



Hack Journal

The Official Publication of the HackMaster Association



- DRAGONATOMY 201 - GEMS "THE CLEAR TRUTH" -
- EXPANDED LAND TRANSPORT RULES -
- HONOR & THE CITY - MONASTIC TRAINING TABLES -

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To Be Found Herein...

From the Editor's Inner Sanctum	<i>inside front</i>
Dragonatomy 210	1
Gems - The "Clear Truth"	3
Expanded Land Transport Rules	4
Lost Tract of Guntar Lafharder, Master Armorer	9
Honor and the City	10
Monastic Training Tables	11
The Well Heeled Adventurer	16

From the Editor's Desk

James Reichstadt
HMGMA #CA-1-00132-01

First off a correction; some much needed credit needs to go to Eric Neumann for an uncredited article in HJ #6. So, in his own words,

The byline for "Improvised weapons" published in HackJournal #6 was inadvertently omitted. The author of said article was Eric Neumann HMGMA 3-156-IL-01.

The summer convention season is now behind us and I've been thrilled to meet some of my fellow players in this, our greatest of games. It seems only fitting that this time also marks the end of the second year of HackJournal goodness. In the months to come I look forward to expanding on the various class guides, giving more crunchy goodness to the players while providing GMs with NEW fodder for the great Hack machine. Until next time, Game On!

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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:

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Table: Kewl Stats for Wicked GMs

Column 1	Column 2	Column3
first	second	third

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Dragonatomy 201

By Brandon Peterson HMGMA FL-I-00838-02 and Tony Moore HMGMA FL-I-00478-02

Welcome to Dragonatomy 201, further coursework delving into the complex anatomy of those most remarkable of creatures known as dragons. Some of you students had questions about the previous lesson, so let us address those before we begin our further studies.

As you recall from Dragonatomy 101 (HackJournal #6), some types of attacks damage a dragon's hide more, thus reducing the hide's value and usability.

Q: Little Jimmy Cuthbert, an acolyte in training at the Temple of Odin, asks Dragonatomy the following. "Are crushing weapons less damaging to a dragon's hide? Could they be counted as non-damaging attacks for these purposes as they don't cut the hide up or pierce it?"

A: Jimmy, you are absolutely right. Crushing attacks do not damage a hide as much as puncturing or hacking weapons do and may be counted as non-damaging for the purposes of calculating hide usability and worth. An excellent question!

Q: Drowzzy Drow from the NetherDeep asks, "My party has killed a dragon, but we have no Anatomy skills to harvest the dragon organs at the site of our combat. How much does a dragon roughly weigh? If I know how much it weighs, I can maybe figure out how to transport it back home where a sage can help us."

A: Well, Drowzzy, you are in for quite a task if the dragon was of any significant age and size. The weight of a dragon can be calculated by using a simple formula. Multiply the total length of the dragon in feet by three, then square that result, and you will get the total dead weight of the dragon in pounds. This means a 50-foot long dragon will weigh a whopping 11 tons, much too weighty for any party to easily transport. I would recommend studying Basic Anatomy at the nearest college if you plan to fight any more dragons and wish to collect their bounty.

Q: Andy Elmonster, a student at the Lotus School of Battlemagery, asked a rather adroit query. "You say in Dragonatomy 101 that a wearer of dragon armor takes 1/2 or 1/4 damage if the save is made against attacks similar to the dragon's breath weapon. Don't regular saving throws allow for half damage against most attacks that might be like a dragon's breath weapon anyway? How would the armor be beneficial then, except in cases of the specific dragon's breath weapon?"

A: A good observation, Andy, and a clarification is in order. The wearer of the dragon armor normally only takes 1/2 damage from any attack similar to the specific dragon's breath weapon, and they further reduce it to 1/4 damage if they do make a saving throw. This makes the dragon armor very valuable indeed. We apologize for the confusion, and the pixie fairy responsible for the error has been dipped in a light honey sauce and given to the faculty grell. Now, on to the lesson.

There are several other useful items that may be procured from a dragon other than the hide. It is said by the mad and the wise that there are 257 organs, bones, and body parts that are salvageable from a dead dragon. The unique, magically seeped anatomy of the dragon is the most complicated of any creature of Garweeze Wurld, and to this day most of these dragon organs have properties that are unknown to even the most skilled sages. The research does continue and new findings are published and debated everyday. The following organs and other items are known to be useful, and may be harvested from a dragon with the appropriate skill checks at the appropriate penalties listed in the organ's description. Note that any skill check modifiers are added to the skill check, not the roll, thus a player with a 25% skill with a +10% modifier would have to roll under a 35% to succeed. The organ's uses are detailed in the text following the item. Please do note that if a specific called shot or critical to an organ in question was achieved in combat, the item is rendered unusable.

Adrenal Gland (-20% Basic Anatomy skill check, +10% Specific Anatomy Dragon skill check, two harvestable from each dragon): Any character eating a dragon's adrenal gland goes into a berserk frenzy similar to Hackfrenzy one round after consuming the gland. The devouring process takes one round per Age Category (AgC) of the dragon and cannot be interrupted. The eater must then make a Constitution check or regurgitate the organ, rendering it unusable and gaining no effects from it. If the eater is successful in downing the organ, he must then make an immediate save vs. Hacklust/Hackfrenzy at -1 per AgC of the dragon. If he fails the save, he is unable to distinguish between friend and foe and succumbs to the effects of Hackfrenzy as described on page 96 of the Player's Handbook (PHB). Regardless of whether the eater becomes Hackfrenzied or not, he gains the positive effects of a Strength bonus of +1 per three AgC of the dragon, 1 additional melee, non-ranged attack for every 4 levels of dragon AgC, 10 temporary hit points per AgC of the dragon, and an AC bonus of +1 per 2 Age Category of the dragon. These effects last four rounds per AgC of the dragon, and after the effects wear off, the eater must make an immediate System Shock check or die from the stress of the effects of the adrenal gland on his body. If the eater survives that check, he must make another System Shock check at a penalty of -3% per AgC, or permanently lose 5 percentage points of Strength and Constitution per AgC of the dragon. Regardless of the checks made, the eater then succumbs to a deep, uninterrupted sleep and remains unconscious for four hours per AgC of the dragon. Once they revive, they must then spend one full day per dragon AgC in uninterrupted rest or suffer a penalty of -1 to Strength per AgC until such rest can be achieved. An adrenal gland has a value of 1000 gp per Age Category of the dragon, and each gland weighs one pound per AgC of the dragon.

Blood (+30% Basic Anatomy skill check, +65% Specific Anatomy Dragon skill check): The effects of dragon blood are varied and great. One of the best uses for it is to bathe in it. Such a bath brings the following benefits: Cure Disease and Neutralize Poison as if cast by a cleric of the level of the dragon's Age Category, and it cures insanity for one month per AgC, even those of the magical kind and relieves Major Mental or Personality quirks as described in the PHB in Chapter 6 under Quirks and Flaws. In addition, the bather ceases to age for one year per AgC of the dragon. It also restores hair, clear skin, and make scars and tattoos disappear (be careful pixie fairies and painted mages). A bath takes at least 40 gallons of dragon blood for a Medium-sized creature, while 20 gallons suffices for a Small creature and 10 gallons for a Tiny creature to bathe in. A Large creature needs 80 gallons of blood to get the same benefits. Any blood used for bathing becomes useless for anything once it is used that way. Drinking even a drop of dragon blood is deadly poison and the imbiber must make a saving throw versus poison or die, while those who save are debilitated, thus making the dragon blood a Type J poison as per the GMG page 206. Each gallon of dragon blood contains enough for 10 doses if used in this way. This poison effect is only for blood drawn from the veins and arteries of the creature, not for blood that may be on or in the other organs of the dragon. The blood cannot be mixed with blood from another dragon without rendering it inert and each individual dragon's blood provides the positive benefits listed above only once per person. Dragon blood has a value of 500 GPs per gallon, and a maximum of one gallon per 100 pounds of dragon weight may be drawn.

Bones (+30% Basic Anatomy skill check, +65% Specific Anatomy Dragon skill check): A dragon's bones make excellent wands, rods, and staves, as well as natural weapons with magical properties. The whole, unbroken bone is needed for magic item creation and weapon utilization, and any pieces of broken bone are useless. As dragons have such a variety in their size and their ages, the **Dragon Bone Harvesting** chart must be used to determine how many whole bones of which type can be harvested per dragon, based on the dragon's age category.

The chart reflects that as a dragon grows older, its bones grow too large and too brittle to be used in magic item creation. Using dragon bones in constructing rods, wands, or staves allows the magic item to hold more charges than the normal maximum for the item. The bonus to the maximum normal amount of charges is twice the AgC of the dragon. Wands require small bones, rods require medium bones, and staves require large bones. In addition rods, wand or staves that duplicate effects similar to the breath weapon of the dragon find their effects empowered, allowing a penalty of -1 per three Age Categories of the dragon to the saving throws of the targets. In addition, the bones may be wield-

ed as weapons. A tiny bone may be wielded as a tiny club doing 1d6-1/1d4/1d4-1 for damage, a small bone as a small club doing 1d6/1d6-1/1d6-2 for damage, a medium bone as a club doing 1d8/1d6/1d6-2, a large bone as a large club doing 1d12/1d8/1d8-2, and a huge bone as a huge club doing 2d8/2d6/2d6-2 for damage. As dragons have innate magic that affects their very bones, these clubs may be wielded for a bonus to hit and damage of +1 for every two AgC of the dragon. These bone clubs are non-magical, but duplicate the effects of their magical counterparts in every way. Any weapon enchantment placed upon the bones renders their natural properties useless. These dragon bones are highly coveted by barbarian tribes due to their natural bonuses and non-magical weapon nature. Many barbarian chieftains raise a horde in order to slay a dragon and obtain these magnificent trophies. Dragon bones are valued at 1000 gp plus 500 gp per dragon Age Category each.

Brain (-20% Basic Anatomy skill check, +10% Specific Anatomy Dragon skill check): If a dragon brain is eaten whole and raw, a remarkable and unpredictable transformation takes place. The devouring process takes one round per Age Category (AgC) of the dragon and cannot be interrupted. The eater must then make a Constitution check or regurgitate the organ, rendering it unusable and gaining no effects from it. If the eater successfully holds the brain down, he must make a System Shock check at -2% per AgC or immediately die. If he does survive, he is affected as follows.

Roll 2d8, adding +1 per Age Category of the dragon

3. A funny taste lasts in the eater's mouth for 1 day per AgC of the dragon, but there are no other lasting effects.
4. Eater develops the Major Mental Quirk of Psychotic Aversion to Monster (Dragons) and the Chronic Nightmares Minor Mental Quirk.
5. Eater gains the effect of a double strength Bless spell for 1 day per AgC of the dragon.
6. All of the eater's hair permanently turns the same color as the dragon.
7. The eater develops severe nausea. There is a -1 penalty for each Age Category of the dragon to Strength and Constitution for one full day.
8. Eater permanently gains 2 hit points per AgC of the dragon.
9. Eater permanently gains a bonus of +1 to Strength and Constitution.
10. Eater's blood turns to dragon-like blood. He begins to age at 1/5 his normal rate and gains a +5 to saving throws versus poison.
11. Eater starts to "smell" like a dragon and develops the Minor Physical Flaw of Strange Body Odor. In addition, any dragon that comes within one mile of the eater seeks him out as another of their kind, and will probably be quite angry when it realizes what the eater did. The eater can also "smell" any dragons within the same distance.
12. Eater's skin permanently turns the same color as the dragon.
13. Eater is healed of all damage and afflictions as per the clerical Cure-All spell.
14. Eater permanently gains 1 point of Intelligence for every four Age Categories of the dragon.
15. Eater grows a pair of dragon wings from his back with the movement rate and the maneuverability class of the dragon. Armor and clothing must be custom made at ten times the normal costs.

16. Eater develops the Major Mental Quirk of the Major Delusion that he is now a dragon.
17. Eater permanently gains the ability to cast Charm Person or Mammal three times per day.
18. Eater gains the ability to find treasure as per the Potion of Treasure Finding one time per week.
19. Eater develops the Minor Personality Quirk of Greedy and dreams of gold and gems.
20. Eater gains a 2% Magic Resistance per AgC of the dragon.
21. Eater's skin develops scales the same color as the dragon. Individuals so affected gain the Tough Hide talent, get a bonus of +2 to saving throws versus attacks similar to the dragon's breath weapon, but they also permanently lose 3 points to Comeliness and Charisma and gain the disadvantages associated with the Major Physical Flaw of Maimed.
22. Eater develops glowing red eyes and possesses a "Dragon Fear" aura with a radius of two feet per AgC of the dragon (see HoB Volume II page 72 for specifics.)
23. Eater develops a severe allergy to attacks similar to the dragon's breath weapon type. They suffer a penalty of -3 to all saving throws against any such attacks.
24. Eater permanently develops an 18 Intelligence (or gains +1 to Intelligence if it is already above 18) and the Dragon Speak skill at a 25% skill level, with a bonus of +5% per AgC of the dragon.
25. Magic-users who eat the brain immediately gain the experience to place them at the midpoint to the next level, or to the next level if they are already past the midpoint. Non Magic users gain 10,000 experience points plus 2000 experience points per Age Category of the dragon.
26. Eater gains "Dragon Senses" as detailed on page 74 of the HoB Volume II.
27. Eater becomes completely immune to any attacks similar to the type of breath weapon the dragon possessed.
28. The eater becomes the ultimate unification of mortal and dragon. The eater's Base Honor score quadruples in value, and his character level triples. The character is then slowly lifted aloft into the air fifty feet, and upon achieving this height, explodes in a spectacular burst of magical energy. The character has died, and his body and all of his items are unrecoverable. If the character's final Base Honor was above 90 and the character's final level above 10 after the adjustments for eating the brain were applied, the character becomes an ancestor of his clan as detailed on page 60 of the GMG. The character's clan gains +10% honor in addition to other benefits. Whether the character still survives in some other form, perhaps on some other plane is unknown. See Gawds & Demi-gawds for more information on ancestral worship.

A dragon's brain weighs one pound per age category of the dragon. A dragon's brain is valued at 3000 gp per Age Category of the dragon.

Eardrums (0% Basic Anatomy skill check, +30% Specific Anatomy Dragon skill check, two harvestable from each dragon): The eardrums of a dragon endow someone who eats them with the unnatural ability to reduce their chance of being surprised like a dragon. The eater will gain the benefit of -1 to all surprise rolls made against the character per Age Category of the dragon for four hours per AgC. Each dragon eardrum weighs one pound per dragon AgC and is valued at 100 gp per Age Category.

Dragon Bone Harvesting

Age Category:	Tiny Bones (~ 1 lb ea)	Small Bones (~ 5 lbs ea)	Medium Bones (~ 10 lbs ea)	Large Bones (~ 20 lbs ea)	Huge Bones (~ 40 lbs ea)
1-Hatchling	4	2	0	0	0
2-Very Young	8	4	2	0	0
3-Young	8	8	4	2	0
4-Juvenile	8	8	8	4	2
5-Young Adult	8	8	8	8	4
6-Adult	8	8	8	8	8
7-Mature Adult	8	8	8	8	8
8-Old	4	8	8	8	8
9-Very Old	2	4	8	8	8
10-Venerable	0	2	4	8	8
11-Wyrm	0	0	2	4	8
12-Great Wyrm	0	0	0	2	4

Gems - The "Clear Truth"

By Al Beddow, HMGMA WA-03-00025-01

(assisted by C. Fiona Bair HMPA WA-1-01028-03 and Joe Tolman UT-02-439-02)

From almost the moment I got my hands on the HackMaster GameMaster's Guide (GMG), I have been working with the section on gems. I love realism in my campaign and would like to give my players the size and weight of the gems they are carrying. Unfortunately, as complete and detailed as the gem charts in the GMG are, they don't get into how much a gem weighs or how much volume it takes up.

After doing a bit of research, I came up with a working system of weights and dimensions for the size categories used in the HM GMG. The height of each gem (from the point to the flat "top" of the gem, if cut traditionally) is figured by multiplying the diameter by 0.690

Category	Carat Wt.	Diameter	Qty per lb
Tiny	0.25 cara	1/8 inch (0.125)	3000 per lb
Very Small	0.50 carat	1/4 inch (0.250)	2000 per lb
Small	1.00 carat	3/8 inch (0.375)	1000 per lb
Average	2.00 carat	2/3 inch (0.670)	750 per lb
Large	3.00 carat	1 inch	350 per lb
Very Large	6.00 carat	1 1/3 inch (1.330)	150 per lb
Huge	9.00 carat	1 2/3 inch (1.670)	40 per lb
Massive	14.00 carat	2 3/8 inch (2.375)	2 per lb
Gargantuan	20.00 carat	3 1/3 inch (3.330)	1 per lb

One of my players is a licensed gemologist in real life. She pointed out that the gems in the lowest value category (ornamental stones) such as blue quartz (Table 13C in the GMG), even when rolled to be "flawless", can have a size in the range of several pounds each. After more research into the actual specific density of the various gems listed in the HackMaster GMG, I decided to go with a simplified system with all gems of a certain size category being approximately the same size and weight.

To accomplish this, use the following multipliers for both the size (diameter) and weight (carats) for gems that are considered either perfect or flawless (as determined on GMG Table 13I). Don't forget to round UP. Adjust the number per pound DOWN by dividing the number per pound by the multiplier.

Base Value	Multiplier
10 gp	5x
50 gp	3x
100 gp	2x
500 gp	1x
1000 gp	0.75x
5000 gp	0.5x

While the variety of sizes, cuts, and weights is incalculable, this system should provide enough detail without bogging the game down in endless calculations. GMs are also encouraged to change the "shape" of the gem without increasing or decreasing the basic weight.

Some good websites for the various types of gems and different shapes and "cuts" are:

"An Inventive Incentive"

<http://www.aninventiveincentive.com/GemStyles.htm>

This page has a nice picture showing the various basic cuts as well as explanations on appearance and the "sparkle".

"Gemstone Cuts"

<http://www.casco.net/~gems/P/GEMS/CUT.html>

This site offers a short discussion on the cutting of gemstones and then provides you a link to a page listing various types of cuts, with an illustration for each type.

"Gems Too"

<http://www.gemstoo.com/education.htm>

The two important links on this page are to the "gemstone descriptions" and "shapes". The "descriptions" page is just a list of a large number of gemstones with a thumbnail of the stones. Click on the thumbnail for a larger view. The "shapes" is another page of pictures showing the various gem cuts, but these are small pictures that don't have larger versions.

E-Gemstones.com

<http://www.egemstones.com/gemstones.html>

This site offers pictures of many gemstones as well as interesting information. Be warned; a few of the links are broken.

The Gem Guide

http://www.totalshareware.com/asp/detail_view.asp?application=4269

This free program provides information on: Sapphires, Tanzanite, Emeralds, Rubies, and Opals. It also has information on the GIA Codes

The Grapevine Gemstone Guide

<http://www.grapevine-nantwich.co.uk/stones.htm>

This site has descriptions for a large number of stones, but does lack pictures. Great for getting more detailed descriptions than what is in the GMG.

For those wishing a nice handy printed reference, I recommend *Gemstones of the World* by Walter Schumann (Sterling Publishing, 272 pages, \$24.95 Hardcover, ISBN: 0-8069-9461). This book is loaded with pictures and information. It's a little large and expensive, but is worth it.

Expanded Land Transport Rules

by Leslie Donaldson

HMGMA LA-I-01320-03

As you venture from the dark confines of the dungeon carrying the goods you liberated, you look towards town. You groan as you realize it is 20 miles back to town and everyone is already heavily encumbered. What the fashionable party needs is a wagon for hauling the goods. The rules presented below expand on the land transport rules. These rules include a new formulation for pack animals and land vehicles.

Table LT-1 gives the base information for the mounts/animals from which the players can select.

Explanation of Table LT-1

Movement Base Rate: This is the number of base rate movement points for the mount. The rates may be converted to daily traveled rate by multiplying by 2.5. The result is in miles for 8 hours of continuous travel. This number is affected by encumbrance.

Usage Pack?: This mount may be used as a pack animal.

Usage Mount?: This mount may be used as a mount in either battle or travel.

Usage Tow?: This mount may be used for towing wagons or other heavy loads.

Usage Sedan?: This mount may be used to mount a platform sedan and rode. The mount may not be appropriate for battle conditions.

Cost: The base cost of the mount in gp.

Table LT-1:
Mounts Base Information

Mount	Movement base rate	Usage Pack?	Usage Mount?	Usage Tow?	Usage Sedan?	Cost (gp)	Availability		
							High	Med	Low
Butterfly, Steed	15	I	I	N	N	50	90	85	80
Camel									
Bactrian	18	Y	Y	Y	N	70	90	85	80
Mount	18	Y	Y	Y	N	50	90	85	80
Carrian	21	Y	Y	Y	N	100	80	75	70
Centisteed	32	Y	Y	N	N	See GM			
Dawg									
Small	15	Y	N	Y	N	80	85	80	75
Medium	15	Y	N	Y	N	90	80	75	70
Large	15	Y	I	Y	N	100	75	65	55
Donkey, Ass	9	Y	Y	Y	N	8	90	85	80
Elephant									
Labor	15	Y	N	Y	N	200	75	65	50
War	17	Y	2	N	Y	500	50	40	20
Saber-Toothed	15	Y	2	Y	Y	1500	30	25	15
Horse									
Light War	24	Y	Y	N	N	150	70	50	40
Medium War	18	Y	Y	N	N	225	70	50	40
Heavy War	15	Y	Y	N	I	400	70	50	40
Dwarven War	18	Y	Y	Y	N	1300	30	20	10
Draft	12	Y	N	Y	I	200	90	85	80
Riding, Pack	24	Y	Y	Y	N	75	90	85	80
Shirkmare	26	Y	Y	N	N	2500	40	30	20
Human (str 10)									
Shoulder	12	Y	I	Y	3	See Hirelings			
Back	12	Y	N	Y	N	See Hirelings			
Lizard*	6	Y	2	Y	Y	1000	20	10	0
Llama	15	Y	N	Y	N	75	90	85	80
Moose, War	8	Y	Y	N	N	400	70	50	40
Moth, Ginger	15	I	I	N	N	40	90	85	80
Mule	12	Y	Y	Y	N	8	90	85	80
Oliphant, War	15	Y	2	Y	Y	500	75	65	50
Ox	9	Y	N	Y	I	5	95	90	85
Ox Matched Pair**	10	Y	N	Y	I	50	85	75	65
Pack Ape	12	Y	N	N	N	1500	50	30	10
Pony									
Common	12	Y	Y	Y	N	30	95	90	85
Eleven	24	Y	Y	N	N	See GM			
Sheep, Giant	12	Y	N	N	N	100	40	30	20
Unicorn	24	N	Y	N	N	See GM			
Yak	10	Y	N	Y	N	20	90	85	80
Zephyr	18	N	I	N	N	500	40	30	20

* Red-Bellied Armored

** If pairs of oxen used, (two abreast in a team) then they must be purchased as a pair.

1. Pixie fairies only

2. Bipedal creature between 14' and 20' tall only.

3. Chair sedans

Butterfly, Steed: These are large (2') butterflies used by pixie fairies as mounts.

Camel, Bactrian: This is a normal one-hump camel common in higher elevations and steppes.

Camel, Mount: This is a typical camel found in desert regions.

Centisteed: This 100-legged horse is a practical joke by Odin.

Llama: This is the high altitude llama. This breed does not have horns.

Zephyr: This is another pixie fairy mount.

Table LT-1 gives the data for purchasing animals and defines which roles these animals can play. The next piece of data needed is how much these animals can carry on a good day. The encumbrance data and the percentage of variance from the standard animal are given in Table LT-2.

Table LT-2:
Carrying Capacity of Mounts

Mount	Var	Encumbrance Category by Load (Pounds)				
		None	Light	Moderate	Heavy	Severe
Butterfly, Steed	±5%	0-90	91-120	121-150	151-180	NA
Camel						
Bactrian	±5%	0-360	361-440	441-540	541-700	NA
Mount	±5%	0-330	331-415	416-500	501-660	NA
Carrian	±5%	0-330	331-415	416-500	501-660	661-819
Centisteed	±1%	0-20000	20001-30000	30001-40000	40001-50000	50001-60000
Dawg						
Small	±10%	0-10	11-12	13	14	15
Medium	±15%	0-20	21-23	24-26	27-28	29-30
Large	±20%	0-30	31-36	37-40	41-43	44-45
Donkey, Ass	±5%	0-200	201-260	261-320	321-380	381-420
Elephant						
Labor	±5%	0-1200	1201-1600	1601-2000	2001-2600	2601-3400
War	±5%	0-1200	1201-1600	1601-2000	2001-2600	2601-3400
Saber-Toothed	±3%	0-1300	1301-1700	1701-2100	2101-2700	2701-3500
Horse						
Light War	±5%	0-170	171-210	211-255	256-340	341-490
Medium War	±5%	0-220	221-275	276-330	331-440	441-550
Heavy War	±5%	0-260	261-320	321-390	391-520	521-650
Dwarven War	±5%	0-200	201-255	256-330	331-440	441-550
Draft	±10%	0-300	301-400	401-500	501-600	601-700
Riding, Pack	±5%	0-200	201-300	301-400	401-500	501-600
Shirkmare	±10%	0-250	251-350	351-450	451-550	551-650
Human (str 10)						
Shoulder	±33%	0-21	22-26	27-32	32-42	43-63
Back	±33%	0-43	44-54	55-65	66-86	87-129
Lizard*	±5%	0-1200	1201-1600	1601-2000	2001-2600	2601-3400
Llama	±5%	0-230	231-280	281-335	336-460	460-515
Moose, War	±10%	0-220	221-290	291-360	361-480	481-560
Moth, Ginger	±2%	0-90	91-120	121-150	151-180	NA
Mule	±5%	0-250	251-375	376-417	418-500	501-550
Oliphant, War	±8%	0-1200	1201-1600	1601-2000	2001-2600	2601-3400
Ox	±10%	0-330	331-440	441-540	541-640	641-740
Pack Ape	±2%	0-170	171-330	331-400	401-440	441-500
Pony						
Common	±6%	0-160	161-200	201-240	241-330	331-480
Eleven	±4%	0-200	201-300	301-400	401-500	501-600
Sheep, Giant	±5%	0-200	201-300	301-400	401-500	501-600
Unicorn	±2%	0-250	251-350	351-450	451-550	551-650
Yak	±7%	0-310	311-410	411-510	511-610	611-710
Zephyr	±2%	0-90	91-120	121-150	151-180	NA

* Red-Bellied Armored

Using Tables LT-1 and LT-2

The animal owner uses Table LT-1 to make the purchase of the animal and records the movement rate. Table LT-2 details which encumbrance classification the load places on the animal. These numbers are dead weight loaded on the animal and are detailed below. After the movement speed and load is determined it will be modified by Table LT-3.

Pack Animals: Animals to be used as pack animals require additional purchases to be truly useful. These items include a packsaddle, saddlebags, bit and bridle, and a pack handler to correctly load and unload the pack animal.

Mounts: Animals to be used as mounts require additional purchases to be truly useful. These items include a saddle, saddlebags, bit and bridle, and a rider adequately trained to ride correctly. If the saddlebags are to be loaded and unloaded correctly a pack handler is needed.

Table LT-3:

Conditional Modifiers to Movement

Terrain

Paved or well-cobbled Road	+5%
Normal	0%
Rugged	-50%
Very Rugged	-75%

Encumbrance

None	0%
Light	-33%
Moderate	-50%
Heavy	-66%
Severe	Base rate is now 1

Rain

Light*	-10%
Moderate	-20%
Heavy	-40%

* Oxen ignore light rain for movement considerations and the rain is considered to be one level less severe. (e.g. Heavy rain becomes Moderate rain)

Explanation of Table LT-3

This table gives the modifiers to the animal's movement rate. These modifiers are used if the animals are used with or without vehicles. Only ONE modifier is used from each of the three categories.

To get the resultant rate take the base rate and multiply it by the inverse of all the negative modifiers that apply. That is, for a -10% modifier we would multiply the base rate by 0.90 (1-0.10 = 0.90). For positive modifiers (if any) add 1 and multiply that by the base rate with the rest of the modifiers (so +5% becomes a multiplier of 1.05). For example: A lightly loaded llama is traveling through rugged terrain while a light rain falls.

$$\text{Resultant Rate} = \text{base rate} * (1 - \text{modifier1}) * (1 - \text{modifier2}) * (1 - \text{modifier3}) * (1 + \text{modifier4})$$

$$4.52 = 15 * (1 - .33) * (1 - .50) * (1 - .10)$$

The resultant rate is used to calculate the daily movement of the animal. The animal travels at its base rate for 8 hours per day. The following formula is used.

$$\text{Miles per Day} = (\text{resultant rate}) * 2.5$$

This formula accounts for a 5 minute break every hour over an 8 hour travel time. Players should note this is only travel time with no break for lunch.

Explanation of Table LT-2

This table gives the full encumbrance in lbs for the various mounts. If the GM is feeling generous he may modify the numbers by up to the percentage given in the variance column for exceptional or poor examples of the species. Flying mounts may never be loaded to severe encumbrance.

Animals normally only work for 8 hours a day. All of the animals must be unloaded to an unencumbered state before sleeping. Otherwise, they must begin to check for fatigue. This means our llama is able to travel 11.3 miles per day.

Horse Shoes

The movement base rate assumes that horses, moose, mule, donkey, unicorn, pony, and centsteed are wearing horse shoes. If these animals do not have horse shoes a 5% movement penalty is applied.

VEHICLE RULES

Vehicles are broken up into two classes. These classes are Non-Tongue and Tongue vehicles. The type of vehicle impacts the type of load and the amount that may be towed.

Non-Tongue Vehicle: This type of vehicle is distinguished by not having a bar running between the animals in front of the wagon. The animals only pull the load of the wagon they do not support part of the load. These vehicles are typically wagons with 4 or more wheels. To calculate the towing capacity of the animal team, take the sum of the maximum weight each animal may carry at the desired encumbrance band. Multiply this number by the towing multiplier from Table LT-4. This is the weight that may be towed.

Tongue Vehicle: This type of vehicle is distinguished by having a bar running between the animals in front of it. The animals not only pull the load of the wagon but they support part of the load. These vehicles are typically 2 wheeled wagons. To calculate the towing capacity of the animal team, take the sum of the maximum weight each animal may carry at the desired encumbrance band. Multiply this number by the towing multiplier from Table LT-4. This is the weight that may be towed.

Dragging: Dragging a load is a special version of the non-tongue vehicle. Dragging uses a different multiplier from Table LT-4 and has restrictions on the composure of the animal team.

Chariots: Chariots are a special case of a tongue vehicle. This vehicle has special rules on the formation of the animal team.

Table LT-4:
Towing Capacities

Yoke Workmanship	Towing Multiplier		
	Non-Tongue	Tongue	Dragging
Worthless	0%	0	20%
Poor	100%	50%	25%
Shoddy	200%	100%	30%
Average	300%	150%	35%
Decent	370%	200%	40%
Superior	430%	250%	45%
Extraordinary	500%	300%	50%

Explanation of Table LT-4

This table gives the towing modifiers for animal teams. These modifiers are applied to the carried encumbrance weight to find a towing weight. These modifiers are based off the quality of the yoke used. The GM has the rules for the quality of the yoke on page 142 of the GMG. Standard inventory items are of average quality.

Now that the towing capacity of the animal team is calculated a wagon needs to be matched to the team. The Table LT-5 gives different classifications of wagons that may be bought.

Table LT-5:
Transport, Land Vehicles

Vehicle	Cost	Weight	Capacity	Base Availability		
				Hi	Med	Low
Cart, Small	5 gp	200 lbs	400 lbs	99	95	90
Carriage						
Common	150 gp	2000 lbs	2000 lbs	90	85	80
Ornate	7000 gp	3000 lbs	2500 lbs	75	70	50
Chariot						
Riding	200 gp	300 lbs	800 lbs	80	75	70
War	500 gp	500 lbs	1000 lbs	75	70	65
Sedan						
Chair (carried)	100 gp	150 lbs	500 lbs	90	85	80
Platform Human	1000 gp	400 lbs	2000 lbs	50	40	10
Platform Pixie	500 gp	120 lbs	800 lbs	50	30	0
Wagon, Two-Wheeled Class-A	60 gp	300 lbs	1000 lbs	90	85	80
Wagon, Two-Wheeled Class-B	120 gp	400 lbs	2000 lbs	70	65	50
Wagon, Two-Wheeled Class-C	400 gp	800 lbs	4000 lbs	20	10	3
Wagon, Four-Wheeled Class-A	125 gp	500 lbs	2500 lbs	85	80	75
Wagon, Four-Wheeled Class-B	325 gp	1000 lbs	5000 lbs	75	70	65
Wagon, Four-Wheeled Class-C	800 gp	2000 lbs	10000 lbs	65	70	65
Wagon, Four-Wheeled Class-D	1500 gp	3000 lbs	15000 lbs	45	30	35
Wagon, Two-Wheeled Class-E	7500 gp	4000 lbs	20000 lbs	35	30	15
Wagon, Two-Wheeled Class-F	15000 gp	5000 lbs	25000 lbs	15	10	5
Wagon, Two-Wheeled Class-G	30000 gp	6000 lbs	30000 lbs	4	3	0
Wagon, Four-Wheeled Class-H	45000 gp	7000 lbs	35000 lbs	3	2	0

Note: All wheels are made with spokes. Planked Wheels add another 60 lbs of weight per wheel and lower the cost by 4 gp per wheel. This weight does not add to the cart capacity.

Explanation of Table LT-5

This table details the various land transport vehicles available to the players. The table is fairly straightforward. The weight of the wagon is considered part of the load the team is pulling.

Cart, Small: These are handcarts s are designed for a single human. Designs for large and small humanoids cost an extra 5 gp.

Carriage: Carriages are the standard method people use to move between cities. Carriages hold up to 8 passengers and carriage companies provide guards on troublesome routes. Upper class citizens and powerful individuals use these as a very public way of displaying wealth and power.

Chariot: These vehicles consist of pole harnessing two to four horses. Beneath the rider's box a fixed axle is used. Along the back of the box a bar is installed for the passengers. A chariot holds one driver and 1-4 passengers.

Sedan: There are two versions of the sedan. Human slaves typically carry the chair sedan with their lord riding inside. This is used by the upper class to move around the city. Sometimes a religious organization puts their order's religious symbol in a sedan to move or display the symbol. The sedan platform is a box that is strapped to the top of certain animals. Soldiers and explores may use these movable towers in combat.

Wagon, Two-Wheeled: These are the common lower-class carts. The load is balanced on the back of the cart and the tongue of the cart transfers some of the weight to the mounts. Up to 4 mounts may be harnessed to these carts. These wagons are usually 5 feet wide by 8 feet long.

Wagon, Four-Wheeled: These are the common carts. The load is balanced on the cart between the axles. Up to 22 mounts may be harnessed to these carts. The largest and most powerful of these carts are used in the construction of castles and sieges on castles. These wagons are usually 5 feet wide by 14 feet long.

Table LT-6:
Transport, Land Vehicles - Details

Vehicle	Maximum Move Rate	Maximum Team Size
Cart, Small	animal base rate -4	1
Carriage		
Common	6	6
Ornate	7	6
Chariot		
Riding	16	3
War	20	4
Sedan		
Chair	2	8
Platform	animal base rate -2	1
Wagon		
Two-Wheeled	6	4
Four-Wheeled	12	22

Explanation of Table LT-6

This table gives the maximum number of animals for a team and the highest possible movement rate for a vehicle. This is the top speed for a vehicle of that type.

Vehicles and teams impact the movement equation in subtle ways after the team and wagon is chosen. The maximum weight is identified at the target speed. This is then used to detail how much weight may be loaded upon the wagon. Be careful here as GM's may audit the encumbrance of a wagon and the team.

Animal Team Composure

The team is the group of animals that do all the work. The following rules are used for the composure of teams.

- * The slowest animal limits a team's speed.
- * A chariot team may be all abreast.
- * Other teams may only have 2 animals abreast.
- * For every 8 animals in a team the 9th and 10th animals must have twice the movement rates of the first 8 animals.
- * In a mixed animal team the fastest animals are always closest to the wagon.
- * A team for dragging has a maximum of 4 animals.

Vehicle Movement

Vehicle movement is the same as other vehicles the readers may be familiar with. The following restrictions should be noted.

- * A team of 1 to 8 animals needs a space twice it's length to turn.
- * A team of 9 to 22 animals needs a space four times its length to turn.
- * A team backing up always has a movement rate of 1.

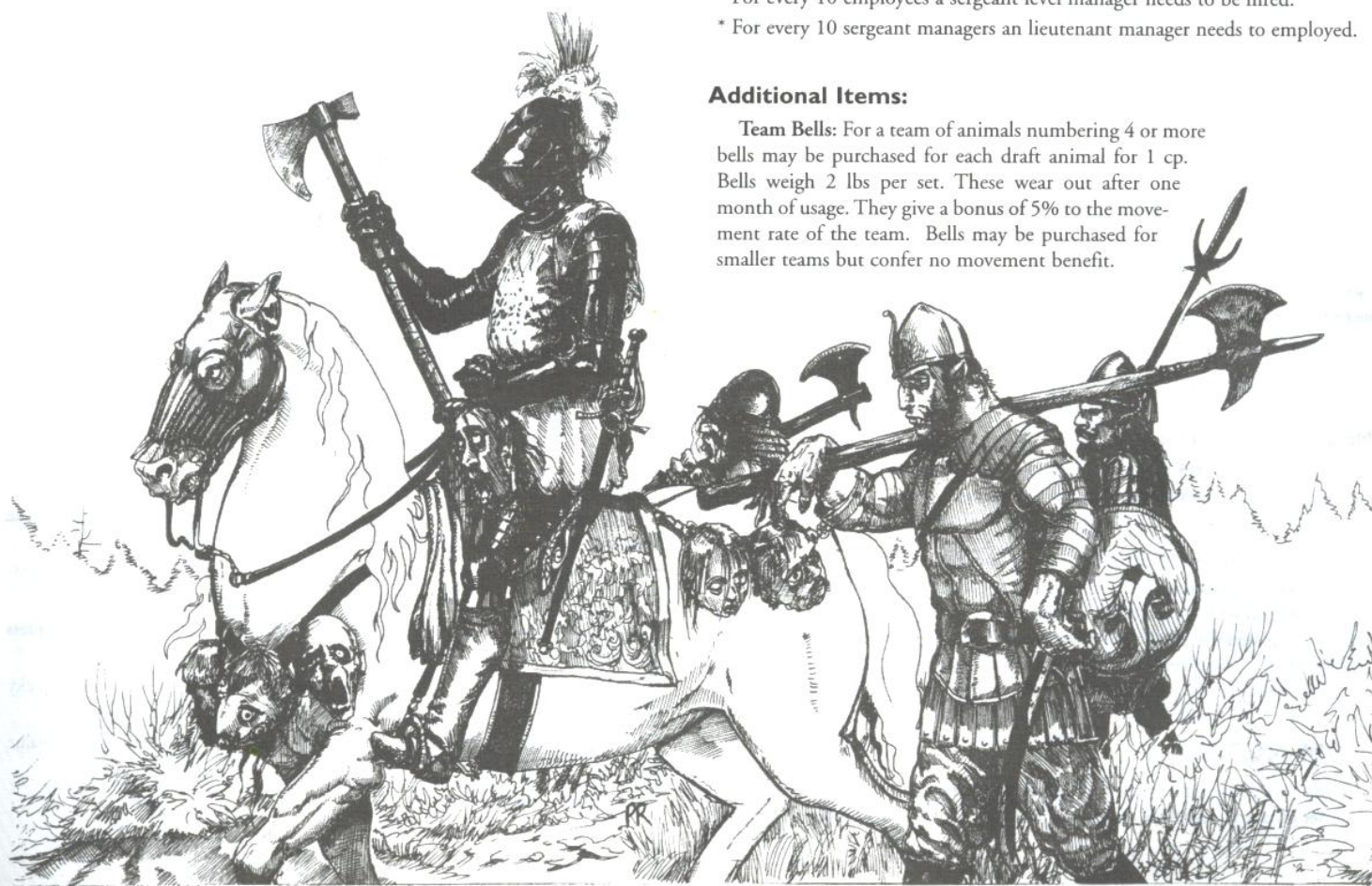
Vehicle Employment

For proper functioning of wagons, teams and wagon trains various employees are needed. The rules for the hirings are given below.

- * Each wagon needs a teamster to drive the wagon.
- * For every 5 pack animals there needs to be a pack handler.
- * For pack animals larger than horses each pack animal must have a pack handler.
- * For every 40 animals in a wagon train a blacksmith and 2 grunts must be employed.
- * For every 20 Wagons in a wagon train there needs to be a 4 grunts, a leather worker, and a wagon wright.
- * For every 10 employees a sergeant level manager needs to be hired.
- * For every 10 sergeant managers an lieutenant manager needs to be employed.

Additional Items:

Team Bells: For a team of animals numbering 4 or more bells may be purchased for each draft animal for 1 cp. Bells weigh 2 lbs per set. These wear out after one month of usage. They give a bonus of 5% to the movement rate of the team. Bells may be purchased for smaller teams but confer no movement benefit.



Blinders: Blinders or blinkers limit an animal's visibility. Blinders cost 5 sp and weigh 3 lbs per set. War mounts will NOT wear blinders. Blinders add 5% to a skill check for controlling an animal wearing blinders.

Sled: Sleds are used for increasing the weight that may be dragged by an animal team. These items increase the towing multiplier by 15% and the cost is 10% of the cost of the animal team.

Example 1:

A local borax mine needs to haul the borax back to town. The manager decides to use a 20 mule team. Since the team is larger than 8 members the final composition of the team will be 16 mules and 4 pack horses. The amount this team can tow is shown below.

$$(16 \times 250 + 4 \times 200) \times 5.00 =$$

24000 lbs Unencumbered and extraordinary yokes

$$(16 \times 375 + 4 \times 300) \times 5.00 =$$

36000 lbs Moderate encumbrance and extraordinary yokes

Example 2:

A farmer with 2 mules and a 4-wheeled wagon. This would be moderately loaded with an average yoke.

$$(2 \times 375) \times 3.00 = 2250 \text{ lbs towing capacity}$$

Example 3:

A team of 4 draft horses and a 4-wheeled wagon for hauling treasure.

Carried Weight		
4 Yokes (Average)	60 lbs	
4 Bits and Bridles	12 lbs	
4 Blinders		12 lbs
Total		84 lbs

Towed Weight		
Wagon, Four-Wheeled Class-C	800 lbs	
Teamster	120 lbs	
Total		920 lbs

Encumbrance	Formula	Cargo Limit
Unencumbered	$((4 \times 300) - 84) \times 3.00 - 920$	2428 lbs
Light	$((4 \times 400) - 84) \times 3.00 - 920$	3628 lbs
Moderate	$((4 \times 500) - 84) \times 3.00 - 920$	4828 lbs
Heavy	$((4 \times 600) - 84) \times 3.00 - 920$	6028 lbs
Severe	$((4 \times 700) - 84) \times 3.00 - 920$	7228 lbs

In this example the draft horses have a movement rate of 12 and the 4-wheeled wagon has a maximum movement of 12. If the wagon had been a two-wheeled wagon with a maximum movement rate of 6 then the movement of the team is calculated for weight and environment factors. This number would then be capped at 6. The players will want the Unencumbered or Light encumbrance levels since the terrain is bad and there may be monsters in those woods.

GM NOTES

GMs have many tools to control wagons in their campaigns. Presented below are a set of charts, random events and ideas for assisting the GM.

* Most cities require 1 draft animal per 1000 lbs being towed and no more than 4 animals towing.

* Animals spook.

* Teamsters may have a work union.

* Teams with 20+ animals must have an SK (master) teamster to drive them.

* Teams with 12-20 animals need an SE (expert) or higher teamster.

* Teams with 8-12 animals need an SA (advanced) or higher teamster.

* Teams with less than 10 use your discretion.

* Bells may be heard up to 1 mile away. To monsters these sound like dinner bells.

* Animals tend to run from monsters so pay attention to mount morale.

* If your players seek to build fortresses, typical construction stone weighs roughly 154 lbs per cubic foot.

As wagons roll across the countryside bad things can happen. For every day of travel by a mount the GM should roll on Table LT-GM-1 for the mount. For every day of travel by a team the GM should roll on Table LT-GM-1 for the team. Randomize the effect among the animal team members. For every day of travel by a wagon the GM should roll on Table LT-GM-2 for the vehicle.

Table LT-GM-1:
Mount Random Event (roll d100)

Roll	Effect
1-91	Uneventful
92-93	Bit and Bridle Breaks
94-95	Blinders Breaks
96-97	Yoke Breaks
98-99	Axle Breaks
100	Teamster Killed

Table LT-GM-2:
Vehicle Random Event (roll d100)

Roll	Effect
1-77	uneventful
78-87	Mount Rears
88-91	Mount Lazy
92-93	Lost Shoe
94-95	Bit and Bridle Breaks
96-98	Saddle Breaks
99-100	Lameness

Mount Rears: A stick in the path spooks the mount. Player must make a riding or animal handling (for mounts pulling loads) skill check or is thrown for 1d6 points of damage. There is a 5% chance for a critical hit. If this is a team the driver makes a Dexterity check or is thrown when the team bolts 1d100 yards.

Mount Lazy: Animal will not carry any load greater than unencumbered today.

Lost shoe: This animal has a 5% penalty applied to its movement. It takes a blacksmith to reattach the shoe to the animal.

Saddle Breaks: The saddle breaks and must be replaced (pack or human saddle.)

Lameness: Animal is not fit to travel. A Cure Critical Wounds (or similar magic) or a desire for horse steaks needed.

The above should be fairly self-explanatory as to the consequences.

Adapting other animals:

To adapt other animals for mounts in campaigns the following design rules are suggested.

* In not otherwise listed, a mount can carry 20% of its weight. Table LT-GM-3 is presented to give the GM an idea of animal weights.

* In order to tow there must be a definable chest area for the yoke to press against.

* Intelligence should be 1, If the intelligence is 2-5 then the mount will be picky about who it serves. This is usually a race or alignment restriction.

* For sedan usage the animal must have a Confident (12) or better morale value and four or more legs.

* Insects are a bad choice.

Table LT-6:
Transport, Land Vehicles - Details

Vehicle	Maximum Move Rate	Maximum Team Size
Cart, Small	animal base rate -4	1
Carriage		
Common	6	6
Ornate	7	6
Chariot		
Riding	16	3
War	20	4
Sedan		
Chair	2	8
Platform	animal base rate -2	1
Wagon		
Two-Wheeled	6	4
Four-Wheeled	12	22

Lost Tract of Guntar Lafharder, Master Armorer

By Steve "bloodymage" Willett

HMGMA# CA-2-00856-02

Many heroes would easily overlook this old and plain-looking tome. There is no title. It looks to be an artisan's journal or notebook, which in fact it is. It is bound in cracked, dark brown cowhide and lettered crudely in an archaic form of Common (skill roll required to read at -30% to Reading Skill) on stained, cheap paper. Many of the pages are missing and much of the writing is now illegible. Even so, a smart adventurer could become immensely wealthy with just this one book. He could retire from the perils and rigors of adventuring and live the life of luxury for the remainder of his days. If he doesn't have the inclination to settle down and turn this into a fortune, then he would be wise to retain the services of a crack business manager. There is a faint magical aura from the last owner's efforts at preservation, but nothing more. The value of this folio, given below, only reflects its black market, quick sale worth. The volume is actually priceless in its potential earnings, even with what little remains of Guntar's lore.

Evidently, Guntar was a craftsman who firmly believed in personally field-testing his own innovations. Certain passages in his tract make clear that he was not only a master armorer, but was an accomplished warrior as well. It has never been determined who originated the "donkey packing shields" tactic, but it appears that it may have been Guntar Lafharder. In this tract, he makes reference to "shield supply" and maintains that the best way to preserve armor and one's person is with a shield. "A warrior with only one shield will never be a hero, simply a grunt soon without a shield." He mentions donkeys and mules, wagons and carts, pack apes and dogs and a "shield caddy" all as viable means to maintain a ready supply of shields in campaigning. Another innovative tactic developed by Guntar and still legible in his journal involves a fighting technique he terms, "The Anvil" (not to be confused with the Hammer and Anvil fighting style). The Anvil is a series of maneuvers whereby the combatant, by nods and feints, presents the most advantageous armor piece for his opponent to strike. This is a Combat Skill [8 B.P., Relevant Ability: (STR+DEX)/2, Mastery Die: 1d4, Course Prerequisite: none, Course Cost: 400gp, Course Difficulty: +15%] that requires constant practice to master. Introduction of this lost technique alone into the curricula of the fighting schools on Garweeze World would net huge residuals. Use of the tactic (which must be declared prior to each combat and may be discontinued at any time) doubles the amount of

damage that the armor absorbs from a blow (2 per die) and reduces the penetration effectiveness of the attack (-2 per penetration die). It also allows the user to choose which piece of armor is struck (except in the case of called shots or critical hits).

Guntar, however, was primarily known for his innovations in the manufacture and care of armor. There is a design in the book for a "Quick Buckle". Armor manufactured with this design element can be removed or donned in half the normal time. A variation of this design allows those with physical disabilities (minimum of one arm stump required to manipulate the buckles) to utilize armor as normal. This innovation increases the gross value of the armor by 10%. The book also contains a technique for folding and quenching (or beating for the softer metals) in the manufacturing process of any metal armor that increases the hardness of said armor (-1 to AC, 1d4 additional armor points added to highest original base AC level total). Armor manufactured using "Lafharder Folding" is at a 25% premium to the base armor price. Guntar also wrote of design techniques to slightly better armor's effectiveness against certain weapon types. These are all detailed and technical in nature and some of the specifics have been lost to corrosive time. There is a 20% chance that the procedure to improve one armor type's effectiveness against one particular weapon type (hacking, piercing, or crushing) by one can be recovered from the tome. It is clear that only one such an improvement can be applied to any one suit of armor. Armor manufactured with this "Lafharder Plating" is increased in base value by 5%. Plans for an adamantite forge are also still legible and intact. Interestingly, there is also a spell bearing the armorer's name, though there is no indication Guntar had any intimate familiarity with the arcane. In fact, scraps in the journal make clear that he contracted out work that required enchantment. Nevertheless, the reader finds the specifics for Guntar's Dweomer of Elusive Enchantment that may allow a gifted mage familiar with Enchant an Item to recreate the spell, though the spell itself is not inscribed in the volume. Again, a nugget of gold found in a tattered opus.

Of course, the master was also an expert in the care of armor. There is a formula for armor upkeep oil, one for metal polishing, one for restorative grease, and one for long-term storage jelly. The first formula that can be deciphered is for Guntar's Oil. Each use of Guntar's Oil increases the maximum time limit between mandatory maintenance by one day with each regular use to a maximum doubling of the time period. Use of normal oil cancels the effect. The cost for Guntar's Oil is ten times normal due to the rare ingredients and extensive processing. A second formula is for a polishing agent for metal. Metal can be buffed out to a mirror shine with Guntar's Metal Polish. The shine is so perfect that it reflects gaze attacks (plate only, save applies) and enables use as a scrying medium (for those capable). Shaving even becomes easier using such a reflective surface. A resourceful adventurer could discover innumerable innovative uses for such a polish. It is only double the base cost of normal polish, but because of a certain ingredient (not rare, just hard to get) it inevitably would have a low availability. Guntar also gives a formula for Guntar's Grease, the Kaarnac's Ointment of armor. Each preparation yields 3-6 applications. Each application restores 1-4 points of damage to any armor. An application only works on recent damage (in the past six hours) and does not restore lost levels of enchantment (a +1 can't be restored to a +2). Additionally, the grease prevents oxidation for one year. The cost is 100 gp per application. Finally, it includes a storage technique for arms and armor, including a formula for a jelly substance that enables storage indefinitely without degradation. Cost of the jelly is 1gp per pound. It requires 1 pound to protect one suit of full plate. Incidentally, all of these oils, polishes, grease and jellies work on metal shields as well. Additionally, Guntar's Grease and his Jelly works for wooden, cloth, or natural armors and shields.

If Guntar's Tract were found, it could fetch an easy 15,000 gp and as much as 30,000 gp in a quick sale. An adventurer of any profession who did this would deserve every measly gold piece he got for it. Such a sale would indicate either abysmal intelligence or laughable wisdom. The adventurer who discovers the Lost Tract of Guntar Lafharder holds a bottomless gold mine in his hands (not to mention the 2,500 experience points!)

SUMMARY OF GUNTAR'S TRACT

The Anvil

[(Strength+Dexterity)/2, Combat Procedure, 8 BP]

Prerequisite: none

Mastery Die: 1d4 Course Cost: 400 gp Course Difficulty: +15%

"Quick Buckle" construction technique reduces time to put on armor by half with +10% added to base armor value.

Lafharder Folding tempering method improves AC by 1 & adds 1-4 hp to base armor as well as +25% to base armor value.

Lafharder Plating improves AC by 1 against weapon type with increase of +5% to base armor value.

Guntar's Oil doubles time between maintenance. (10x normal oil costs)

Guntar's Metal Polish creates a mirror finish. (2x normal polish costs)

Guntar's Grease restores 1-4 points of damage to any armor. (100 gp per application)

Guntar's Jelly allows indefinite storage of armor, w/o degradation. (1 gp per pound)

Also includes section on shield strategy in the field and smelting hard metals, possibly setting up a forge.

Guntar's Dweomer of Elusive Enchantment (Alteration)

Level: 7

Range: Touch

Duration: Special

Area of Effect: 1 suit of armor or 1 shield

Components: V, S, M

Casting Time: special

Saving Throw: Negates

This spell is used in conjunction with Enchant an Item to improve the durability of enchantments on armor and shields. All of the criteria in the cited spell must apply before this spell can be cast. However, Guntar's Dweomer of Elusive Enchantment must be cast immediately upon completion of the Enchant an Item spell. There is no allowable 24-hour period before the casting of this "subsequent" spell. Casting time is 14d4 hours (2d4/spell level) and all the restrictions for proximity and rest apply here as detailed in the Enchant an Item description. The saving throw and duration information are also contained that description.

Guntar's Dweomer of Elusive Enchantment causes damage to be absorbed first by the base armor and not by the enchantments. The *dweomer* makes the enchantments "elusive" to damage until the armor itself is hanging by a thong or rivet (1 hp left to base armor). After all, the armor would no longer be enchanted if there were no armor! Damage is then absorbed by the enchantments. For instance, Fargon the Fighter is wearing a suit of +2 Chain Mail enchanted with *Guntar's Dweomer*. His armor will absorb 20 points (of 21) of damage before the 16 points of the +2 enchantment are touched. At this point, Fargon could have his armor repaired and it would still be +2 Chain Mail. If his armor were to sustain 29 points of damage, his repaired armor would only be at +1. Armor enchanted thusly is double base value. The material component is a pair of eyes from a displacer beast (only one eye is required for a shield). This is the rare spell that is named and copyrighted by a non-magic-user.

NPC Spell Cost: 10,000 gp

Honor and the City

by Eric Neumann HMGMA #IL-2-00156-01

Everyone knows that experience points (EP) and Honor are gained "in the field" and lost in town. Few PCs ever want to play in a city adventure because other than the occasional mugging or bar fight there are few opportunities for experience and even fewer opportunities to gain Honor. The opportunities to lose Honor, on the other hand, are nearly uncountable. Most seasoned adventurers go to town only long enough to heal and re-supply before heading back to the dungeon. However, many GMs enjoy city-based adventures as they have more opportunities to weave a story and show off the personalities of the hundreds of varied NPCs they have lovingly crafted. The following table lists some new ways in which Honor and experience can be gained in town, thus encouraging the players to stay in town and preferably not burn it to the ground immediately. It lists the Honor gained or lost for adventurers of different alignment performing the same actions much like Tables 4B to 4F in the GameMaster's Guide. As with the tables in the GMG, the listed awards are guidelines and individual GMs are free to adjust them according to the particulars of their campaigns in a fair and impartial manner.

Contests: Many times a PC enters a competition testing wits and/or brawn, trying to gain some gold while in town. This can result in Honor and EP as well.

Experience points should be awarded for each round of a competition if the PC has defeated his opponent. Now this is not the same as defeating his opponent in a life and death battle and as such the experience is considerably lower. The player should receive 10% of the experience points he would receive for defeating someone in a minor contest, 20% in a medium contest, 30% in a major contest, and 50% in an extraordinary contest. If the contest is to the death then treat it as a normal encounter and grant the full normal experience points.

Marriage and Children: Far from being merely a leech on the player's resources these creatures can result in Honor to a player who is careful.

Table 4Cc:
Honor Point Awards - Contests

Contest:	Points Awarded Based on Alignment		
	Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Win a contest fairly	1/1/1	1/1/1	1/1/1
Win a contest by cheating	-1/-1/-1	-1/0/1	1/1/2
Lose a contest played fairly	0/0/0	0/0/0	-1/-1/-1

Contest Modifiers

- Minor contest x1 (bar games)
- Medium contest x2 (local fair)
- Major contest x3 (once a year local competition)
- Extraordinary contest x5 (King's joust at his 25th coronation ceremony with competitors from far and wide)

Table 4Cm:
Honor Point Awards - Marriage & Children

Action/Event:	Points Awarded Based on Alignment		
	Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Receive an offer of marriage	1/1/1	1/1/1	1/1/1
Accept an offer of marriage	1/1/0	1/0/-1	1/0/-1
Reject an offer politely	1/1/1	0/0/0	-1/-1/-1
Reject an offer cruelly	-2/-2/-2	-1/-1/-1	1/1/1
Break an engagement.	-4/-2/0	-2/-1/1	0/1/4
The other party breaks an engagement	-1/-1/-1	-1/-1/-1	-1/-1/-1
Marry a lower class	1/1/2	0/0/1	-4/-2/-2
Marry the same class	4/4/1	4/4/0	1/0/0
Marry a higher class	10/10/6	10/10/4	10/10/4
Accept an arranged marriage for the betterment of your clan	4/4/1	2/1/-1	1/-1/-4
Refusing an arranged marriage that would benefit your clan	-4/-2/-1	-2/0/1	-1/0/2
Divorce	-3/-3/-1	-2/0/1	1/2/3
Have a child	1/1/1	1/1/1	1/0/0
Adopt a child	2/2/2	1/1/1	1/0/0
Give up your child	-2/-1/-1	-1/-1/0	1/2/2

Table 4Cu:
Honor Point Awards – Urban Events

Action/Event:	Points Awarded Based on Alignment		
	Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Prevent a violent dispute	2/2/1	2/0/-2	0/-1/-3
Receive patronage of authorities	3/2/0	2/1/-1	1/0/-2
Robbed	-2/-1/-1	-1/0/0	-1/-1/0
Start a bar brawl	-3/-2/-1	-1/0/1	1/2/3
Prevent a crime	2/1/1	1/1/0	1/-1/-2
Gain an ally	1/1/1	1/1/0	1/0/0
Gain an enemy	-2/-2/-1	-1/-1/0	2/1/1
Hire a competent employee	1/1/1	1/1/1	1/1/1
Hire an incompetent employee	-2/-1/-1	-1/-1/0	-1/-1/-1
Hireling quits	-1/-1/-1	-1/-1/-1	-1/0/0
Giving an end of employment bonus to a hireling			
hireling did a good job	1/1/1	1/0/0	0/-1/-1
hireling did a bad job	-1/-1/-1	-1/-1/-1	-1/-1/-1
Betray ally/hireling	-3/-2/-3	-2/-1/1	0/2/3
Protect ally/hireling	2/2/3	1/0/1	1/0/-1
Huge display (fireworks, party) [per 2000 gp spent]	1/1/1	1/1/2	1/1/1
Open a business	1/1/0	1/1/0	1/1/-1
Forced to close business	-1/-1/0	-1/-1/0	-1/-1/0
Foreclose on a loan	-1/-1/-1	0/0/0	2/1/1
Accept loan	-1/-1/0	-1/-1/0	-1/-1/-1
Give loan 0%	2/2/2	0/0/0	-1/-1/-2
Give loan good rate	1/1/1	1/1/1	-1/-1/-1
Give loan fair rate	1/1/1	1/1/1	1/1/0
Give loan unfair high rate	-1/-1/-1	0/0/-1	2/2/2
Default on loan	-2/-2/-1	-1/-1/1	0/1/3
Last word in an argument	0/0/0	1/1/1	1/1/1
Let someone else get the last word	0/0/-1	-1/-1/-1	-1/-1/-1
Receive a Title	2/1/1	1/0/-1	2/1/0
Charity per 1000 gp donated	1/1/1	0/0/0	-1/-1/-2
Found a school	2/1/1	1/1/0	0/0/0
Join a society	1/1/0	1/1/0	1/1/0
Kicked out of a society	-1/-1/0	-1/-1/1	-1/0/1
Invited to a major social event	1/1/1	1/1/1	1/1/1
Ejected from a social event	-1/-1/-1	-1/-1/1	-1/1/1
Ejected from a business/dwelling	-1/-1/-1	-1/-1/1	-1/1/1
Bargaining-getting a good deal [better than list price by at least 20%]	1/1/1	1/1/1	1/1/1
Bargaining getting ripped off [worse than list price by more than 20%]	-1/-1/-1	-1/-1/-1	-1/-1/-1
Pay for a relative's schooling [must be non-sidekick/protege]	2/2/2	1/1/1	-1/-1/-2
Convert NPC to PC's Gaud	2/2/2	2/2/2	2/2/2

Monastic Training Tables

Sean O'Malley

HMGMA# TN-1-00809-02

Few classes train as hard as monks. Their lives are dedicated to mastering the movements of their bodies and developing the skills that come from deep, meditative study of every aspect of themselves. Their training is different than that of other types of fighter subclasses. As such, the standard training tables in the *Combatant's Guide* (CG) may not be ideal for monk characters.

The following tables are similar to those in the CG but reflect the change in focus that is inherent to the monks. The effects of class and Charisma on the die rolls are the same on these tables as in the CG, since charm and family status can help even here. Their advanced training tries to cover the wide gamut of monastic approaches. Each table is numbered as the same table in the *Combatant's Guide* with the addition of the superscript m to denote its specificity to monks.

Table 2Cm: Type of Training Camp
(3d6)

Roll	Type of Camp
<4	Hidden Training Camp of a Rebel Order. -3 to table 2D ^m .
4-7	Local monks at the Young Monastic Combat Association. -2 to table 2D ^m .
8-10	Small Monastery. -1 to table 2D ^m .
11-15	Moderate sized Monastery. +0 to table 2D ^m .
16-18	Regional Training Monastery. +3 to table 2D ^m .
19+	Mother Chapter House of Monastic Order (12th+ level monk in residence). +5 to table 2D ^m .

Table 2D^m: Quality of Basic Training (3d6)

Result	Type	Description
<4	Horrific	You never saw weapons, except those used on you to "toughen you up". You spent your time chopping wood or carrying water for 16+ hours a day. (-10 to table 2E ^m but no chance for a training accident, -4 to table 2I ^m , non-weapon proficiency is permanently reduced to -3)
4-7	Poor	Your instructors were all highly overweight and slovenly. You were trained in shifts with poor wooden replicas of weapons between their drinking binges. (-4 to table 2E ^m , +4 to table 2F ^m , -2 on table 2I ^m)
8-10	Sub-par	Several competent monks took you under their wing and helped train you. Though the facilities were in a serious state of disrepair and sticks were all you had to train with, their training helped you succeed to some degree. (-2 to table 2E ^m , +2 to table 2F ^m , -1 to table 2I ^m)
11-15	Average	Many of the instructors were competent. The facilities were old but serviceable. The elder brother focused more of his time on meditation than overseeing training, but was available when needed. (+1 to table 2E ^m , +1 to table 2F ^m , +0 to table 2I ^m)
16-18	Above Average	You were blessed by skilled instructors who had all seen combat as well as good facilities and plenty of weapons and training aids. (+2 to table 2E ^m , +3 to table 2I ^m)
19+	Top Notch	The elder brother was highly skilled and very involved in your training. The other instructors were very energetic and helpful. The facilities were superbly equipped and had innovative training aids. (+4 to table 2E ^m , -1 to table 2F ^m , +2 to table 2I ^m)

Table 2Em: Results of Basic Training (3d6)

Result	Training Results
<4	You gained no weapon proficiencies and lost 2 Honor from the degrading experience. (-4 to table 2H ^m)
4-7	You gained 1 melee weapon proficiency at no BP cost but lose 1 Honor from the experience. (-2 to table 2H ^m)
8-10	You gained 1 melee weapon proficiency at no BP cost.
11-15	You gained 1 melee weapon proficiency at no BP cost and your choice of either shaving/grooming or maintenance/upkeep at no BP cost. (+1 to table 2H ^m)
16-18	You gained 1 melee weapon proficiency, shaving/grooming and maintenance/upkeep at no BP cost. (+2 to table 2H ^m)
19+	You gained 2 melee weapon proficiencies, shaving/grooming, maintenance/upkeep and weapon maintenance at no BP cost. (+3 to table 2H ^m)

Table 2Fm: Training Accidents (roll 2d6)

Result	Accident
2-4	A fellow trainee slipped and fell, straddling a balance beam during training and was seriously injured. You must save vs. apology (unmodified) to avoid having laughed at their misfortune and thus losing 1 point of Honor.
5-6	You suffered from heat stroke during a forced march. You suffer a -1 to your Fatigue Factor should you not drink enough water whenever exerting yourself.
7	You were impaled on a polearm during weapons training. Though no permanent injury was sustained, you gained a deep respect for the lethality of these weapons and decided to become proficient with one. You requested polearm training and got it.
8-9	You over-packed for your final training field exercise. There is a 25% chance that you receive the bad back flaw.
10-11	You were shot by a fellow trainee on the crossbow range. Roll a d20 - on a natural 20 you gain the Loss of Eye flaw.
12	During combat practice you were struck in the throat with a staff. There is a 20% chance that the injury was so severe that you gain the Mute flaw.
13+	At your final inspection formation by the Grand Master of Dragons, you mouthed off to your buddy at the wrong time, thinking you were being quiet. There is a 50% chance that he struck and killed you instantly for the comment about the probable size of his parent's buttocks.

**Table 2Gm: Specialty Assignment**

Assignment	modified d100
Light Fighter	<01-30
Engineer	31-36
Polearm	37-50
Crossbow	51-55
Southern Shao Lun	56-65
Escrima	66-69
Eastern Shao Lun	70-85
Yamabushi	86-90
Qi Gong Healer	91-94
Zanshin	95-98
Wudan	99-00

Table 2Hm: Quality of Advanced Individual Training (3d6)

Result	Type	Description
<4	Shabby	The cadre cared little for anything except themselves. You were taught the folly of disobeying orders and that was about it. (-4 to table 2I ^m)
4-7	Poor	The cadre consisted of incompetents, cripples or just plain idiots. The school was in poor repair and had few training aids. You only managed to get a rough idea of your specialty. (-2 to table 2I ^m)
8-11	Fair	Your school consisted of brothers who have retired to a more contemplative life. They managed to teach you competently despite poor training aids. (-1 to table 2I ^m)
12-14	Average	Your school was staffed by competent brothers who seemed somewhat interested in your success. They helped you become at least proficient in the basics of your specialty.
15-16	Superior	Highly motivated cadre and good training aids helped you excel in your training. (+1 to table 2I ^m)
17-18	Excellent	The brothers at this school were all highly skilled and motivated. You had access to high quality training aids and equipment. (+2 to table 2I ^m)
19+	Crème de la Crème	Highly experienced brothers trained you, backed by the best equipment and facilities. They helped nurture your hidden talents and bring them out. You were truly blessed. (+3 to table 2I ^m)

Table 2H^{ma}: Light Fighter

Shabby: You failed the course and gained no relevant skills or abilities. You were so dismissed by your instructors that they forgot that you even existed. Even the cooks forgot you were there. As a result you learned the forage skill.

Poor: You barely made it through training. You gained the club proficiency but never really mastered it (-1 to hit penalty). This may be corrected by subsequently taking and passing a course in this weapon (+20% to success chance).

Fair: You spent your time daydreaming or joking around with the dregs of the class. You did however pay attention in weapons class and gained the club proficiency.

Average: You paid attention and managed to avoid much trouble. You gained the club proficiency. There is a 50% chance that you managed to grasp the running training well enough to gain the running skill.

Superior: You worked hard and paid attention most of the time. You learned the club proficiency and the running skill.

Excellent: You really understood the concepts of the training and helped peer train your classmates. You gained the club proficiency, the running skill and the endurance skill.

Crème de la Crème: You were a model student and graduated at the top of your class. The instructors worked with you after hours to help you master your work. You gained the club weapon proficiency, running at +25% and the endurance skill. In addition, you gained either the Forest Movement, Stealthy Movement or Hardy Traveler talent (33% chance of each).

Table 2H^{mb}: Engineer

Shabby: You utterly fail and develop back spasms three weeks into the course. You are on bed rest in the barracks for the rest of training. You gain the gaming skill.

Poor: Every time you dug a hole it collapsed on you. The others mocked you for your inability to even manage digging a hole. At least you managed to learn the dig hasty grave skill.

Fair: You manage to understand the basics of the course but the more difficult aspects continue to elude you. You learn the dig proper grave skill and the Lucerne hammer proficiency.

Average: You struggled through the course and with a little extra tutoring you passed. You gain the Lucerne hammer proficiency and entrenchment construction.

Superior: You have a good head for figures and made it through the course easily. You gain the Lucerne hammer proficiency, entrenchment construction (2 rolls of the mastery dice) and the construction: hasty defense skill.

Excellent: You flew through the course. You gained the Lucerne hammer proficiency, entrenchment construction (3 rolls of the mastery dice) and the construction: hasty defense skill (2 rolls of the mastery dice).

Crème de la Crème: You graduated at the top of your class. Your complex geometric estimation skill manifested and you can use it fully. In addition to 1 point of Honor, you gained the Lucerne hammer proficiency, entrenchment construction (3 rolls of the mastery dice) and construction: hasty defense skill (3 rolls of the mastery dice). There is also an equal chance of getting either the Lucerne hammer bonus or the Determine Stability talent.

Table 2H^{mc}: Polearm

Shabby: You failed by sleeping in too often and missing training. As punishment, you were assigned all of the menial tasks for your unit. All of this busywork earned you the laborer, general skill.

Poor: You failed to learn the concepts of polearm fighting. This got you yelled at frequently. You did manage to pay attention through these dressing downs and learned the berate skill (2 rolls of the mastery dice).

Fair: Although you frequently nodded off during class, you managed to gain the polearm proficiency. Your training was of poor quality (-1 to hit penalty), however with subsequent training in the weapon this can be corrected (+20% to success chance).

Average: You showed up on time for your training events and subsequently gained the polearm proficiency. You may purchase maintain self-discipline for 1BP.

Superior: You successfully completed your training and even worked through some of the supplemental material on your own instead of going out and eating with the others in your training group. As such, you gained the polearm skill and maintain self-discipline skill.

Excellent: You excelled in the course and graduated with honors. Upon graduation you receive 1 Honor, proficiency with the polearm, the ability to reduce the weapon speed of the polearm by 1 and the muster resolve skill.

Crème de la Crème: You were the outstanding trainee of your cycle. Upon graduation, you received 2 Honor, proficiency with the polearm, the ability to reduce the weapon speed factor by 2, and the maintain self-discipline and muster resolve skills.

Table 2H^{md}: Crossbow

Shabby: You proved to be so incompetent that the cadre refused to let you hold a loaded crossbow in fear of you shooting someone. They consigned you to the weapons shed where you cleaned all of the weapons. This earned you the weapons maintenance skill.

Poor: You couldn't hit the broadside of a barn even after hundreds of quarrels. You were made to collect the bolts as punishment. After packing and repacking bolts for several weeks, you learned the clever packing skill.

Fair: You gain proficiency with the crossbow. The training was of poor quality (-1 to hit) yet this can be corrected with additional training in the weapon (+20 to success roll).

Average: Through your ability to consistently hit the target you managed to learn the crossbow proficiency.

Superior: You managed to follow directions for firing the weapon. Consistent tight groupings made you stand out in training. You gain proficiencies in both heavy and light crossbow for free and the two only count as one slot.

Excellent: You are a natural. You easily qualified as an excellent marksman. You gain proficiencies in both heavy and light crossbow for free and the two only count as one slot. You can also purchase the crossbow bonus talent.

Crème de la Crème: You are a dead eye. Training as a sniper followed your training. You gain proficiencies in both heavy and light crossbow for free and the two only count as one slot. You can also purchase the crossbow bonus talent. You gain the camouflage skill as well.

Table 2H^{me}: Southern Shao Lun

Shabby: You goofed off through the course and skipped away to go fishing. You gain the fishing skill.

Poor: You could never manage to get used to the movement of the boats in the water. Consequently, you fell in all of the time. You gain the swimming, dog paddle skill.

Fair: You gained the dagger weapon proficiency.

Average: The basics came easily to you. You gain the swimming skill and the dagger proficiency.

Superior: You started to really enjoy yourself and put plenty of time into your training. You gained the dagger weapon proficiency and the swimming skill (+25%).

Excellent: You really felt comfortable training on the boats. The slight rocking they made did not bother you in any way. You gained the dagger weapon proficiency and the swimming skill (+25%). You also can buy the Aquatic Background talent for 2 BP.

Crème de la Crème: You felt at home on the water. If it weren't for your dedication to your monastic order you might even have run off and gone to sea. You gained the dagger proficiency, swimming (+25%), maintain self-discipline and the Aquatic Background talent.

Table 2H^{mg}: Eastern Shao Lun

Shabby: You were pulled in from training to fill in for the orderly room clerk, who was out sick. You spent the whole time doing paperwork in the office and filing. You gain the administration skill (+25%).

Poor: You were sent out on a trip to find mushrooms and got lost for two weeks. You managed to survive and gained the survival, jungle skill.

Fair: You gained the hand axe weapon proficiency.

Average: You put in a little extra time studying the course material and wandering through the forest. You gain the hand axe weapon proficiency and the tracking skill.

Superior: After bugging the instructors for extra help for two weeks they gave in and helped you after hours. You gained the hand axe skill and tracking (+20%).

Excellent: Your skill in the course showed early and the instructors helped you develop your skills. You gained the hand axe weapon proficiency, tracking (+20%) and the camouflage skill.

Crème de la Crème: You excelled in your course, impressing your teachers. They brought in a ranger to help you improve in your skills and the two of you worked for several weeks. You gained the hand axe proficiency, tracking (+20%), camouflage (+20%), and the Forest Fighting talent.

Table 2H^{mf}: Escrima

Shabby: Your lack of coordination impressed your teachers. In an act of kindness, they sent you to work in the garden. You gain the farming skill.

Poor: After hitting your partner 25 times accidentally you were sent to help supervise the loading and unloading of boxes of supplies. You gain the orchestrate task skill.

Fair: You managed to gain the escrima weapon proficiency. However a strike to your off-hand wrist broke it, giving you a -1 to hit with that hand. Additional training and physical therapy can help correct the problem (+25 to success roll).

Average: Training was difficult but you gained the escrima weapon proficiency and the tumbling skill.

Superior: You proved to be fairly coordinated with your weapons and skilled at the tumbling skills. You gain the escrima weapon proficiency and the tumbling skill (+25%).

Excellent: The instructors worked with you after hours to improve your skills. This extra work helped you gain the escrima weapon proficiency, tumbling (+25%) and the disarm skill.

Crème de la Crème: You truly shined in class. The weapons seemed to be natural extensions of your hands. You gained the escrima weapon proficiency, tumbling (+25%), disarm (2 rolls of the mastery dice) and the escrima bonus.

Table 2H^{mh}: Yamabushi

Shabby: You fell in love with the mountains. As a result, you took up painting. The work you did was good enough for the elder brother to buy one painting. You gain the artistic ability skill and 5 gp.

Poor: After a bad fall, you were pulled from training and helped to make rope for the other trainees. You gain the weaving skill.

Fair: You gained the spear weapon proficiency. However, your training was substandard (-1 to hit). With extra training, this deficiency can be corrected (+20% to success roll).

Average: You gain the spear weapon proficiency and the mountaineering skill.

Superior: You really enjoyed your training and put some extra effort into it. You get spear weapon proficiency and mountaineering (+25%).

Excellent: The instructors took a shine to you and had you help them. You gained the spear weapon proficiency, mountaineering (+25%) and rope use (1 roll of the mastery dice).

Crème de la Crème: You shined in your training. The environment seemed completely natural to you. You gained the spear weapon proficiency, mountaineering (+25%), rope use (2 roll of the mastery dice) and the Mountain Fighting talent.

Table 2H^{mi}: Qi Gong Healer

Shabby: When you seriously considered putting a tourniquet around someone's neck to stop bleeding the instructors pulled you from the class. They sent you to help build coffins. You gained the carpentry skill.

Poor: You just didn't seem to have the healing knack. You did seem to have a good knack with a shovel though. You gain the skill dig proper grave.

Fair: Well, you passed the course, by two points on the final exam. You gained the healing skill.

Average: You did well in class. You get the healing skill and the First Aid skill suite.

Superior: Extra work after class hours helped you do great. You paid attention and took plenty notes. You get the healing skill (+25%), the First Aid skill suite and the herbalism skill.

Excellent: One of the teachers said you reminded him of his brother and gave you extra training. You gain the healing skill (+25%), the First Aid skill suite (1 roll of the mastery dice), herbalism and surgery tools.

Crème de la Crème: You should have been a cleric. A natural healer, you are. You gain the healing skill (+25%), First Aid skill suite (2 rolls of the mastery dice), herbalism, surgery tools and the Qi Healing talent. (heal 1d4 1x per day/every 3 levels). The Qi healing talent cannot be used on yourself. It can only be used on others. It can be done 1 time a day per every three levels (1, 4, 7, 10...).

Table 2H^mj: Zanshin

Shabby: Having the blindfold put on makes you very nervous to the point where you had to quit training. They put you into the kitchen where you spent time slaughtering animals for the food. You get slaughter: livestock.

Poor: After hitting yourself too many times in class the instructors had you read to the blind elder brother. You learned dimple runes.

Fair: Well, at least you learned the staff weapon proficiency.

Average: You learned the staff weapon proficiency and advanced 2 handed fighting.

Superior: While you never got the hang of fighting with a blindfold on, you did manage to learn a good bit more than others. You get staff proficiency, advanced 2 handed fighting and all around sight.

Excellent: You could actually begin to feel others in front of you when blindfolded. That was really cool and you enjoyed it. You gain staff proficiency, advanced 2 handed fighting, all around sight and sixth sense.

Crème de la Crème: When you were blindfolded it was almost as if you could see the others around you. You gain staff proficiency, advanced 2 handed fighting, all around sight, sixth sense and blind fighting.

Table 2H^mk: Wudan

Shabby: The brothers did not like your attitude. They sent you into town to help make shoes for the school. You gain the cobbling skill.

Poor: The philosophy and metaphysical mumbo jumbo you were being taught didn't make any sense. So, you just worked around the school. You gain labor: general (+25%).

Fair: You gain the staff weapon proficiency.

Average: You stayed awake in your classes, as long as they were only about fighting. You gain staff proficiency and press the attack.

Superior: With hard work you managed to make sense of your lessons. You learn staff proficiency and press the attack (+25%).

Excellent: By having after class discussions with your teachers you managed to get the hang of the stuff they were talking about. The meditating under the waterfall didn't hurt either. You gain staff proficiency, press the attack (+25%), meditation and +1 Honor.

Crème de la Crème: Through a great deal of meditation and training you reached some of the higher points of spiritual training. Meditations under a waterfall helped clear your mind for the strongest aspects of body and spirit. You gain staff proficiency, press the attack, meditation and unyielding, +2 Honor.

Table 2L^m: Notable Events During Monastic Training

Result	Event	Consequence
01-20	Temple Beggar	Sent out to get food begging: 10-40% less starting money
21-40	Alcoholic	You tried to teach yourself the drunken style. Save versus poison or gain the Alcoholic flaw.
41-55	Gambler	Some of the brothers who had been training for a while introduced you to a game involving dice. You gain the gaming skill and 1d4 rolls of the mastery dice. Make a skill check. If you succeed you gain +20% to starting money, if you fail re-roll at -40%. If you succeed, nothing happens. If you fail you gain the gambling addiction quirk and roll again. If you fail you lose 4 Honor and -20% to starting money.
56-60	Blanket Party	Your personal hygiene left a little to be desired. Your brothers held you down in your bed by your blanket and beat you severely with bars of soap wrapped in their towels. You get -2 to your starting Honor.
61-70	Shrine Duty	Your extra duty labor was to work in the shrine and clean the altar and statues. You had to light a lot of incense. You also had to endure long talks about theology. You gain the religion: general skill.
71-80	Quartermaster	You worked with the monastery's quartermaster for a few years. He took you with him and showed you the ropes on how to beg, borrow, and steal. You learn the haggle skill and have a free bedroll and boots.
81-87	Gardener	You spent your hours working in the temple garden, weeding and pruning bonsai trees. It was very restful and helped you deal with the stress of training. You gain the botany skill.
88-92	Temple Cook	Over the years you have cooked many times your body weight in rice. You made pickled vegetables, did stir-fry and prepared bowls of hot butter tea. You gain the cooking skill.
93-97	Gym Rat	You spent most of your off hour time working out in the temple gym, lifting weights to improve your impressive monk's physique. You gain +25 fractional points to your Strength.
98-00	Pebble Snatch	The elder brother took a shine to you and had you accompany him on walks. He told you that you would be ready to leave when you could snatch the pebble from his hand. This took you a long time to accomplish. Add 1 year to your starting age and +25 fractional points to your Dexterity.

Table 2L^m: Temple Conflicts (d20)

Result	Condition
1	extended peace
2-3	peace
4-8	heightened tensions
9-18	war
19-20	guerilla war

Extended peace involves the character spending time doing a great deal of scholarly training. The player gets -2 to their starting age and 1d3 courses free.

Heightened tensions are similar to cold war in the Combatant's Guide. The same rolls apply.

Table 2J^m: War (3d6)

Result	Wartime Experience
<4	When your monastery went on a raid to another order's monastery you were killed by a blow to the throat. Your body was left to the vultures.
4	You were captured by another monastic order. They made you do all the menial labor and had you sleep in the pigsty. You spent 1d4 years under their thumbs until they let you go. Due to the harsh conditions you lived under you lose 5d20 fractional points of Strength and Constitution during your confinement.
5	The local kingdom felt that your order was meddling in internal government affairs. They laid siege to your monastery. Make a Con check at -5 or you starved to death. If you save, you get a permanent loss of 2d6 pounds. Eventually the king reconsidered but your order never regained favor. -2 to starting Honor.
6	Your group was routed in an attack on another order. Save versus death magic at +10 or you were killed in the action. If you live you get -2 to your starting Honor.
7	Your group won a pyrrhic victory over another order. Save versus death magic at +10 or you were killed in the action.
8	You made a raid on another order's monastery, but no one was there. After a little vandalism, you went home.
9	You were left at the monastery in case of an attack. You saw no action.
10-11	Your group was used in a minor flanking maneuver against the local baron's troops. There is a 25% chance you saw a portion of the battle.
12-13	Your group raided a local baron's fortress to show your displeasure over his harassment.
14-15	Your group was involved in a raid on a local town. You got away safely.
16-18	Your group had a significant role in routing a large enemy force assaulting your monastery. Save versus death magic at +8 or suffer a major wound. The wound caused an impressive scar for purposes of bragging rights but (luckily) no loss of Comeliness. You gained 300 EP.
19+	Your group was the lynchpin on a final desperate assault against the forces of the local king. Your group held their ground and was lauded for saving the battle. Make a save versus death magic at +8 or die during the assault and have a building named after you in the monastery. If you live, you don't get a building named after you but you do gain 4 Honor and 400 EP. However, the local nobility and guard units do not like you, -5 to reaction rolls.

Table 2Kb^m: Guerilla War

Result	Event
01-20	After your monastery was destroyed the remaining members of the order hid out in rough terrain (marshes, jungles, deep forest, badlands). There is a 25% chance you contracted a disease.
21-45	You participated in frequent harassing raids and were fired on by snipers 1d6 times. There is a 5% cumulative chance per shot that you gained the paranoid quirk.
46-69	The locals were friendly and helped to support the remnants of your order. You were often sent in to barter with them for needed supplies. You gain the parley skill.
70-85	Due to frequent enemy patrols you were not able to get adequate supplies for proper hygiene and nutrition. You gain the forage for food skill and loose 2d10 fractional points to both Strength and Constitution.
86-92	The locals were crown loyalists and overheard you when you came to town to get supplies. You were turned over to the local guard. You spend 1d4 years breaking big rocks into little rocks. You gain the mining tools skill.
93-00	You participated in frequent harassing attacks on enemy patrols. You gain the establish ambush zone skill.

Escrima is a fighting system that uses weapons that are similar to clubs. Even though the sticks are the same size, the monks training allows them to use them in both hands simultaneously, similar to daggers and hand axes. This does not allow the monk to dual wield other weapons of the same size unless they have the advanced two weapon fighting proficiency. The statistics for the Escrima sticks are as follows:

New Monastic Weapon

Item	Cost	Weight		Dmg	Speed	Damage vs.					
		(lbs.)	Size	Type	Factor	T	S	M	L	H	G
Escrima stick	-	2	M	C	-2	1d10	1d8	1d6	1d6-2	1d6-4	1

The Well Heeled Adventurer

By George J. Gerhold

HMGMA NY-1-00118-01

GM: Okay, you have defeated the magic-user in her chambers.

Male PC Mage: Excellent! I cast detect magic and see what she had on her that was magical.

GM: Ok, her staff, ring, cloak, and boots radiate magic.

Male PC Mage: Hmmmm...I take off her boots and try them on, do I notice anything?

GM: Yes, they are thigh high with 4" stiletto heels

Male PC Mage: Errr.....

One magical item that has little demand from adventurers is footwear with high heels. Normally such footwear would only be used on a social occasion. But some fashion conscious adventuring types have created heels that they can take with them to the dungeon. Some of the more famous wearers have included the Wild Mage, Brigadyr and her warrior cohort Elaria.

Now why would someone want to go into a kobold's den wearing 4-inch heels? Well it is true that some people can actually wear heels with no problems. It is just that the numbers are very low. Most have trained themselves to wear heels although there are a handful of people who possess a natural ability to wear heels without pain.

There are different heel types which can make a big difference in where the heel wearer can go. These can be broken down into three basic styles

Chunky Heels – These heels have a wide base from front to back and side to side. While these heels can reach heights of 4.5 inches, they are the easiest to wear outdoors. Such heels can let the wearer walk on soft ground with ease. Also, since the stability is greater than the other heel types, there is not as much of a penalty for walking around in such heels.

Blade Heels – This is a fairly new style in which the heel is thin from forward to back, but wide from side to side.

Stiletto Heels – These heels which can reach past 5 inches are noted for being thin in diameter.

If you run a campaign with so much grand detail that even the type of footwear becomes important roll a d100 to determine the adventurer's ability to use high heels. Add their reaction adjustment from their Dexterity score.

Wearing the high but chunky heels does make it easier to wear heels for a longer time. Chunky heels give a +20 modifier to the base d100 roll while the blade heels give a +10 modifier. This is also assuming that the high heels have a wide toe area. Pointy toes will give a -15 modifier to the wearer's d100 roll.

On a 1-3, even wearing a pair of normal shoes hurts, your feet are so flat! You can't wear anything but soft slippers for extended periods.

On a 4-20, forget about it. There is no way your character can wear high heels.

On a 21-55, you can wear the high heels for up to CON/2 hours before soreness hits. Don't think about running though as you will only embarrass yourself.

On a 56-80, you can wear heels up to your CON in hours before your feet get too sore. You can do limited running (20 feet at a time before needing to stop, 20% chance for falling every 10 feet beyond that).

On a 81-94, you can wear high heels with little trouble all day, but need to make a fatigue save if running for longer than short spurts (20 feet at a time).

If a 95-100 is rolled, well then your character LOVES heels! This person can wear them all day and actually run quite well in heels.

On a natural 100, a further roll of a d100 is made. If the roll is equal to the character's CON or less, then the person actually prefers to wear heels and becomes a 24/7 wearer. You immediately acquire the High heeled feet flaw detailed below.

For example, Leona (who has a 16/24 Dex and 15/03 Con) finds a pair of high heel boots and wants to try them out. She rolls a 76 which is modified to a 79 because of her Dex. If the boots have stiletto heels, then she can wear them for up to 15 hours before getting sore feet. If the boots were blade heels then the roll would be the equivalent of an 89 which means she can wear them all day long. Chunky heels pushes that roll up to 99! Leona could walk and even run in such boots!

There are those who wish to use their high heels as weapons. These could be very handy for those with the double arm amputee flaw. However, unless proficient (which is possible, though few schools will teach it), add an additional -1 to hit for the kick attack (see *Combatant's Guide* p110), and add the appropriate points of damage below. Another good thing about wearing high heels is that such heels raise the COM by 1 while worn.

High Heels as Weapons

Item	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.					
						T	S	M	L	H	G
Metal tipped stiletto heels	100 gp	—	S	P	-1	1d6	1d6	1d6-1	1d6-1	1d6-2	1d6-3
Metal blade heels	100 gp	—	S	H	-1	1d6	1d6	1d6	1d6-1	1d6-1	1d6-2
Metal tipped chunky heels	100 gp	0.5	S	B	-1	1d6+1	1d6+1	1d6	1d6-1	1d6-1	1d6-2

Weight is in addition to boot weight
Availability is "Special" in all cases

The character's effective encumbrance while wearing high heels is increased by one category with the corresponding reduction in movement rate due to the altered gait in all cases. Full movement is possible only if one has the High Heel Walking talent.

Stiletto heels do have another problem when it comes to soft ground. While a dagger blade can be (and is) made into such a heel, such a thing would be difficult to wear on soft ground due to the heel sinking. This increases effective encumbrance by another category. A thicker heel is much better for those going into the wilds. But for dungeon crawls, then wearing true stilettos is ok, if a bit noisy because of the metal tips.

When wearing footwear with high heels, boots as opposed to sandals or more traditional shoes are recommended since the leather shaft provides good ankle support. Unless shoes and sandals have straps that keep the foot firmly anchored to the sole, it is recommended that this type of footwear be used while yakking and not hacking. Keep them at home.

Because of the special construction and limited demand, High heels can get to be quite expensive. A good pair of high-heeled boots with chunky heels for walking can cost as much as 30 gp. A good pair of weapon grade metal tipped stiletto heels can be up to 100 gp!

NEW TALENT

High Heel Walking: (2)

[Any]

This talent enables the wearer of high heels to walk with such grace that their Comeliness is increased by 2 instead of 1. Also one's full movement rate is now possible since the talent reduces one's effective encumbrance when wearing high heels by one category. The base d100 score for wearing heels is also increased by 20.

NEW FLAW

High Heel feet: (7)

You can wear high heels all day. The problem is that because of shortened tendons and arched foot, you can only wear high heels! That means if the heel breaks or the character goes bare foot, then the character has to go on tiptoes or rupture the tendon and muscle effectively crippling the PC. Be sure to stock up on spare heels in your backpack, for breaking a heel can be disastrous!

Are you dwarf enough?

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