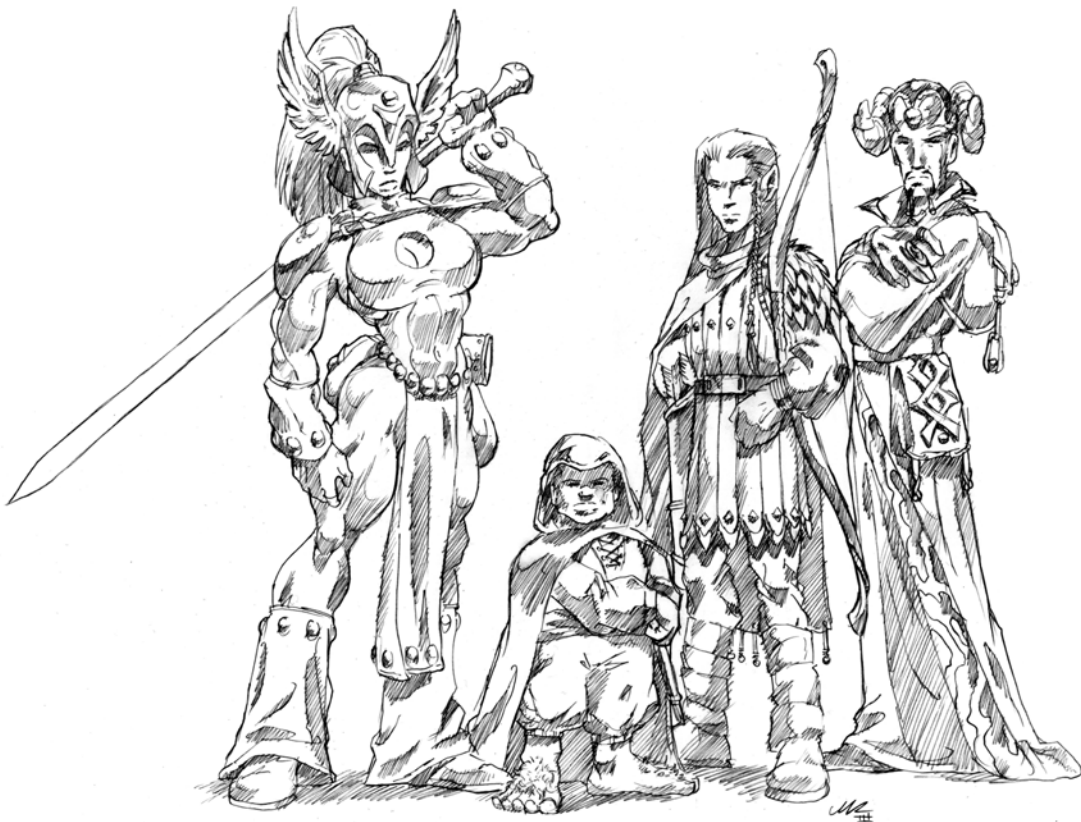




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From the Editor's Desk

D. M. Zwerg
HMA #WI-9-00027-01

We have entered a brand new age, HackJournal online. This new age will take some getting used to, but hopefully the advantages of this new media will overcome the concerns. HackJournal #9 is about the same length as it's predecessors, and has a couple of pages intentionally left blank for duplexing purposes, but hopefully this will change in the future as this media does not require the tight print limits of past issues of HackJournal. I also hope to bring it to you on a more regular basis, possibly even monthly. Time will tell.

Enjoy!

- D. M. Zwerg
HMA Manager

HackJournal Submission Guidelines

A strong preference will be shown for electronic submissions. Paper submissions must be painstakingly retyped into the computer by a dwarf who types so slowly that he measures his typing speed by words per hour rather than words per minute - so a submission would have to be the most awesome thing since blast furnaces to justify so many hours of labor.

Electronic submissions must be in either Microsoft Word format or Rich Text Format (RTF). No other formats will be accepted. A submission may be accompanied by maps or images, but no larger than 8 1/2" by 11". Images are only accepted in .TIF or .JPG file formats. If you hand-draw your map, scan it into the computer and save it at 300 dpi resolution in .TIF or .JPG format. Lower resolution images do not print clearly.

The advantage of the electronic format is now longer articles with more tables and art are acceptable.

If you include boxed (read-aloud) text or charts/tables, use the following format to indicate them:

*** boxed text ***

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

*** Table: XX ***

For charts/tables - use three asterisks but include a title and tabbed text columns (no formatted objects please).

Table: XX

Column 1	Column 2	Column 3
first	second	third

Our layout staff will format tables and read-aloud text as you have seen in each issue of HackJournal. Visit our discussion board boards and our website for more information as well as tips and tricks for fledgling HackWriters!

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Frequently Asked Questions about Hackmaster Today's Topic: The Monk

by Benjamin R. Pierce HMGMA NY-1-00197-01

When it comes to role-playing games, Hackmaster is a cut above, occupying an uppermost echelon unattainable by lesser games. It demands more of its players and GMs, requiring a mastery of rules that makes most players of inferior games blanch.

Sometimes, though, a rule is unclear in its application. Perhaps the player's knowledge of context is incomplete, or perhaps the concepts introduced are simply too complex to be absorbed all at once. (It is, of course, a proven fact that there are no unclear or incorrectly worded rules in Hackmaster.)

For such players, we are pleased to offer FAQMaster...Frequently Asked Questions about Hackmaster. This is a column dedicated to covering some of the more common confusions and ambiguities in the rules, and hopefully providing some clarification to confused players and GMs alike.

This issue, FAQMaster takes a look at one of the most talked about (and argued about) classes in Hackmaster: the monk. These martial-art-wielding, philosophy-spouting engines of destruction are formidable...but judging from the number of questions asked about them, they're confusing as well! With that in mind, here are some of the most commonly asked questions about Monks.

1. Does a Monk lose his or her armor class bonus if surprised?

No. A Monk's natural armor class is based on many factors, including toughness, training, and an overall awareness of the character's surroundings; consequently, it is not lost in circumstances where a normal Dexterity bonus would be lost. A surprised, bound, or otherwise motionless Monk retains his/her armor class.

2. Can my Monk take the Tough Hide talent, and improve his armor class by two?

Again, no. The Monk's armor class already takes toughening of the skin into account. The Tough Hide talent does nothing to improve a Monk character's Armor Class.

3. Monks gain an extra ½ point of damage per level. Does that apply to their unarmed attacks?

Nope! The extra half point of damage per level only applies when the monk is using weapons.

4. If I use an improvised weapon, do I get the bonus damage then? After all, I'm using a weapon.

Clever, but no. A monk using an improvised weapon treats the attack "as a normal unarmed strike by the monk with

corresponding damage." A normal unarmed strike doesn't get the bonus to damage; consequently, neither does the improvised weapon.

5. If I have Punching Specialization, does that add to my chance to hit with my Monk's unarmed attacks? What about Pugilism skill?

Both Punching Specialization and Pugilism represent a character's skill in fisticuffs. A Monk's martial arts may include punches, but also kicks, locks, sweeps, headbutts, and a myriad of other maneuvers. The fighting styles are significantly different; therefore, Punching Specialization and Pugilism do not add their bonuses to a Monk's unarmed attacks.

6. How many attacks does my twelfth level monk get per round when using a weapon?

Just one. Table 3E in the PHB doesn't apply to monks; their multiple attacks are determined using table 3T, instead. A Monk never gains multiple attacks with weapons, only with unarmed combat.

7. If a Monk uses a magical weapon as an improvised weapon, can he hit creatures only hit by magic?

Yes. The primary advantage of the Improvised Weapon ability is that it can be used to hit creatures you don't want to touch, for whatever reason. A magical weapon used in an improvised fashion is still magical, and will still damage creatures only hit by magic. However, as the weapon is being employed in an unconventional fashion, any magical bonuses to hit and damage do not apply. A monk using a +3 dagger as an improvised weapon would not get the +3 bonus to hit and damage, but would be able to hit creatures normally only hit by +3 weapons.

8. If I take Ambidexterity, can my Monk make an off-hand attack while fighting unarmed?

Certainly not! The Monk is already using every part of his/her body when fighting unarmed. In order to get an extra attack from the "off hand," you'd have to assume that the monk was only punching with one hand under normal circumstances. Anyone ever see a martial artist who only uses one hand? Me, neither.

9. If my Monk chooses to do non-lethal damage instead of lethal, is his Strength bonus still capped?

No. However, he is then subject to all the normal rules for unarmed combat, including the automatic attacks that such fighting provokes (as per page 135 of the PHB.)

10. The Monk's stunning attack takes effect when he rolls a "to hit die score" five higher than needed. Does this mean a natural, unmodified score of five or higher? For instance, if my monk needs to roll a 14 to hit, do I need a natural 19 or 20, regardless of my bonuses to hit?

Yes. The monk's stunning ability is based on the natural hit die roll. If you needed a 14 to hit and had a total "to hit" bonus of +6, you would stun only on a natural, unmodified roll of 19 or higher on the die.

11. Can a Monk learn martial arts and use the special abilities in conjunction with his unarmed attacks?

Only in very limited circumstances. All Monks can learn certain martial arts maneuvers based on their school (see the Combatant's Guide, page 11.) However, maneuvers learned as part of a separate martial art can only be used *with that martial art*. If the Monk knows Fung-Chi, and has learned the maneuver Circle Kick as part of Fung-Chi, he can either use Fung-Chi (and Circle Kick,) or his normal unarmed attack sequence (with no Circle Kick.) He can switch back and forth between the two styles each round.

12. Can a Monk take Attack Bonus (unarmed)?

Yes. A monk's unarmed attacks are considered weapons by Attack Bonus.

13. Can a Monk take Called Shot Bonus and apply it to his unarmed attacks?

Again, yes. A Monk taking the talent can apply the bonuses to his unarmed strikes.

14. Can a Monk belong to multiple schools?

No! A Monk's school is a source of honor, pride, and wisdom, with a heritage that may date back thousands of years. A Monk who bounced from school to school trying to master the secrets of all of them would certainly fail, and would likely take huge hits to his honor for his lack of focus and devotion.

15. If a Monk takes Advanced Single Weapon proficiency (ASWP), and wields an improvised weapon in one hand while fighting, does he get the AC bonus?

Advanced Single Weapon proficiency requires that the weapon wielded be one with which the character is proficient. As a character using improvised weapon isn't wielding the weapon the way it was meant to be wielded, it can't be considered "proficient," and therefore the character does not get the AC bonus. He can, however, wield a weapon normally and gain the benefit of ASWP.

Focus on STP's: Clarifying the Skills, Talents, and Proficiencies of the Class Books

by Chuck Boswell HMGMA IL-1-00766-02

When the Spellslinger's guide was released upon the legions of Hackmaster fans, many players immediately asked their respective GameMasters, "Can my fighter/thief/cleric take any of these really cool skills and talents?" Many GameMasters studied the wondrous new tomes looking for answers to this very question, and these GameMasters took from the sacred texts different interpretations of the rules. And that's when all hell broke loose.

The class books were designed to flesh-out and give greater depth to each of the different class groups in HackMaster. The skills, talents and proficiencies found in the class books were a large part of providing that depth and additional detail. These STPs were especially suited to characters of the class group featured in the specific book. Some of the STPs presented in one of the class guides, however, might be of marginal interest to players playing characters of other class groups. Here we present the official guidelines for using GM discretion to determine what STPs are and are not

allowed to character classes outside those by each specific class book.

The following tables list what skills, talents and proficiencies can be purchased by classes not covered in the respective books, and also which ones cannot be purchased. There are a few special exceptions as listed on the tables below. If a class or package explicitly grants access to skills, talents, or proficiencies from another class book, even skills disallowed, then a character with that class or package may take the STPs explicitly allowed. So, your zealot of Hokalas can have School Resistant but not Martial Tradition and a Shonite could have any martial art from the Combatant's Guide, but could not take the Camouflage skill. The changes in this article apply to all characters, but there is no retroactive continuity in Hackmaster. If your character was designed prior to the release of this list, you may NOT acquire new talents except through the normal means of taking a package when dual-classing. As skills and proficiencies can be learned at any time, your old characters can learn new tricks, just like a dawg

Spellslinger's Guide

Skills Allowed	Skills Disallowed	Talents Allowed	Talents Disallowed
Calligraphy	Arcane Speak	Eagle Eye	Arcane Swindler ^b
Penmanship	Know Ability	Magically Efficient	Blind Casting
Sleight of Hand	Spell Tattooing	Mnemonically Gifted	Bloodline
Speed Reading	Spirit Lore ^c	Quick Learner	Fast Cast
		Quick Thinking	High Spell-Jacker
			Item Savant
			Martial Tradition
			Precise Targeting
			School Resistant
			Superior Meditation
			Spell Razor
			Counter Speller
			Voiceless Casting
			Still Casting

Additional Notes:

c: Cleric group may purchase

b: Bards may purchase

Combatant's Guide

Skills Allowed	Skills Disallowed	Talents Allowed	Talents Disallowed
Armor Repair, Basic	Camouflage ^t	Aquatic Background	Attack higher bonus
Armor Repair, Adv.	Disarm ^{t,c}	Hardy Traveler	Called Shot Bonus
Armor Repair, Exp.	Disarm, Expert ^{t,c}	Forest Fighting	Critical Hit Bonus
Distance Sense	Flying Combat	Lucky	Damage Cap Bonus
Military History	Improved Charge	Mountain Fighting	Defend Bigger Bonus
Navigator Skill Set	Press the Attack	Pain Resistance	Multi[-]attack Bonus
Riding, Sea-Based	Shield Bash ^c	Quick Change	Unyielding
Sailor Skill Set	Shield Punch ^c	Thick Headed	
Shipwright Skill Set			
Snappy Comeback			
Trip Attack			

Players' Advantage

Additional Notes:

Proficiencies in the Combatant's Guide are restricted to the Fighter Group

c: Cleric group may purchase

t: Thief group may purchase

Zealot's Guide

<u>Skills Allowed</u>	<u>Skills Disallowed</u>	<u>Talents Allowed</u>	<u>Talents Disallowed</u>
Distraction	Feint ^t	Burst of Speed	Blood Turning
Improve Cover	Improved Overbearing ^t	Courage	Concentration
Veterinary Healing	Improved Subdual ^t	Curse Resistance	Divination
	Improved Unarmed Combat ^f	Death Magic Bonus	Divine Shield
		Elemental Resistance	Divine Smite
		Legacy	Enhanced Turning
		Paralyzation Bonus	Fast Turning
		Poison Bonus	Follow-Through Healing
		Prudish	Life Smite
		Puritanical	Mass Turning
		Receptive Healer	Precision Casting
		Reduced Facing	Prophecy
		Second Sight	Quick Casting
		Thick Blood	
		Vigor	

Additional Notes:

Proficiencies in the Zealot's Guide are restricted to the Cleric Group

f: Fighter group may purchase

Griftmaster's Guide

<u>Skills Allowed</u>	<u>Skills Disallowed</u>	<u>Talents Allowed</u>	<u>Talents Disallowed</u>
Acting	Crowd Working	Breath Weapon Bonus	Expert Cheater
Animal Noise	Fortune Telling	Cower	Magic Trap Sense
Begging (General)	Identify Poison	Forgettable Face	Simultaneous Backstab Attacks
Begging (Panhandling)	Locksmithing	Good Immune System	
Boating	Set Traps, Advanced	High Tolerance	
Chanting	Voice Mimicry	Knack for Languages	
Craft Instrument		Perfect Grooming	
Fast Draw		Quick Movement	
Juggling			
Observation			
Trailing			
Whistling/Humming			
Disguise			
Fast-Talking			

Additional Notes:

A fighter group character may purchase the Two-Shield style proficiency. All other Proficiencies are restricted to the Thief Group.

*: It costs 2 BP's for non-thieves to purchase Trailing.

A few things to remember: first of all, multi-class characters may purchase skills, talents and proficiencies from any of the class books appropriate to his different classes. A character that dual-classes may purchase skills and proficiencies appropriate to his new class. A character that gains free skills from their BBI or background training tables CANNOT take any skills from other class books as their free skills.

We Know What Was Missing: Cantrips for the Young Diviner

by Jeff Hric HMGMA OH-1-00777-02

The lack of any divination cantrips in the PHB may have upset, or even offended some of you would be young Diviners. Trouble yourselves no longer. Direct from the library of Supreme Arch Diviner Pellindros, comes a list of cantrips with which to hone your skills.

Welcome aspiring students

It is common knowledge that the lesser magic-users, and even worse the non-gifted of Garweeze Wurld constantly disrespect those of us in the greatest of all the schools. Do not lose heart, it's really fear that motivates our critics. Any muscle bound imbecile can grasp the concept of creating fire, and most of those who have partaken too greatly in drink have seen images that do not exist. There is far more to magic than tricks and flashy spells. The art that is Divination is beyond all but the greatest of minds. We alone have knowledge of that witch is hidden from all others. Remember they should fear us, we know their secrets; we know the very nature of their souls. As soon you will! Now that the basics of our art are laid before you, will you accept the challenge, will you open yourself to the secrets of the universe. You will do well... I have foreseen it!

*Pellindros
Supreme Arch Diviner*

Detect Honor, Great/Low (Social Engagement)
(reversible)
(Divination)

Area of Effect: varies **Casting time::**1/2 segment
Range: 0 **Duration:** One round

When casting this cantrip, the caster must glance quickly around the room, with an adoring smile on his face. He will immediately lock eyes on the person with the greatest honor in his field of vision. The reverse of this cantrip requires a disapproving glower, to locate the lowest honor person. The area of effect is 3 targets+3 targets per level in a 10' radius. This cantrip detects the highest character by their Honor number. Feign Toughness can inflate a person's Honor for the purposes of this spell-it effectively adds 10 honor per level feigned to the character's Honor for purposes of detection. Thus a level 2 character with 20 Honor who Feigned Toughness for four levels worth would appear to have 60 Honor, even though they only have 20 Honor.

Detect Source of Odor (Social Engagement)
(Divination)

Area of Effect: 4 sq. yds. **Casting time::**1/2 segment
Range: 0 **Duration:** Instantaneous

By means of this cantrip the caster can determine the source of an offensive odor within the area of effect. By

sniffing the air and placing the tip of his thumb against his forehead, the source will become apparent to him.

Find Personal Item (Useful)
(Divination)

Area of Effect: 5-ft. radius. **Casting time::**1/2 segment
Range: 0 **Duration:** Instantaneous

By means of this cantrip the caster is able to whistle, and hear it echoed back at him from the location of an item, in the area of effect, which he has both seen and handled previously.

Find Page (Useful)
(Divination)

Area of Effect: see text **Casting time::**1/2 segment
Range: Touch **Duration:** Instantaneous

By flipping quickly through the pages of a book, and stating a topic, the caster will cause the corner of the first page, with data relevant to the stated topic, to fold over. The area of effect is 100 bound pages.

Know Language (Social Engagement)
(Divination)

Area of Effect: Caster **Casting time::**1/4 segment
Range: 0 **Duration:** Instantaneous
Components: S, M

By means of this cantrip the caster is able to know the identity of a single language. By tilting his head to the side and squinting at the speaker, or examining a written phrase, he will know the basic name of the language, with a 5% chance per level to know further clarification of the language type. For example, basic language, 'Orckish', further clarified, 'Highland Orckish', further clarified, 'Highland Orckish of the Kung-nuk tribe'. The caster may attempt as many clarifications equal to his current level and as exist for the target language, until he fails a roll. The material component, the spoken word or bit of text to be analyzed is not lost in casting this cantrip.

Remember Fact/Lore (Useful)
(Divination)

Area of Effect: Caster **Casting time::**1/2 segment
Range: 0 **Duration:** Instantaneous

By means of this cantrip the caster can add 5% to any one Academic, or Arcane skill check. Each version of this cantrip must be memorized separately, Fact for Academic skills, and Lore for Arcane skills. He must tap his temple, and wrinkle his brow when casting.

Speed Read (Useful)
(Divination)

Area of Effect: One page. **Casting time::**1/4 segment

Range: 0

Duration: Instantaneous

By means of this cantrip the caster will know the basic contents of a single piece of paper. Prized by scroll caddies, this cantrip only requires that the caster be familiar with the language on the paper, as he never actually reads the words. He must squint, and run his eyes back and forth on the page. Since looking at a page activates those magical booby-traps found in spell books and cursed scrolls, this does NOT allow detection of Explosive Runes, Runes of Eyeball Implosion, and the like. Those spells work normally against a reader using this cantrip.

True North (Personal)
(Divination)

Area of Effect: One object **Casting time:** 1/4 segment

Range: 0

Duration: Instantaneous

This cantrip allows the caster to place a dart, needle, sharp stick, or other similar small pointed object in the palm of his upturned hand and have it rotate to north.

Hackmaster Armor Coverage

By Scott Meredith HMGMA AL-2-00170-01

Ah, armor, the fighter's friend. Everyone knows armor protects the body from damage. We all also know that not all armor is created equally, and the different types cover more (or less) of our bodies. How do we know exactly what is (and is not) covered by the different types of armor? Simple! All you have to do is find the type of armor on this list, and it will tell you what parts of the body are covered. Some people may ask, "What difference does it make? It's armor, so it covers, big deal." Without getting too much into GM proprietary information, it becomes a big deal when figuring out the severity level for a critical hit. Having a particular body part covered by armor could mean the difference between an uncomfortable whack and a gruesome blood-spurting amputation! So check the list, and never wonder again if you are safe or not. To read the table, each type of armor is followed by a series of abbreviations. These abbreviations represent different body parts, and are explained below.

Body Part Abbreviations:

Ab: Abdomen, includes lower and upper abdomen and lower side

Au: Arm, upper, including upper inner and outer, and armpit

Bkl: Back, lower and small of

Bku: Back, upper and upper middle

Bt: Buttock

Ca: Calf, includes shins

Ch: Chest, includes side, upper

El: Elbow, includes inner joint

Fc: Face, includes lower side, lower center, upper side, upper center Fr: Forearm, includes back and inner

Ft: Feet, includes heels, toes, the arch, inner, outer, and upper ankles

Gr: Groin, male only

Ha: Hand, includes wrist, back and front, hand-back, palm, and fingers

Hd: Head, includes side, back lower, back upper, and top

Hp: Hips

Kn: Knees, front and back

Nk: Neck, includes front, back and side

Sh: Shoulder, includes side and top

Th: Thighs, includes hamstring

Armor and the body parts covered:

Banded: Ab, Au, Bkl, Bku, Ch, El, Fr, Gr, Hp, Sh, Th

Brigandine: Ab, Au, Bkl, Bku, Ch, Fr, Gr, Hp, Sh, Th

Bronze Plate Mail: All

Chain Mail: Ab, Au, Bkl, Bku, Ch, El, Fr, Gr, Hp, Sh, Th

Field Plate: All

Full Plate: All

Helmet: Hd

Hide: Ab, Bkl, Bku, Ch, Gr, Hp, Sh, Th

Leather: Ab, Bkl, Bku, Ch, Gr, Hp, Sh, Th

Padded: Ab, Au, Bkl, Bku, Ch, Gr, Hp, Sh

Plate Mail: All

Ring: Ab, Au, Bkl, Bku, Ch, El, Fr, Gr, Hp, Sh, Th

Scale: Ab, Au, Bkl, Bku, Ca, Ch, El, Fr, Gr, Hp, Kn, Sh, Th

Splint Mail: Au, Bkl, Bku, Ca, Ch, El, Fr, Gr, Hp, Kn, Sh, Th

Armor Abbreviations:

All Armor From List = All

Banded = Bnd

Brigandine = Brg

Bronze Platemail = BPmail

Chain Mail = Cmail

Field Plate = FDPmail

Full Plate = FLPmail

Helmet, Basinet = HlmB

Helmet, Great = HlmG

Hide = Hde

Leather = Lthr

Padded = Pad

Plate Mail = Pmail

Ring = Rng

Scale = Scl

Splint = Spt

Body parts covered and armor:

Abdomen, Lower (Ab) = All
Abdomen, Upper (Ab) = All
Ankle, Inner (Ft) = BPmail, FDPmail, FLPmail, Pmail
Ankle, Outer (Ft) = BPmail, FDPmail, FLPmail, Pmail
Ankle, Upper/Achilles (Ft) = BPmail, FDPmail, FLPmail, Pmail
Arm, Upper Inner (Au) = All (Except for Hde & Leather)
Arm, Upper Outer (Au) = All (Except for Hde & Leather)
Armpit (Au) = All (Except for Hde & Lthr)
Back, Lower (Bkl) = All
Back, Small of (Bkl) = All
Back, Upper (Bku) = All
Back, Upper Middle = All
Buttock (Bt) = BPmail, FDPmail, FLPmail, Pmail
Chest (Ch) = All
Elbow (El) = All (Except for Brg, Hde, Lthr & Pad)
Face, Lower Center (Fc) = BPmail, FDPmail, FLPmail, Pmail
Face, Lower Side (Fc) = BPmail, FDPmail, FLPmail, Pmail
Face, Upper Center (Fc) = BPmail, FDPmail, FLPmail, HlmB, Pmail
Face, Upper Side (Fc) = BPmail, FDPmail, FLPmail, HlmB, Pmail
Finger(s) (Ha) = BPmail, FDPmail, FLPmail, Pmail
Foot, Top (Ft) = BPmail, FDPmail, FLPmail, Pmail
Forearm, Back (Fr) = BPmail, Cmail, FDPmail, FLPmail, Pmail, Rng, Scl
Forearm, Inner (Fr) = BPmail, Cmail, FDPmail, FLPmail, Pmail, Rng, Scl
Groin (Male Only)(Gr) = All
Hamstring (Th) = All (Except for Pad)
Hand, Back (Ha) = BPmail, FDPmail, FLPmail, Pmail
Head, Back Lower (Hd) = BPmail, FDPmail, FLPmail, HlmB, HlmG, Pmail
Head, Back Upper (Hd) = BPmail, FDPmail, FLPmail, HlmB, HlmG, Pmail
Head, Top (Hd) = BPmail, FDPmail, FLPmail, HlmB, HlmG, Pmail
Heel (Ft) = BPmail, FDPmail, FLPmail, Pmail
Hip (Hp) = All
Inner Joint (El) = All (Except for Brg, Hde, Lthr & Pad)
Knee (Kn) = BPmail, FDPmail, FLPmail, Pmail, Scl, Spt
Knee, Back (Kn) = BPmail, FDPmail, FLPmail, Pmail, Scl, Spt
Neck, Back = BPmail, FDPmail, FLPmail, Pmail, Scl, Spt
Neck, Front (Nk) = BPmail, FDPmail, FLPmail, Pmail, Scl, Spt
Neck, Side (Nk) = BPmail, FDPmail, FLPmail, Pmail, Scl, Spt
Palm (Ha) = BPmail, FDPmail, FLPmail, Pmail
Shin (Ca) = All
Shoulder, Side (Sh) = All
Shoulder, Top (Sh) = All
Side, Lower (Ab) = All
Side Upper (Ch) = All
Thigh (Th) = All (Except for Pad)
Toe(s) (Ft) = BPmail, FDPmail, FLPmail, Pmail
Wrist, Back (Ha) = BPmail, FDPmail, FLPmail, Pmail
Wrist, Front (Ha) = BPmail, FDPmail, FLPmail, Pmail

Butterflies are Free! (Or at Least Reasonably Priced)

By Thomas Greene HMPA CO-1-00949-02

All right, people, you wanted to hear about butterfly steeds and other pixie fairy mounts and you've hired me to tell you...so listen up, because I'm not repeating myself and I'm not refunding your money if you fall asleep! I'm Arthur O. Podd, Entomancer. What that means is that anything I tell you about species with less than six legs is questionable, but I'm just shy of a sage when it comes to insect matters. Now sit down and I'll get started."

Butterfly and Moth Steeds:

Pixie fairy butterfly and moth steeds are a staple of pixie fairy characters, especially Cavaliers, but have been given short attention until now. The taxonomy of giant insects largely consists of adding the prefix Mega-, or "big", to the names of their mundane relatives. Thus, taxonomists have classified butterfly steeds in the families Megadanaidae, Megapapilionidae, Megasaturniidae, and Megasphingidae. That is, they are relatives of the common Monarch, Birdwing, Moonmoth and Hawkmoth families, likely modified by magic and selective breeding in the past to achieve their current forms. As such, they have characteristics common to their smaller relatives, and for simplicity's sake, I will refer to them by the common names of said smaller relatives for the remainder of the lecture.

Butterfly and moth steeds are larvae for the first few months to a year of their lives, furiously eating one or more types of plants to grow. They then undergo a chrysalis state and emerge as full-sized adults, ready to be trained. As adults, all Megalepidopteran steeds drink nectar or sugar water for sustenance, but sometimes seek additional nourishment from rotten fruit, pollen, or the like. They typically live for 3-6 years (1d4+2).

"Ginger Moth" is the common name of moth mounts of either family, because the first pair of wings are usually a drab ginger color that hide possible bright colors or eyespots on the hind wings. Both the Moonmoth and Hawkmoth have tropical and temperate varieties, an unimportant distinction in the eternal summer of the Faerie plane, but important on the Prime material. Temperate varieties can be trained to be active in winter if they are kept warm and fed triple the usual amount of nectar or sugar water. In order for the moth to maintain activity during winter months, it must be kept warm through use of a special, custom-made insulated harness (at ten times the normal cost.) It is also necessary that the mount be quartered in a warm building or tent; otherwise, it will hibernate. The Moonmoths eat as adults, unlike their mundane kin; apart from that, they resemble huge, fuzzy Cecropia or Atlas moths with rotund bodies and large wings, commonly with eyespots on the rear wings. This is the moth illustrated in the Hacklopedia of Beasts. Hawkmoths have sleeker bodies and narrower wings, commonly with colorful stripes on

the rear wings. They resemble hummingbirds in flight, and if a moth mount falls into the "Charger" speed category it is invariably a hawkmoth. Only the oldest or weakest hawkmoths are lesser quality than "High Spirited".



Butterfly steeds are either tropical (Monarch and Birdwing), or migrate to temperate climes (Monarch). Monarch butterfly steeds are (obviously) related to common Monarch butterflies and are strong fliers with orange and black wings who migrate to northern regions in the spring and return to tropical areas in the fall. They can be trained to stay over the winter for double the normal amount of nectar or sugar water. However, only magic equivalent to a "Ring of Warmth" will prevent them from heading south (or returning to Faerie, if giant) after the first frost. Lacking such magic, the pixie fairy has the choice of allowing the butterfly to migrate and return to the fairy's home the following spring, or of flying south with his mount. Monarch larvae feed on giant milkweed plants the size of trees, common in Faerie, which have been spread through Garweeze Wurd by pixie fairies and (ironically) by blood mages, who value the heart poisons and latex rubber that can be harvested from the plants by a skilled alchemist.

Birdwing steeds resemble common Birdwing butterflies, with beautifully patterned elongate wings in a multitude of colors. Some have specific larval food plants and others aren't picky. They are strictly tropical or subtropical and will take 1d6 damage for every 24 hours that they stay in an area where the temperature

drops to 40° F or lower at any point within those 24 hours. They will not begin to heal this damage without healing magic or warmth magic, until they travel to an area where the temperature never drops below 41° Fahrenheit. If kept in a cold area, even with warmth magic, their morale will be reduced by half until the weather warms up.

Though butterfly steeds are semi-intelligent or better and will choose their rider, a pixie fairy can “buy” a steed instead of searching for months to find one and convince it to let him ride it. The reason is that several pixie fairy clans have adopted nomadic lifestyles, following their butterfly companions through the Faerie and mundane realms, much like nomadic human cultures follow herd animals. They protect and care for their butterfly companions, and can play “matchmaker” by introducing a pixie fairy to several butterflies chosen for likely compatibility. The price for a butterfly mount is the fee they charge for this service. Known nomadic pixie fairy clans include the Goldwings (who wear wide brimmed hats and use lariats to herd ginger moths) and the ‘Fly Grrlz (a mostly female clan founded by expatriates who had bad experiences with males and modeled their lifestyle after Amazons they’d met in their travels. They’re as skilled with butterflies as Amazons are with horses, though their cavaliers prefer huge wasps as mounts.)

Flying mounts:

Mounts of any kind can have the quirks presented in the GMG (Chapter 16); obviously, though, the mindset of an oversized butterfly isn’t exactly the same as that of a horse. Table 16J in the GMG may be used to determine traits for butterfly steeds, but the GM should exercise discretion and good judgement. Table 16K (Horse Traits) requires certain modifications when used to determine traits for flying mounts. For instance, flying mounts who stop occasionally in flight have removed their genes from the pool, and it’s difficult for a moth to be a “biter!” In general, the results on the Charger table are acceptable, while the results on the Nag table will require more scrutiny; as always, though, the GM is the final arbiter of whether a given result makes sense. Once you’ve determined the personality of the steed, it’s ready for purchase.

Other Pixiefairy Mounts:

Any animal or bird that can support 20 lbs of weight for a long time and learn simple commands can be used as steeds by pixie fairies. Birds with a 3-6 foot wingspan, like eagles and large owls, can support the weight of a pixie fairy. Pixie fairies can ride dawgs, but prefer the better-tempered varieties like guard and hunting breeds to rottweilers and pit bulls. Horses and smaller herd animals, like Shetland ponies, goats, and sheep can also be trained to carry pixie fairies. Dog sized animals can carry a pixie fairy for a short time, while larger animals such as donkeys, ponies and sheep can carry up to three pixie fairies with no problem. Note

that the price of some of these animals is inflated due to the special training required. For instance, horses and other herd animals need special training to accept commands from a creature maybe a hundredth their size. Dawgs and eagles must be trained not to eat their riders. This cost is shown as “+ (amount)” to reflect the cost of the additional training, as well as the hiring of trainers of other races to help care for the larger animals. This amount is added to the amount shown in the Hackmaster Players Handbook. Other steeds, like ginger moths, simply have the price listed. Availability is only considered “high” in pixie fairy lands. While other races may sell eagles or horses (for instance), they most likely do not sell animals trained as mounts for pixie fairies.

Pixie Fairy Inheritance:

Because of the difficulty pixie fairies have in raising the larger animals without the aid of larger PC races, the inheritance tables referring to mounts has been changed to a usable pixie fairy steed as detailed below. The reason is, while a fairy’s parents may have accepted a large weapon or animal to close a debt or something, they usually change to a mount that won’t eat them, or their homes. These mounts come trained to stop, go, and run (and not to eat their riders) but have no other training. See *Amended Table 30* for changes on pixie fairy inheritances.

Pixie Fairy Cavalier Mounts:

Pixie fairy cavaliers have some difficulty controlling the steeds listed for higher level cavaliers of the larger races. After extensive research, I have found that the following creatures will allow pixie fairy cavaliers to ride them.

At 7th level, a pixie fairy cavalier will gain the service of a butterfly steed of maximum hit points, an eagle or a common owl.

At 9th level, a pixie fairy cavalier will gain the service of a Giant Butterfly, a giant Bumblebee or a talking owl. At 11th level, a pixie fairy cavalier will gain the service of a Huge Dragonfly*, Huge Solitary wasp* or a Giant Butterfly of maximum Hit points.

*Huge insects are part of the species diversity of the Megalarthropoda. Until details are published, large insects are one third the size and huge insects one half to two thirds the size of their giant relatives, with Hit Dice adjusted accordingly; flight speed, however, remains the same or higher, allowing the smaller insects to escape predation. Huge insects must be well fed; dragonflies will feed on birds or small animals, while wasps must be allowed to lay eggs in the creatures the party defeats. Amazon fairies favor huge wasps, as shown in the illustration on page 163 of the GMG.

That’s it for now. If you have more questions, you can ask me at the refreshment table; if you want your money back, tough. If you want statistics and particulars for other Megalarthropoda, our hosts in the COSM know my rates for lectures. Thank you and good day.

Changes to GMG Table 16 K (Nag) column for flying mounts:

Result on Nag table:

-Kicks, Stomps Feet...
-Chews Fences...
-Stops Occasionally...
-Rubs against Fences...

Result for a Flying Mount:

-Wing Buffet/Flutter (in face, blinds for 1 round)
-Eats/Drinks foul stuff (rotten fruit or meat, urine, etc.).
-Easily distracted, will seek food or mates. If migratory, it cannot be persuaded to stay over the winter.
-Marks Territory, leaves scent to attract mates (+10% to tracking rolls vs the party, +50% if tracker has dawg or Acute Sense of Smell)

Mount:

Butterfly Steed
Dawg (guard or hunting)
Eagle, Wild
Firedrake⁴
Ginger Moth
Herd animal⁵, small
Horse (any)
Owl (common, or talking¹)
Zephyr Beast (if rider is under 1 ½ ft. tall)

Cost:

Special^{1, 2}
per PHB + 20%
2,000 gp
3,000 gp
50 gp
per PHB +15%
per PHB +10%
1,000 gp
Special¹

Availability:

50/15/5²
per PHB -20%
20/10/-³
5/-¹/¹
90/25/5
per PHB -15%
per PHB -10%
15/10/5
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Footnotes:

- 1: Must be befriended during adventure or inherited (with GM approval).
- 2: 300 gp (for the introduction services of a nomadic Pixie Fairy).
- 3: Eagles may be reserved for royal falconry in some areas and illegal for others to own.
- 4: Can support up to 2 pixie fairy riders, plus gear.
- 5: includes Ass, Donkey, Goat, Llama, Mule, Ram, Sheep and Shetland Ponies.

Amended Table 30:

No. Rolled Mount becomes

5865-5904 Carrion Camel = Ginger Moth
5961-5965 Lizard, Red Bellied Armored = Dawg, guard
5971-5976 Elephant, Sabre toothed = Ram
5982-5985 Dolphin, mount = Sheep
5986-5989 Griffin = Butterfly Steed
5990-5993 Hippogriff = Giant Butterfly*
5997-5998 Killer whale, mount = Owl, common**

*The young giant butterfly will start with the statistics and powers of a normal butterfly mount, and gain full hit dice and magical ability when the rider reaches 9th level (when a PF Cavalier could gain a giant butterfly as a mount).

**If the Owl gains a roll on the "nag" table (16K) it will automatically be Nocturnal and will react to daytime activities as a standard mount would to being ridden all night.

A Day in the Life of a Dungeon Cat

by Timothy Grubbs HMPA FL-1-00335-01

Frisky woke up on the dark, dank floor of the dark, dank dungeon he had called home for the past year. He sniffed around, hoping that a mouse had finally had the misfortune of losing its way inside the complex created many years ago to house a warrior band's hoard of treasure. Unfortunately, this day proved to be a disappointment as no mouse was to be found.

Frisky looked around the hall he had slept in for the night. Fortunately, he had managed not to get eaten by a Gelatinous Cube while he slept. The small amount of light provided by the few torches around the hallways made it difficult to see the block of green jello which had recently decided to call the dungeon of Kargg Muddle home in the last few weeks.

"Oh well, not really my problem. It's probably too busy going after the crazy people who keep trying to find Kargg Muddle's treasure trove," Frisky thought to himself.

Of course, the cube was not the only beast to live in the sprawling maze of tunnels and hallways. A band of orc treasure-seekers had gotten lost last week. Additionally, a few gnolls sought shelter from the rain the week before that, and both groups now called the lair their home, at least until they could find their way out.

Fortunately, neither group seemed to care about the cat they occasionally saw wandering the passageways. After all, they were too busy trying not to get eaten by the family of owlbears that the half-ogre warrior Kragg had decided to keep as pets, shortly before they tore him and his men apart.

Frisky remembered that day not too long ago. Limbs were laying everywhere after the owlbears woke up and got angry at the half-ogres who had dragged them away from their homes. Blood decorated the walls, and the half-ogres' possessions were scattered everywhere.

The now dead warriors had always kept a healthy assortment of food inside their hideout, which managed to keep Frisky well fed. That is, until he had to resort to eating the raw meat left by the half-ogres' bodies, which the owlbears had decided not to eat for one reason or another.

"For some reason, half-ogre meat just isn't very good," Frisky often told himself. "Too stinky."

The food supplies were now nearly exhausted since the gnolls and orcs had eventually found the storeroom. So, he had to resort to getting food from the occasional

group of adventurers who found themselves searching for treasure in the dungeon.

"I told you, we're not lost," Frisky heard a high-pitched voice say from down a hallway.

This was a sound Frisky was used to. He would surely be able to get food from whoever had wandered into the cavern on purpose. "They must have *some* food with them," he thought. Frisky ran down the hall and peeked around the corner to see the odd group of six people crammed in the hallway. "And I'm telling you we are, Kit, you little scatterbrain," Frisky heard a voice reply.

"Now, now, can't we all just get along, everyone? I don't even know why we had to come down here," frisky saw a tall elf say in an attempt to calm the apparently lost group down.

"Shut up for once, Air'Ian. We're sick of listening to you whine," a chunky dwarf replied while drooling profusely.

"C'mon guys, I've been making this map and there's no reason to get the idea that we might be lost. I know exactly where we a... a... achoo!" Frisky saw a flying pixie fairy sneeze onto its map, which it had carefully made. "Oh, Lufia! The maps ruined now. There must be a freakin' cat he... he... achoo!"

"A cat!" Frisky heard the group's lone human yell while jumping in fright. She quickly looked around and, spotting Frisky, immediately hid behind the three elves which finished up the group. "There it is, B'lock. Kill it, kill it quick!"

"It's just a cat, Bambi," Frisky saw one of the elves reply, "no need to worry."

"What are you talking about? They're vicious little things. You don't know them like I do, otherwise you'd be afraid too," Bambi the human replied.

"Here kitty, kitty," the third elf said walking up to the cat with something in its hand.

"What do you think you're doing Lucas? You'll get killed," Bambi said to the elf.

Lucas the elf ignored Bambi and continued to walk up to Frisky. Frisky responded by perking his head up and approaching, hoping to eat the food in its hand. Lucas lowered the piece of bread from his iron rations to Frisky, and the cat ate it up.

Frisky enjoyed the piece of stale bread, despite its near lack of taste, and he wanted more. He rubbed his body against Lucas's leg while purring hoping to get more food from the elf.

"Sorry, buddy," the elf said. "No more food for you. We need some for ourselves after all."

Frisky was not happy. He wanted more of the bread and intended to get it. A scowl emerged on Frisky's face. Lucas showed no response as the rest of the party just stood there trying to get their friend to come over and stop playing with the cat. Lucas responded by walking back over to his friends, ignoring Frisky.

"Meow," Frisky said, hoping for Lucas to hear his plea. The elf ignored the cat. Frisky meowed louder, making it clear that he would not be ignored.

"Scat, cat," the dwarf said, "before I decides to eats ya."

Frisky responded by letting out a very loud meow, knowing full well of the consequences. One of the elves responded by shouting, "Shut up cat before I ..."

His words were cut off by the sound of the loud hoot of an owlbear.

"Sounds like there's an owlbear somewhere in here," the human said.

A second hoot followed the first.

"Or a pair of owlbears," the pixie fairy responded.

A third hoot, louder than the others and much closer, reverberated throughout the passageway, the party was standing in.

"Oh no," was the dwarf's only words.

The group immediately began pulling out their weapons prepared for the eventual onslaught. Frisky walked slowly down the hallway to a safe distance where he could witness the ensuing slaughter. The adventurers would surely get what they deserved. After all, they had refused to feed Frisky. When the owlbears were done, he could pick through their packs and eat all the food he wanted.

That is, until the gelatinous cube decided to come oozing down the hallway.



Nebula Quick-Casting Battle-Harness

By Brian Brown HMPA CO-2-00491-02

Nebula Quick-Release Battle-Harness

EPV: 3000 **GPV:** 20000

This X-shaped harness was developed by the Nebula clan of dwarven battlemages during the great wars. After losing many spell caddies in the heat of battle (the poor guys didn't really stand a chance), the elder Nebulas decided to develop a new method of quickly accessing their spell components. There is some argument among the clan as to which revered ancestor actually came up the harness; some say it was Crabbe, while others protest that it was the duo of Gumme and Pelican. Whoever actually developed the harness, there is no question it is a wonder to behold.

The harness appears to be a simple X-shaped harness with straps that fit over the shoulder and under the arm, fastening by buckles in the rear. The front of the harness is lined with moderate sized pouches (12 in all, 6 on each side). Most also depict the swirling pattern of the Nebula family crest in the center.

The harness functions as a programmable teleport system for spell components. The user must "program" a pocket to a particular spell; after which when a command word is spoken for that pocket (Also programmed in) the contents of the pocket will be teleported instantly into the hand of the wearer of the harness (Thus eliminating the 1d4 segments initiative penalty normally associated with gathering material components when casting a spell). To program a pocket the battlemage must actually cast the spell in question at the pocket up to the point of releasing the eldritch energies of the spell. The spell is lost in this manner and must be re-memorized, but the pocket is now programmed for that spell until such a time as the battlemage deems it necessary to change it. After a pouch is a programmed the spell components must be placed inside and re-supplied each time they are used. The harness, when used properly allows casting of spells with components without the added time of fumbling through pouches to find the components. The pouches can hold no more than a standard small belt pouch and encumbrance for the contents still applies. The harness itself weighs 8 lbs.

Most harnesses found, 75%, are sized specifically for dwarves. However, some were made on request for allies and as a result there is a 10% chance a harness will be man-sized and a 15% chance that a harness will be gnome- or halfling-sized. For some odd reason no harnesses are sized for elves, although elves sometimes try to use man-sized harnesses and suffer the additional fumble chance for wearing such an ill-fitted piece of equipment (fumbles on 1 worse than normal). At any rate the item is exceedingly rare and its creation is a closely guarded secret of the Nebula Dwarves.