17/16
Dexterity	8/8	18/18
Constitution	9/10	17/18
Intelligence	8/8	14/14
Wisdom	3/3	18/18
Charisma	5/6	17/18
Comeliness	3/3	17/17

Table 3NN: Thieving Skill Racial Adjustments

Pick Pockets	-5%
Open Locks	-5%
Find Traps	- -
Remove Traps	- -
Move Silently	+5%
Hide In Shadows	+10%
Detect Noise	+10%
Climb Walls	- -
Read Languages	-15%

Table 4A: Age

Starting Age	Base Age: 17	Variable: 1d3
Maximum Age Range (Base + Variable)		70+3d10

Table 4C: Aging Effects

Middle Age: 35	Old Age: 47	Venerable: 70
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Table 4E: Average Height and Weight

Height in Inches		Weight in Pounds	
Base (M/F)	Modifier	Base (M/F)	Modifier
31/29	1d12	62/58	5d4

Racial Modifiers to Circumstances of Birth:

Table 4G: -5	Table 4H: -10
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Aardvarkians have short sharp clawed forepaws, which allow them to burrow through all but the densest terrain at 1/4 of their movement, though clearly not through such obstacles as solid rock. While burrowing characters may obviously not carry anything, nor may they have any object larger than a small (S) weapon about their person. Backpacks, sacks, etc. may be pulled along behind on a rope, but this halves the character's burrowing movement rate. A principal use of this burrowing ability in the Aardvarkian's native lands is to ambush prey - they conceal themselves close to the surface of the ground and leap up to surprise prey 4 times out of 10. This is similar to a Hide in Natural Surroundings check as the Barbarian talent, and if the character happens to be a Barbarian they get a +10% bonus to the check. Aardvarkians are not averse to using their claws as weapons, and if used as such count as having a Speed of -2 (natural weapons) that inflict 1-3 damage against any size target. Aardvarkians are considered to be proficient in the use of their claws, though Aardvarkian Fighters may not specialize in them.

Due to their common diet and habitat the Aardvarkians have earned the enmity of Dire Aardvarks. These territorial predators attack Aardvarkians on sight, so naturally most Aardvarkians are keen to avoid them at any cost. Aardvarkian characters start with the Quirk Animal Antipathy (Dire Aardvarks) - note that they do not gain any building points for this Quirk.

Based on "Aardvarkians" from Hacklopedia of Beasts - Volume 1, page 10. Adapted using the rules and guidelines given in the GameMaster's Guide.



RUSTLERS IN THE NIGHT

Goblin, Millerite

By Andrew Franklin

HMA#: OK-I-00193-01

Goblin, Millerite

AKA: True Goblins, annoying little green know-it-alls

HACKFACTOR: 1+

EP VALUE: 15 (per level for adventurer classes)

CLIMATE/TERRAIN: Any land or subterranean, generally encountered in urban settings

FREQUENCY: Rare to Very Rare, depending on power level and class

ORGANIZATION: Solitary or Band

ACTIVITY CYCLE: Generally nocturnal, though fully functional in the day

DIET: Omnivore

INTELLIGENCE: Average to Gaudlike (9 to 21)

ALIGNMENT: Any variety of neutral, with 70 % adhering to true neutral

NO. APPEARING: 1 (10%), 2-8 (50%), 5-50 (40%)

SIZE: S (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Normal Chances

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 9 or by armor type

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Magic Item Use

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-1

FF: 4

TOP: Y

SUBMITTED BY: Andrew Wayne Franklin, HMGMA#OK-I-00193-01

Goblin, Millerite

DESCRIPTION: Millerite or True Goblins claim to be the ancestors of all goblins in the known universe. They call themselves one of the oldest sentient species and keep their true nature hidden from non-goblins and even from their common goblin kin. Standing at 4 feet tall or under, Millerite goblins have sharp, pointy teeth that resemble the pronounced fangs of common goblins. True goblins have skins in hues ranging from corpse gray to olive green, large ears often covered in white hair, and possible eye pigmentation from dark red to dim yellow. True Goblins possess 60' infravision and function equally well during the day or night if they prepare their circadian rhythm clocks. If they have any body or facial hair at all, Millerite goblins always have white hair. They weigh between seventy and ninety pounds with little pronounced difference in size between the sexes. True goblins tend to be better groomed than common goblins, and have a natural lifespan of 100 years.

COMBAT/TACTICS: True Goblins are intelligent foes and not to be taken lightly. However, given their minimal physical strength and their generally cultured genetic heritage, much of the fighting instinct seen in their common cousins is not present. If forced to fight, True Goblins employ misdirection, dirty tricks, and anything else then can do within the constraints of their alignment to win. Generally they just run away if able. On



the other hand, adventurer class True Goblins sometimes have the confidence to fight against an equal or superior opponent. They still use trickery but fight using their class abilities. All Millerite Goblins can use planar transport items without class difficulties and without any chance of a fatal item mishap, as they have been plane-hopping for so long that basic knowledge of intergenre and intercampaign travel is ingrained in their folklore.

A small number of NPC Millerite Goblins (no more than 10% of the population of any given world) belongs to an adventuring class. These may be fighters (5%), thieves (40%), clerics (15%), druids (10%), generalist mages (20%), or illusionists (10%). Fighters are limited to 7th level and clerics and druids cannot exceed 8th level. Thieves are limited to 10th level, while generalist magic-users are limited to 11th level. Millerite Goblins may be single-specialist, dual-specialist, or sole practitioner illusionists of up to 13th level. Adventurers are from first to fifth level 80.5 % of the time, from sixth to ninth level 18% of the time, from tenth through thirteenth level 1.5% of the time. Even those high-level true Goblins prefer to avoid combat whenever possible.

HABITAT/SOCIETY: True Goblins speak Ancient Goblin, Modern Goblin, Common, and the languages of dominant races in the area. Most True Goblins are literate in the local languages and they live in above-ground urban areas by preference, though they can adapt to life in any subterranean or terran climate. True Goblins in cities tend to form ethnic enclaves and are employed as artisans, merchants, and bureaucrats.

Millerite Goblins value three things above all else: cunning, education, and magic. They have complex pranking rituals, such as stealing from each other in ways that should be undetectable (many confident thieves then start picking on other races), showing that a particular goblin is ignorant on an important subject, or various magical pranks.

While Millerite Goblins worship many gods, five are dominant:

- 1) **Maglubiyet (Lesser gawd of War)** - Lord of all the goblin gawds, as detailed in *Gawds and Demi-Gawds*, he has a large following among Millerite Goblins
- 2) **Qchorjd (Demi-gawd of Knowledge)**; symbol is open book; worshipper alignment any; weapons permitted are standard and Khopesh
- 3) **Sqalrhjeed (Demi-gawd of Magic)**; symbol is stylized broken pixie fairy spewing magic; worshipper alignment any; weapons permitted are standard and darts
- 4) **Naganpoqol (Demi-gawd of Trickery)**; symbol is goblin skull with X across it and words "NOT A NECROMANCER" circumscribed in Ancient Goblin; worshipper alignment any non-lawful; weapons permitted are standard and knife
- 5) **Baaky O'Calder (Immortal)** is a Millerite Goblin that has recently ascended to the status of Immortal, the first goblin to do so in longer than the gawds can remember. He has taken the title "Goblin Lord of Illusions", and is an underling of all of the Goblin deities, though directly under the administration of Sqalrhjeed. His symbol is a swirling vortex with at least eleven colors.

Millerite Goblins speak Ancient Goblin, the ancestral tongue of their homeworld, Millerus, where they evolved. After a few thousand years, they developed agriculture and cities and then developed powerful magics including Teleport Intercampaigna and Teleport Intergenre which they used to explore the universe. Possessed with a burning hunger for knowledge, they colonized many alternate Prime Material planes to learn about them. Some True Goblins, unable to return home due to failure of their magical devices, ended up breeding with local humanoids, leading to the debased goblins which most individuals consider goblins. To interact with these offspring and to counter cultural differences resulting from contact with many humanoid cultures, Modern Goblin, essentially a trader's tongue, emerged. Modern Goblin is spoken even by regular goblins and has little in the way of artistry. Ancient Goblin on the other hand has many subtle meanings despite its harsh sounding words.

Millerite Goblins have no particular foes, but tend to keep clear of elves, dwarves, and dragons, who have slaughtered many of their species over time. The Millerite Goblins have slowly declined as other races developed the ability to travel across the planes and learned of them. Of the true goblin scholarly societies, only the Grand Goblin Archaeological Society remains.

YIELD:

Medicinal: True Goblin meat is edible, if not particularly tasty.

Spell Components: True Goblin eyes can be used in Wizard Eye and Teleport Intercampaigna and Teleport Intergenre spells.

Hide/Trophy Items: A True Goblin hide is valuable if bounties on goblins are given.

Treasure: Nx2, with a 10% chance of a weak magical item; character class types use the appropriate class table under Men, Adventurer, along with the class percentages for magic items.

Other: Nil

It's All About Honor

By Luke Wetterlind

TX-2-00298-01

(Guest Lecture by Sir Colim Nightbreeze at the School for Wayward Errant Knights)

Oh sure, you may think it's easy being muscle for your friends. You probably think that you just have to stand toe to toe with the mean and nasties and swing your really sharp sword. And really, what brainpower does that take? Hmmm? What sets you apart from everyone else? I'm going to tell you. You are a knight. For a knight, it's not about gold, or women, a sharp sword, and the squealing of your enemies. It's about Honor.

Honor is your way of life. It will determine all of your actions. ALL of them. Should you pimp slap the vendor who told you, "if you have to ask, you can't afford it"? Should you challenge that knight with the smug look who obviously thinks he's better than you? Should you behead the cantankerous babbler who just called you a skinny elf in a tin can playing knights and robbers in front of all your companions even though you know you'll be cursed?

The answer to all of these questions is a resounding YES! You are a knight for the gawd's sake! Honor is your life. You must be to the dregs of Garweeze Wurd a shining example of chivalry and good - or at least, you must prove you won't take gruff from anyone.

When your cleric of Odin decides his Gawd doesn't want him to retreat, it is your job to drag his body from the bowels of the dungeon and give him a lesson on fighting withdrawals. When your party is hopelessly outnumbered and you've suffered a critical hit that's broken your sword arm, it is YOUR job to point to the ugly faced bugbear king while he's trying to eat your pixie fairie thief and say, "I challenge you to single combat, you worthless vat of fur!" And when you are challenged by some upstart who thinks he can take you, it is your job to accept the challenge by saying, "I accept, but I must fight you with my off-hand. If I do not, this will be over too quickly."

And so you see, your life revolves around Honor. Without it, you are nothing more than a hireling with a sword. Honor defines your actions. Honor will cause you to rise up and be part of the history of Garweeze Wurd. It's all about honor. And gold and women and a really sharp sword...but its mostly about honor.

HACK DOSSIERS

By Jedediah Gofourth

HMGMA#SC-01-00554-02

Volerdo Mountebank

Notable Possessions: Bracers of Mapsense (Survivalist Edition), Brooch of Shielding, Girdle of Many Pouches, Helm of Comprehending Languages and Reading Magic, Never-Full Cargo Pouch, Field Plate + 1, Sabre +2, Sabre +1

Notable STPs: Agriculture (50%), Anatomy, Basic (65%), Ancient History (78%), Animal Lore (83%), Current Affairs (78%), Forestry (82%), Botany (98%), Herbalism (52%), Dragon Speak (69%), Glersee (89%), Maintenance Upkeep, Shaving/Grooming, Animal Handling (71%), Bargain Sense (89%), Bartering (100%), Map Sense (100%), Mapless Travel (100%), Cartography: Overland (99%), Clever Packer (91%), Complex Geographic Estimation (100%), Spellcraft (79%), First Aid Skill Suite (75%), Navigator Skill Suite (90%), Social Etiquette (98%), Tumbling (100%), Snappy Comeback (78%), Arcane Swindler, Superior Meditation, Opportunist, Seeking Grasping Hands, Sixth Sense, Advanced Two-Weapon Fighting Proficiency, Weapon Proficiency (Sabre)

Motivation: To explore all of Garweeze Wurd.

Weaknesses, (including Quirks and Flaws): Missing Finger, Self Absorbed, Inappropriate Sense of Humor.

Volerdo Mountebank

AKA: The Wandering Explorer,
Royal Ecologist of Fangaerie

RA: Human

SX: M

AL: Neutral Good

CL: Swashbuckler

STR: 13/47

DEX: 18/04

CON: 12/61

INT: 19/22

WIS: 15/97

CHA: 16/33

COM: 15/46

HON: 190

FAME: 342

LV: 18

HP: 97

AC: -3

+H: +1

+D: +1

DEX BONUS: -4

R/AT ADJUST: +4

AGE: 35

APPEARANCE: Dashing

Background: Volerdo Mountebank was born to a noble family within the city of Fangaerie. His schooling was exemplary and he was groomed to take his father's place as a minor count. However, his sense of adventure won out and compelled him to follow a different path. He joined a group of explorers shortly after finishing his training and after a few short years made a name for himself as an adventurer. He was hired by the city-state of Fangaerie with the title of Royal Ecologist by his 26th birthday, a title to which he has brought prestige and respect with his reports of the world abroad. He is one of the few people to have survived a trip to the bottom of the Vihaingar Gorge and is known to have escaped from a Gagwallier Lair unscathed. During a recent trip to the forebod-



FRAM

ing Bor'Sariduneh jungles he barely escaped being mauled by a pack of Lantern Wolves, and now bears three jagged scars over his left ribcage where he was almost eviscerated by the claws of his assailants. He also lost a finger to one of their slaving maws. Since his return from the jungle he has been raising funds for a trip to an island in the Waylands that is said to only exist for one month every five years. He has been paying for this trip by breeding and training Wynzir pups for the city's nobility.

Tylwik

Notable Possessions: Pipes of Sounding, Trained Solun named Buttons.

Notable STPs: Healer/Doctor Skill Suite (90%), Missionary Skill Suite (93%), Running (68%), Set Snares (87%), Orchestrate Task (75%), Alchemy (100%), Botany (100%), Herbalism (100%), Weather Sense (94%), Woodland Lore (115%), Keen Sight (Long Distance), Less Sleep, Balance Bonus

Motivation: To protect his jungle

Weaknesses, (including Quirks and Flaws): Male Pattern Baldness, Strange Body Odor, Superstitious: green is lucky, Class Aversion to Blood Mages, Class Aversion to Berserkers.

Background: Tylwik has been the protector of Bor'Sariduneh for twenty years. He knows more about the jungle than anyone alive today. He can generally find any specific plant in an area within an hour of searching and is familiar with the habits and behavior of many of the creatures that call the jungle home. He lives alone with his pet solun "Buttons" in a shack built into the side of a massive tree near the jungle's outer edge. Those with intentions of exploring the jungle would be wise to seek out this druid, for those not guided by his expert advice tend to have very short life expectancies.

Tylwik

AKA: Initiate of the Ninth Circle of Bor'Sariduneh

RA: Half Elf

SX: M

AL: TN

CL: Druid

STR: 25/00

DEX: 18/54

CON: 15/99

INT: 19/33

WIS: 17/52

CHA: 18/47

COM: 10/90

HON: 97

FAME: 106

LV: 11

HP: 129

AC: 6

+H: +7

+D: +14

DEX BONUS: -4

R/AT ADJUST: +4

AGE: 59

APPEARANCE: Imposing

Leopold/Leona

Notable Possessions: A Solun Fur Dress

Notable STPs: Noble's Daughter Skill Suite (15%) (HJ #5, p.2), Shaving/Grooming, Ability to Dimension Door once per day as a 7th level Magic User.

Motivation: To fit into human society

Weaknesses, (including Quirks and Flaws): Clingy, Misguided, Socially Awkward.

Background: Leona was formerly a pack ape by the name of Leopold. When Leopold was a year old the famous adventurer and explorer Voldero Mountebank bought him from a breeder in Fangaerie. Voldero raised the ape as a pet more than a beast of burden, earning the loyalty of the smarter-than-average beast. During the recent trip to Bor'Sariduneh Leopold ingested a highly mutagenic magical concoction that infused nymph blood into the poor animal. After three days of horribly painful transmutations Leopold was no more. Where there once was a pack ape a completely new entity was born - Leona. "She" possesses a newly increased intelligence and a nearly human appearance (as an adolescent girl) that leaves her bewildered and confused. Voldero has taken Leona in as an adopted daughter and is currently putting her through finishing school.

Leona

AKA: Leopold

RA: Pack Ape (Nymphic Variant)

SX: F (transformed)

AL: NG

CL: n/a

STR: 19/88

DEX: 17/93

CON: 17/35

INT: 11/50

WIS: 7/45

CHA: 10/32

COM: 22/15

HON: Great

FAME: Average

HD: 5+3

HP: 52

AC: 6

+H: +3

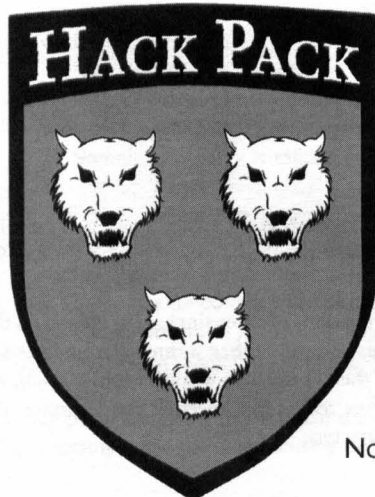
+D: +7

DEX BONUS: -3

R/AT ADJUST: +4

AGE: 9

APPEARANCE: Exotic



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Party Balance: Selecting the Right Mix of Characters for Your Campaign

By Chuck Boswell

HMGMA# IL-I-000766-02

Many players often lament how woefully their group was prepared for a particular adventure; they didn't have enough firepower, or cure spells (and so on) to survive. Most often this is a case where the party was simply too unbalanced towards one particular class type. Sometimes the party was just missing one vital element that would have secured their success. This article explores the different key elements a party needs to survive in the harsh, unforgiving world of Hackmaster.

One of the most important steps a party must take before selecting the proper mix of classes is to determine the style of the campaign. While five Half-Ogre Barbarians may work well together in a gladiatorial environment, that same group will experience difficulty dealing with political intrigue of even the mildest sort. When asked, a GM is often more than happy to let you know the style of game he is running. Let's briefly list the types of campaigns that may be encountered.

The Dungeon Dwelling Campaign (DD)

This type of campaign represents the "old" in old-school. Classic dungeon crawls have been around for years, and continue to thrive today. Many older modules feature large labyrinthine dungeons chock-full of monsters, traps, and other nastiness. Many GMs create large homebrew dungeons for their players to explore as well. This style of play leans towards a combat-oriented campaign, but don't be fooled - there are many subtle aspects to a successful dungeon crawl.

Party Balance Groupings

Category	Classes included
Battler:	Fighter, Barbarian, Berserker, Monk, Bounty Hunter, Gladiator, Pirate, Swashbuckler, Soldier
Noble Warrior:	Cavalier, Knight Errant, Samurai
Holy Warrior:	Paladin, Dark Knight, Holy Knight
Outdoorsman:	Ranger, Druid**
Priests:	Cleric, Druid**
Stealth Rogue:	Assassin, Thief* (emphasis on MS, HS, HN, CW), Bard
Device Rogue:	Thief* (emphasis on FRT, OL)
Battle Caster:	Magic-User*, Battlemage, Blood Mage, Painted Mage, Elementalist, Wild Mage. All the following specialists, double-specialists and sole practitioners: Abjurers, Conjurers, Invokers, Necromancers, and Transmuters*
Recon Caster:	Magic-User*. All the following specialists, double-specialists and sole practitioners: Diviners, Illusionists, Enchanters, and Transmuters*

* These classes appear twice. Use either category when determining party balance, but only one per character based on the skill/spell emphasis.

** Druid characters are considered to be multi-classed Outdoorsman/Priests for the purposes of determining party balance.

The Wilderness Adventure (WA)

This category represents all outdoor-oriented campaigns, with forest settings being the most common. There are just as many dangers in a wilderness adventure as there are in a dungeon dwelling campaign, but they are more environmental as opposed to man-made (less traps, more poison plants, etc.) Characters whose class abilities are naturally suited (no pun intended) to surviving the wilderness are very important to this type of campaign.

The Political Campaign (PC)

This style of play rewards wits and cunning over strength at arms. Most often you will not be able to resolve conflicts at sword point. Information gathering, subterfuge, diplomacy, treachery, and stealth are all key components to success in any campaign that favors the group's involvement in the political aspects of the campaign world. While it is never in the best interest of a party to completely void itself of brute strength, this is the style of campaign where that particular approach is the least necessary. Many city adventures tend to fall under this category.

The Horror Campaign (HC)

This is a more specific style of campaign; it focuses entirely on the forces of darkness and death, and the dangers are as often phantasmal as they are real. Character classes whose abilities are suited for confronting the undead and the phantasmal are crucial to surviving such campaigns in the long haul.

Love is a Battlefield (BF)

Finally, there is the battle-oriented campaign. By battle I'm referring to large-scale encounters with armies and siege weapons as opposed to small skirmishes between a party of six and a few goblins. While it is unlikely that a player character will be in charge of an entire army at early levels, it is certainly possible that the player characters will be the leaders of a small portion of the army (a squad, platoon, or other small contingent). In these cases, characters with leadership abilities and battlefield magic are prized above all others.

Each class in Hackmaster is good at performing some tasks, while being ill-suited for performing others. With the release of the Combatant's and Spelllinger's guides, there are now well over thirty different classes in Hackmaster. Instead of listing the merits of each individual class, the classes have been grouped into general categories. These categories are not official groupings - merely useful for determining party balance.

There are hundreds of different elements that go into being a successful adventurer or having a successful party. In the interest of paring those elements down into components key to party balance, the following generalized list of adventuring qualities was created:

Melee fighting (Mf), Ranged fighting(Rf), Armor(Ar), Social Skills(Ss), Healing(Hl), Divine Magic(Dm), Tracking(Tr), Wilderness skill(Ws), Resurrection powers(Rp), Stealth(St), Information gathering(Ig), Device operation(Do), Spell Firepower (Sf), Multi-targeting (Mt), Magic Detection (Md), Covert magic (Cm).

Each general category of character type has point values for each of these key components. The chart below lists those point totals by category:

NOTE: There aren't always combinations of three single-class characters that fulfill all bare minimum scores - this is because often a three person party isn't equipped to deal with the rigors of the Hackmaster world. Multi-classing will help fulfill these bare minimums, but realize that meeting the recommended minimums usually requires four characters.

Table I: Points by Category

Category [^]	Key Component															
	Mf*	Rf*	Ar	Ss**	HI	Dm	Tr	Ws**	Rp	St**	Ig**	Do	Sf	Mt	Md	Cm
Battler***	8	5	7	1	0	0	0	1	0	0	1	0	0	0	0	0
Noble Warrior	7	2	8	5	0	0	0	0	0	0	1	0	0	0	0	0
Holy Warrior	7	2	7	2	2	2	0	0	0	0	1	0	1	0	1	0
Outdoorsman	5	4	3	1	0	0	4	6	0	2	1	0	0	0	0	0
Priests	4	1	5	2	4	5	0	0	4	0	1	0	2	0	2	1
Stealth Rogue	3	2	2	2	0	0	0	1	0	6	5	2	0	0	0	0
Device Rogue	3	2	2	2	0	0	0	1	0	3	4	6	0	0	0	0
Battle Caster	1	5	0	1	0	0	0	0	0	0	2	0	6	5	3	2
Recon Caster	1	2	0	3	0	0	0	0	0	4	2	0	3	2	5	5

* Characters who are specialized gain +1 to their point value for the appropriate fighting type (Melee or Ranged) based on the weapon specialized.

** Characters who have skills (minimum combined total of 60%) that fall under these categories (use your own judgement) gain +1 to their point value for the category.

*** Barbarians and Berserkers do not typically wear heavy armor, so subtract 2 from their armor scores, but add 2 to their Wilderness scores to represent their familiarity with the wild.

[^] Multi-classed characters whose two (or more) classes fall into different categories use the average score for each component, rounded up.

Table II: Recommended/Bare Minimum Party Scores by Campaign Style (3-5 characters)

Category	Key Component															
	Mf	Rf	Ar	Ss	HI	Dm	Tr	Ws	Rp	St	Ig	Do	Sf	Mt	Md	Cm
DD	16/12	8/6	14/10	0/0	4/2	2/0	0/0	0/0	2/0	4/3	7/5	6/3	6/3	2/0	5/2	3/2
WA	14/10	10/8	10/8	0/0	4/2	2/0	4/2	8/6	2/0	6/4	5/4	0/0	4/3	4/2	5/3	3/2
PC	11/7	7/5	7/5	11/7	2/0	2/0	4/2	0/0	0/0	10/6	10/5	2/2	4/3	2/2	6/4	5/3
HC	16/12	7/5	12/9	0/0	4/4	7/5	2/2	3/2	4/2	6/4	7/5	2/2	6/3	2/2	7/5	3/2
BF	16/12	12/10	14/10	0/0	4/4	0/0	2/2	0/0	2/0	6/3	7/5	0/0	10/7	7/5	4/3	3/3

Modifiers to surprise rolls

Add the number to your surprise roll if the enemy party/monsters are in the situation listed. Subtract it from your surprise roll if your party is in the listed situation. If both parties are, ignore it.

Situation	Modifier (+/-)
Having to Open/move through a door (does not add to Halflings and Elves)	1
Making Noise/Moving (rapids/falls, riding a horse at a gallop, running at 3x or faster)	3*
Making Noise/Moving (running water, riding a horse at a canter or trot, running at 2x)	2*
Making Noise/Moving (dripping water, faint breeze, riding a horse at a walk)	1*
Someone in party is talking (Loud voice)	3*
Someone in party is talking (normal voice)	2*
Someone in party is talking (whispering voice)	1*
Room is totally dark (no infravision or ultravision)	2
Room is dimly lit (no infravision or ultravision)	1
Party assumes they are in "safe territory" (no enemies about or expected)	1
Party is expecting a small number of opponents and encounters at least double that number	1
Party's attention is focused away from where the opponents are. **	1
Party carrying a light, other party does not and they can see you (in darkness like a dungeon or at night)	2

* If one party is making more noise than the other, they do not get the bonus for "other party is making noise/talking" modifiers.

** For example the party is focusing on a door, the corridor ahead, a bush, or around a corner and the opponents come up from behind.

For Parties of greater than 5 characters: One of two criteria must be met – either five characters must, by themselves, fulfill the requirements listed in Table II, or the group as a whole must meet 150% of the point totals.

Putting the theory into practice: Bill, the GM of “The Weathersfield Warriors” has invited a new player, Jeff, to join his Hackmaster group. The current players – John, Suzie and Chris – are playing a Fighter, a Thief (with an emphasis on stealth), and a Battlemage, respectively. Jeff wants to make sure that his character fits into the party scheme, so he asks the GM what kind of campaign he is running. Bill says that the gang has been adventuring in the mysterious Merdreth Woods, a treacherous wilderness where monsters lurk with no civilization to be found nearby. Seeing as the party has Fighter, Thief and Wizard-types already, Jeff assumes a cleric ought to do the trick. So he checks out what the party totals in each category would be if he rolled up a cleric:

Mf: 16, Rf: 13, Ar: 14, Ss: 6, Hl: 4, Dm: 5, Tr: 0, Ws: 2, Rp: 4, St: 6, Ig: 9, Do: 2, Sf: 8, Mt: 5, Md: 5, Cm: 3

At first glance it seems to be a perfect fit. But as Jeff checks the chart, he realizes that the party’s tracking and wilderness skill levels are well below the bare minimum! Looking at which category best fulfills these needs, Jeff notices that the “Outdoorsman” does the best job. However, if Jeff was a single-classed ranger, the party would lose its healing rating and would fall below the minimums in THAT category. Jeff notices that a Druid is considered to be a multi-classed Outdoorsman/Priest for purposes of this chart, but doesn’t like to play Neutral characters. Therefore he chooses to play a multi-classed Ranger/Cleric.

Averaging out the score totals for the two categories and adding them into the rest of the group’s totals, the new party totals become:

Mf:17, Rf: 15, Ar: 13, Ss: 6, Hl: 2, Dm: 3, Tr: 2, Ws: 5, Rp: 2, St: 7, Ig: 9, Do: 2, Sf: 7, Mt: 5, Md: 4, Cm: 3

All of these scores fall into at least the “bare minimum” category, with the exception of Wilderness skill. However, according to Table I, if a character has 60% points in wilderness skills he can add a +1 to their effective point total for purposes of determining party balance. So Jeff decides to go ahead and roll up a Ranger/Cleric and makes sure to take skills like Hunting, Survival Skill Suite and Set Snares. The party is balanced.

If Jeff had been joining a group that was immersed in a political campaign full of intrigue and innuendo, it is unlikely that he would have chosen this character type, as a Ranger/Cleric would not be as useful in such an environment. He would likely focus his character on the areas that particular style calls for, such as Social skill, Stealth, and Information gathering.

A well-balanced party is never assured of victory or even survival, but it does increase the odds that the group makes it through the adventure with smart play and teamwork. Every group needs to operate as smoothly as possible to survive in the rough-and-tumble Hackmaster world.

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Demystifying "Surprise"

by Al Beddow, WA-2-00025-01

(with help from the members of "None of the Above")

A while back on the KenzerCo forums I got into a discussion on how surprise works. Many of us have spent time trying to figure out... "Well if I become surprised on a 1 in 10 and that monster surprises others 80% of the time... am I surprised or not?" In running the numbers through my head trying to get a grip on the HackMaster surprise system, I finally stumbled on the trick of converting everything to a set of modifiers.

Normally to determine if someone is surprised, that person rolls a single d10 and if the result is a one, a two, or a three then he is surprised (the zero on the d10 is read as a ten). Sounds simple right? Now look at the situation I mentioned above. Xaviara is surprised only on a one. This is the same as saying she has a +2 modifier to her surprise roll. Why a +2? Simple, because when you add a +2 to the roll a three becomes a five, a two becomes a four, and a roll of one becomes a three. Thus only the natural one results in Xaviara being surprised.



Now, let's look at "Monster Z" which surprises others 80 percent of the time. That is basically 8 out of 10. If you subtract three (the top of the "surprise" range) from eight you get five. All of Monster Z's opponents subtract five from their surprise roll which will drop all rolls from one to eight down to three or below (and thus resulting in his opponents being surprised). On a roll of nine or ten the modified result would be a four or five, resulting in the opponent being unsurprised.

Now it's time to put Xaviara up against Monster Z. Xaviara is on the third level of "The Tomb of Relentless Torture" when she encounters Monster Z. She rolls for surprise and gets a natural three, to which she adds her +2 modifier resulting in a modified five. With a result of five Xaviara would normally not be surprised, except we haven't allowed for Monster Z's modifiers. Since Monster Z surprises others more frequently than normal (the -5 modifier from the previous paragraph), Xaviara has to subtract 5 from her result, which turns her modified five into a modified zero. Oh no! Xaviara is surprised by Monster X.

If you use the examples I've given, you can reduce any above or below average chance of surprise into a series of modifiers that are added or subtracted to the surprise die roll.

Now, what about those pesky monks that (starting at second level) subtract 2 percent from their chance of being surprised. I mean, when a third level monk has a 26% chance of being surprised... how do you apply modifiers that are meant to be used on the roll of a d10?

The answer is... use a d100 instead, and have each plus or minus be equal to 10 percent. So in the case of Monster Z, the monk would subtract 50 percent from his surprise roll. In the case of a third level monk, an unmodified surprise roll of 76 or more would result in the monk being surprised by Monster Z.

The HackMaster Gamemaster's Guide (p. 88) gives a system for determining how long one side or the other is surprised. In Xaviara's case above, if the monster was not surprised, it would be a number of segments equal to 4 minus Xaviara's modified die roll (in the above case, 0 - it can be negative).

If the monster was also surprised (because of its own surprise roll) the difference between the number of rounds it is surprised and the rounds Xaviara was surprised determine who actually was surprised, and for how long.

Hopefully this article helps sort out the method to determine who is surprised in complicated situations. To help all the players and GM's out there, I've come up with a list of modifiers to surprise rolls.

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A Day in the Life of the Shadow Guild

By Brad Todd

Harbingers of Hackdoom

HMA #TX-2-00291-01

As Peritus knocked on the door to the office of Guildmaster Xim, has asked himself for the hundredth time "What in Draper's name have I done, now?"

As a newly inducted member of The Shadow Guild, he knew that it was rare for someone of his stature in the guild to be invited to meet with the Guildmaster. "Invited" is a rather polite way of describing how he came to be here, he mused as he glanced at the two burly humans who were escorting him. Abducted would be closer to the truth considering he was awakened from a deep sleep by being tossed to the floor by his two escorts and told that the Guildmaster required his presence. They gave him just enough time to put on some clothes and grab his backpack before beginning the forced march across town.

They arrived at the Disgruntled Pack Ape Inn just as the clock tower struck midnight. Peritus had been here before to bet on the Pack Ape fights, but doubted that he would get that opportunity tonight. The two men led Peritus around the shouting crowd that surrounded the wrestling ring to the back of the inn and stopped in front of an elf standing next to a closed door. One of the escorts said to the elf "I want to bet against the blind ape." The elf replied "But a blind ape needs only to hear you." The elf turned towards the other escort and asked, "Do you not agree?" The escort stared blankly at the elf and scratched his head. "Huh? Um, uh, Oh Yeah! I remember now. Just don't pull his finger." The elf looked at the man with such a look of anger and disgust that Peritus thought a fight was sure to break out. However, the elf opened the door and told them to proceed. The doorway opened to a winding stairwell that ran down, below the inn. Before shutting the door behind them, Peritus heard the elf say something that sounded like 'thundering idiot', but he couldn't be sure. The stairs ran down for at least two stories before ending in a hallway.

Several passwords later, Peritus found himself at the end of another hallway facing this door. "Knock" said one of the men, pushing him towards the door. Peritus knocked twice and waited.



"Come in." was the reply from within the room. As Peritus opened the door, the two men turned and hurried back down the hallway. His first impression of the Guildmaster's office reminded Peritus of an accountant's office he had once robbed in his youth. There were shelves filled with books and scroll cases lining all four walls of the room. There was a large desk in the center of the room covered with stacks of ledgers and a table against the back wall with a large chest and, strangely enough, three trays that were filled with an assortment of desserts. A man wearing glasses was sitting at the desk, writing in one of the ledgers. A hooded figure was leaning against the wall near the table. All Peritus could make out beneath the black robes was a pair of eyes. "Shut the door. Have a seat," said the man behind the desk, without bothering to look up. Peritus did as he was told and approached the only other chair in the room, across the desk from the man. As he sat down, Peritus couldn't help but glance down at the ledger the man was writing in. What little he saw was very confusing to say the least.

Tu'mar: Phelo - 2 dozen eggs. 4 rotten.

Dulch - 3 apple tarts.

"Have a nice look?" hissed the hooded figure, crossing his arms across his chest. "Sorry. I didn't mean to," Peritus quickly stammered. "Now, now Sodien, you know that only the two of us can understand this code," said the man at the desk, still not looking up. "There now" he said putting away the ledger and looking at Peritus. "This kind of work makes a man hungry, don't you agree?" The man stood up and walked to the table and began piling sweets on a plate. He was a tall, thin man, Peritus noted - otherwise, he was quite plain looking. If he didn't know better, he would have thought that this man was indeed an accountant. But he did know better. Satisfied that he couldn't stack any more food on his plate, he returned to his seat at the desk and began to eat. "I'm Guildmaster Xim, by the way," he said between mouthfuls. "I'd ask you to join me, but my cook only made enough for my dinner and midnight snack this evening." "That's quite alright," replied Peritus who had just been telling himself that all that food could have fed him and his five sisters for three days.

"Master," began the hooded figure, "I do not mean to rush you, but we have much more to do tonight. Perhaps you can finish eating when we are done with this one."

"Very well, very well, I suppose you are right, as always, Sodien." The guildmaster put the slice of banana cream pie that he had just picked up back onto the plate and slid it away from him, but not before giving it a look of longing. "Now then, master Peritus. You are wondering why you are here, no?"

Peritus nodded and Xim continued, "You may not have heard, but our collector on the docks retired recently and we need to fill his position." Peritus nodded again.

Of course he had heard, everyone had heard about Thiam's 'retirement.' Thiam was the guild member responsible for collecting 'insurance' from the merchants on the docks. In return for their payments, the merchants were protected by the guild from thieves. Those who didn't pay found that they could wake up one morning with empty warehouses. Thiam, however, had been caught skimming from the guild's collection money to pay off his gambling debts. Peritus wondered if his hands would ever be found.

The Guildmaster picked up another ledger and opened to a book mark. "Let's see here. Yes...very impressive. You have been fencing near the slums for two months now. The numbers from that area are finally at an acceptable level. I was afraid I was going to have to send Sodien to do some house cleaning for me."

"Thank you sir," said Peritus, glancing quickly at the hooded figure.

"You just might be the person we are looking for. But before I make my final decision, I have a few tests for you. That is, if you are interested in the position."

"Of course, sir. I would be proud to serve the guild as a collector," said Peritus. Peritus couldn't believe his luck. With this new position, he could finally afford to send his sisters to school and get them out of the slums. He would be able to provide for them what his parents never could.

"Good. The first task is simple enough. Let's see how well you work under pressure. The chest please, Master Sodien."

The robed figure picked up the chest from the table and placed it on the desk in front of Peritus. Xim, meanwhile pulled out a small hourglass and held it in his hand. "I'll give you one minute to unlock this chest," said Xim as he put turned the hourglass and placed it on the desk. "This should be easy," thought Peritus, as he pulled his lock picking tools from his pocket. He had seen this type of lock before and had found them to be simple enough.

"In the dark," snapped Sodien and the room went totally black. Peritus couldn't see his hands in front of his face! "How am I going to open the lock?" he pondered. "Easy," he told himself. "Don't panic. Just reach out for the chest. That's it. Get your bearings. Now. There's the key hole. Let's start with a simple pick." Peritus fumbled with the lock and his tools for a few moments and then shouted "Got it!" as he completed the task and placed the lock on the desk. Immediately, the light returned to the room. "Very good," beamed Xim as he looked at the hourglass which had about 10 seconds to spare. Peritus noticed that there were a few less pastries on the Guildmaster's plate than there had been before the lights went out.

"Inside that chest, you will find an assortment of gloves. One pair has been enchanted for me by the Transmuter Medonus as payment for services the guild provided for him. It seems he and a rival wizard were both researching the same spell at the same time. When he found out that he had competition, he asked us to, ah, disrupt his rival's research," Xim explained. At this Sodien laughed. Well, Peritus assumed it was a laugh. It was rather more like the high-pitched cry that he had once heard a cat give when he stepped on its tail. "Please don't do that again," thought Peritus.

"Find the gloves, now!" ordered Xim as he turned the hourglass over again. Peritus opened the chest and found it full of gloves of all types. There were fancy white gloves with lace that the ladies wear to the theater; green hide gloves that looked suspiciously like ogre skin; and gray gloves of rabbit fur for the winter months. "How am I to tell which are the enchanted ones?" he wondered. Fortunately for Peritus, he had memorized that morning the spell he was going to need for this task. He closed his eyes as he muttered the magic words and gestured with his hands. A few seconds later, he felt that warm sensation he always got when his magic was successful. As he opened his eyes and looked back into the chest, he noticed a faint glow emitting from the pair of gloves that a laborer would wear to protect his hands from blisters. All of the other gloves appeared normal. "Here sir," said Peritus as he held up the gloves.

"Excellent!" said Xim as he took the gloves and laid them on the desk. As Peritus looked up, he caught a glimpse under Sodien's hood. Not only were his robes glowing with a faint red light, but he could just make out what looked like a pair of glowing earrings. However, he still could not make out the man's features. "Mind your business," growled Sodien, as he pulled his hood tighter around his face. But when Peritus quickly turned his gaze towards the Guildmaster, he noticed that Xim's glasses were glowing so brightly he had to shut his eyes. He had never seen anything give off that much light from his spell. It was almost painful.

Since Peritus knew his spell never lasted longer than a few seconds, he decided it better to wait with his eyes shut a bit longer and look foolish than risk another glance at those glasses. When he finally opened his eyes, he saw that his vision was normal again and that only the slice of banana cream pie

remained on Xim's plate. "Yes, master Peritus. I find that to be a very useful spell, myself. So, you have proven that you have at least some rudimentary magical talent and are able to concentrate under pressure. Now it is time for you to put them all together. I have a job that you must perform for the guild. The map please, Master Sodien..."



Lessons from Ol' Thad

As told to Will Frank

HMGMA NY-2-00275-01

So... Thought ye'd join the Guild, did ye? That's why they sent ye to Ol' Thad, they did. 'Cause, yer green - why I bet yer so green ye even think that all thieves're the same. I dare ye to call a cat burglar a cut purse - see if ye walk away from it in one piece. That's assumin' the cut purse don't hear ye.

That be ye first lesson. Just like them wizards, and fighters, and clerics and such, we thieves specialize, too. In fact, thieves is more likely to than most others. Typical specialties include the cat burglar, cut purse, safe cracker, scout, and even spy. O'course, that's just the tip o' the iceberg, but these are the ones I be talkin' 'bout.

The Cat Burglar

She survives by 'er wit and quick thinkin', and not a little bit by her quick feet, too. The Cat Burglar's primary abilities are Climbing Walls and Hidin' in Shadows. O'course Openin' Locks, Movin' Silently, and Detectin' Noise also come in handy. Finally, a wary Cat Burglar would consider Findin' and

Removin' Traps a wise choice. Skills essential to a Cat Burglar's career are Lootin' (both Basic and Advanced) and Rope Use. Other useful skills are Jumpin', Street Cred, Trap Sweep (Full Sweep), and Tightrope Walking.

The Cut Purse

Ahhh... A profession close to me own heart. The Cut Purse be ye modern day Robin Hood; robbin' from the rich, and givin' to the poor - 'imself. The ability the Cut Purse relies on most is, o'course, Pickin' Pockets. The Cut Purse also makes heavy use of Hidin' in Shadows. Skills of greatest use to the Cut Purse are Fondlin', Slippin' Away into the Shadows, and Stealthy Movements. A Cut Purse would also make good use of Barter, Beggin' (Panhandlin'), Pinch, and Street Cred - and o'course Cricket in the Pea Pod, just to get a slight head start in case he gets caught.

The Safe Cracker

Often called the Box Man, he's expert at getting into places ain't nobody want 'im into. The most important ability for a Safe Cracker is Openin' Locks. Almost as important is Findin' and Removin' Traps. The skills of most use to a Safe Cracker are Locksmithin', and Street Creed.

The Scout

Ah, such a reputable trade - almost makes me sick... O'course, when they think yer reputable, they don't suspect ye (wink, wink). The abilities a Scout lives and dies by are Hidin' in Shadows and Movin' Silently. O'course, he also would be well advised to develop his abilities in Detectin' Noise and Climbin' Walls. The Scout makes good use of the skills Glersee, Trackin', Intelligence Gatherin', and Mapless Travel. Other skills the Scout makes use of are Identify Animal by Tracks, Cartography (Overland), and Maintain Self-Discipline - just in case he's caught.

The Spy

Mister Mystery 'imself. The Spy makes use of just about every ability evenly - 'cause he never knows when he's gonna need that ability. However, the ability that is the Spy's bread and butter is Reading Languages. The experience of trying to decipher different languages regularly also helps 'im in deciphering cryptic messages. For much the same reason as diversifying his abilities, the Spy usually diversifies his skills. But just as with his abilities, there are certain skills that a Spy just can't do without. Some of these skills are Intelligence Gathering, Glean Information, Secret Persona, Reading Lips, Liar (Skilled), and Maintain Self-Discipline. O'course that's just the beginnin' mind - Heraldry, Mingling, the Art of Beating, Torture, Interrogation, Intimidation, the Art of Seduction, Street Cred, Gaming, Poker Face, Idle Gossip, and many, many more skills a Spy would be well advised to tuck under his belt.

Well, I suppose that be enough o' a lesson fer now. Next time we'll discuss what races are best suited for what specialization and what sorta talents they'd have goin' fer 'em. Oh, and when yer leavin', mind not to step on every squeaky board in the place?

NEW SKILLS

Begging (General):

[Charisma/Social Interaction/5 B.P.]

[Mastery Die 1d6 Course Cost 350gp Course Difficulty -10%]

Begging involves debasing yourself in a vain attempt to get another person to stop the immediate action he or she is about to take. Of course, there is nothing prohibiting that person from taking that action at a later point in time.

A Begging character takes an immediate hit of 4 points to Temporal Honor, and 1 to Base Honor. On a successful roll the character forces a saving throw vs. Apology by the person(s) the character is attempting to persuade. If the charac-

ter is attempting to persuade a group, use the best saving throw in the group. If any character being begged has the Resist Persuasion skill, he may use that skill check instead of the saving throw. If the saving throw is failed, the person(s) will not take whatever action was about to be taken, nor will it be taken within the next hour (unless circumstances dramatically alter). A character with Advanced level Skill Mastery or higher imposes a -2 modifier to the saving throw. A character with Master level Skill Mastery imposes an additional -2 modifier to the saving throw

Prerequisite: None

Begging (Panhandling)

[Charisma/Social Interaction/3 B.P.]

[Mastery Die 1d4 Course Cost 400gp Course Difficulty 0]

Panhandling, despite its unsavory reputation, is a legitimate trade and means of earning money. Panhandling is more than just begging people for money - it is the art of separating people from their money in a manner in which they believe it to be voluntary, usually due to pity or sympathy. This includes learning how to disguise yourself to appear more pitiable, stashing the coin you've earned, and where and when to practice this trade.

When using this skill, a character takes a 2 point penalty to Temporal Honor for each day of Panhandling. Then a skill check is made, and the percentage by which the check succeeds is the amount of coins earned that day. The type of coinage is determined by the size of the population in which the Panhandling is done. Hamlets or Villages yield coppers, Towns yield silvers, Cities yield electrum, and a Metropolis yields gold. However, the larger the township, the more likely there's a thieves' guild there to take its cut of the profits (and woe to the character who tries to skim them on their share).

A failed skill check simply means no money was earned that day (though the Temporal Honor is still lost). A critically failed check (a roll of natural 100, unless your percentage exceeds that) means the local authorities have taken notice of (and exception to) your activities.

Prerequisite: Begging (General)

Locksmithing

[(Strength+Dexterity+Wisdom) 3/Sophisticated Task/3 B.P.]

[Mastery Die 1d6 Course Cost 800gp Course Difficulty +10%]

This skill allows a character to be able to fashion locks of all manners and types. While this accounts for the fashioning of the lock itself, the GM may require a skill check for placing a lock in an unusual object. To make a lock a skill check is needed with the following penalties based on the quality of lock attempted:

Poor	+30%
Shoddy	+15%
Average	+0%
Decent\	-20%
Superior	-40%
Extraordinary	-60%

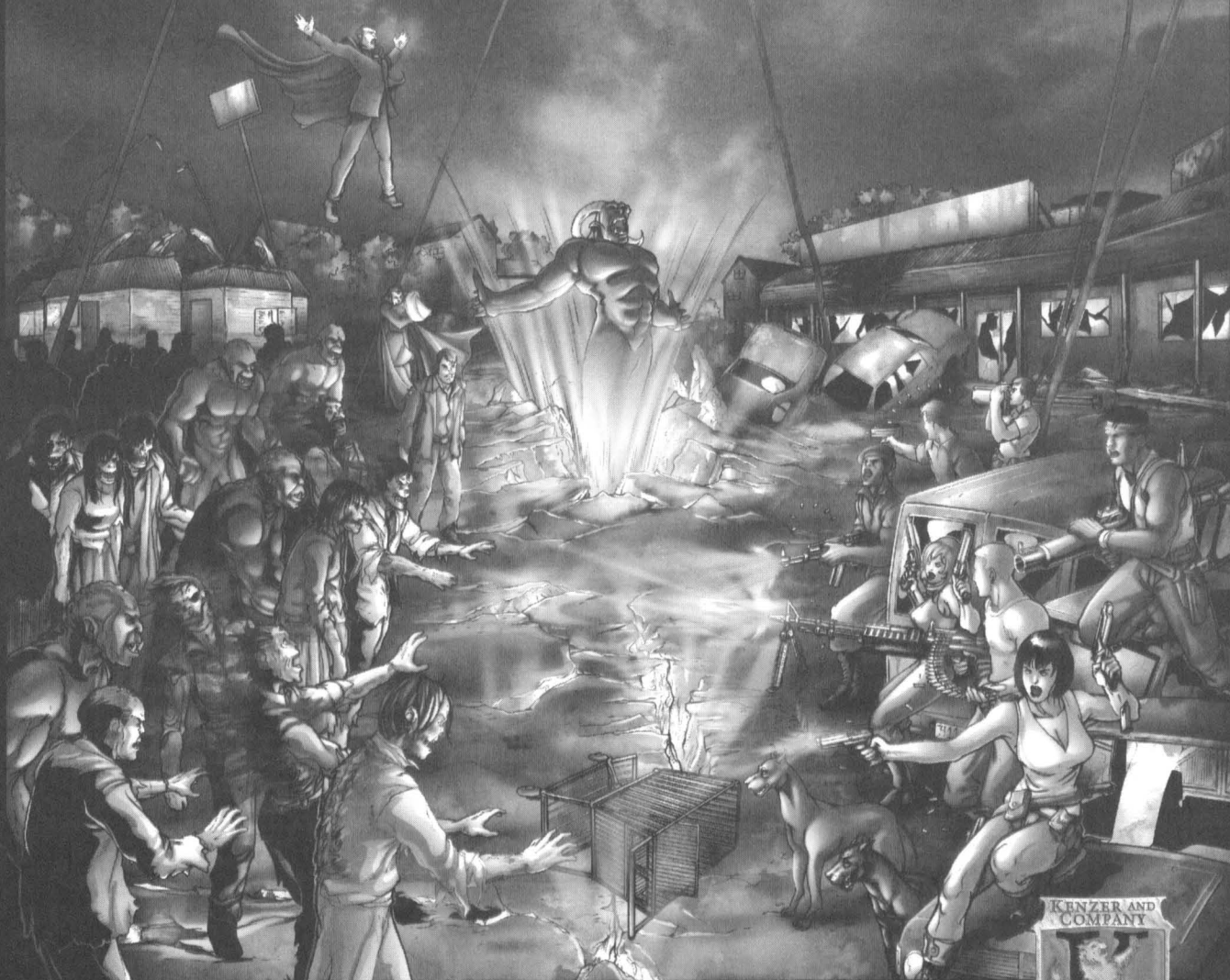
A locksmith can also attempt to pick a lock by making a skill check - this is different than a thief's ability as the locksmith must try not to damage the lock. The time required is 1d10 turns. If the locksmith is a thief, he receives a +10% bonus to his Open Locks ability.

Prerequisite: Metalworking

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