



The Official Publication of the HackMaster Association



Those Held Responsible...

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From the Editor's Desk

I am pleased to have this opportunity to welcome you to the eleventh installment of the *HackJournal*! The only publication dedicated to the wonderful game of HackMaster written solely by *you*, the players and fans!

In this issue, we have a new magic item written by Steve Johansson as well as tracking an encounter with a hive of the not-so-cuddly Aarkians by the prolific Jedediah Gofourth.

For those of you wondering how to submit articles for the HackJournal, I have put together the following tutorial. Since even a Gibbering Goblin can follow these directions, I expect to see more articles submitted in the next few months!

How do I submit an article for HackJournal?

So, you've written a Pulitzer worthy article for the HackJournal and you're ready to reap the fame and glory that is due a HackJournal author. Well slow down a minute slick, we need to cover a few basics! In order to submit an article to the HackJournal, you must first be a card carrying member of the HMA. Then, you need to follow these simple steps.

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

Step one: Create and save your article using either Microsoft Word format or Rich Text Format (RTF). Now, there are some guidelines that must be followed. These can be found at <http://www.kenzerco.com/hma/main/index.php>. After you log in, look to the right hand side of your screen. There, you will see HJ Submission Guidelines. Since this is what you are looking for, I would suggest you click this link. Inside, you will find everything you need to do to make your submission meet our HackDwarf's requirements for layout, table formatting, and a list of article categories. Without these guidelines, we'd still be getting submissions on old tax returns written in crayon.

Step two: Compose an e-mail to zwerg@kenzerco.com.

Step three: In the subject line, put "[HJ] <article name>" so that your article will get the proper attention it deserves. For example, if I wrote an article on fishing lures, I would put "[HJ] Fishing Lures" in the subject line. Failure to do so could result in your e-mail landing of the desk of our HMA audit department, and no one wants that!

Step four: In the text of the attached article, please include your name, HMA number, e-mail address, and a brief description of the article. This will ensure that our file monkeys don't lose your information and can give you proper credit for your submission.

Step five: Be patient. You should receive a response within 3 business days that your submission has been received. Further notices on status will be eventually forthcoming but may take a number of months.

So get to it already! I hope you enjoy this installment of the *HackJournal* and that it inspires you to create a submission of your own.

Bradley Todd
HackJournal Assistant Editor
HMPA # TX-3-00291-01
"Some people call me...Dude."

HackJournal Submission Guidelines

Submission guidelines can be found on the HMA Website <http://www.kenzerco.com/hma/main/index.php>

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Coin Purse of Haggling

by Chris Stogdill ID-1-01339-03

Coin Purse of Haggling

EPV: 7,000

GPV: 50,000

Everyone needs to be able to carry around enough hard coin to pay for ordinary expenses. Because adventures may need a large belt pouch or small sack to accomplish this, the average person's coin pouch would hardly fit the bill (pun intended). One exception is a **Coin Purse of Haggling**, often referred to as a Gypsy Purse.

A **Coin Purse of Haggling** is usually found in the possession of elderly Gypsy women and rarely seen outside of Gypsy lands. It appears to be an intricately embroidered, silk-lined leather purse with a simple metal clasp. Made from the ears of a Wild Boar sow (Evidently someone CAN turn a sow's ear into a silk purse!) and embodied with Gypsy magic, the **Coin Purse of Haggling** functions as a Mega-Storage Device. As such it is capable of holding thirty pounds of coins while weighing only one pound. To most, this is the only apparent function of the **Purse**, but it also has three secondary functions that it has gained through years of use and exposure to Gypsy ways.

First, the **Coin Purse of Haggling** confers the ability to haggle, granting a 25% skill ability/bonus to its user (This ability functions without the user's knowledge). An additional 10% haggling bonus is available if the

user activates another of the **Purse's** secondary abilities. If the words, "I only have" and an amount of coinage is spoken aloud, the purse may be opened and overturned, revealing the amount spoken. When performing this function, the **Purse**, will dump out the maximum number of coins available to total the amount spoken, as long as the coins were inside the **Purse** to begin with. For example-If there were 2 GPs, 10 SPs, and 190 CPs in the **Purse** and "I only have 2GPs" was spoken, the purse would make available 190 CPs and 10 SP.

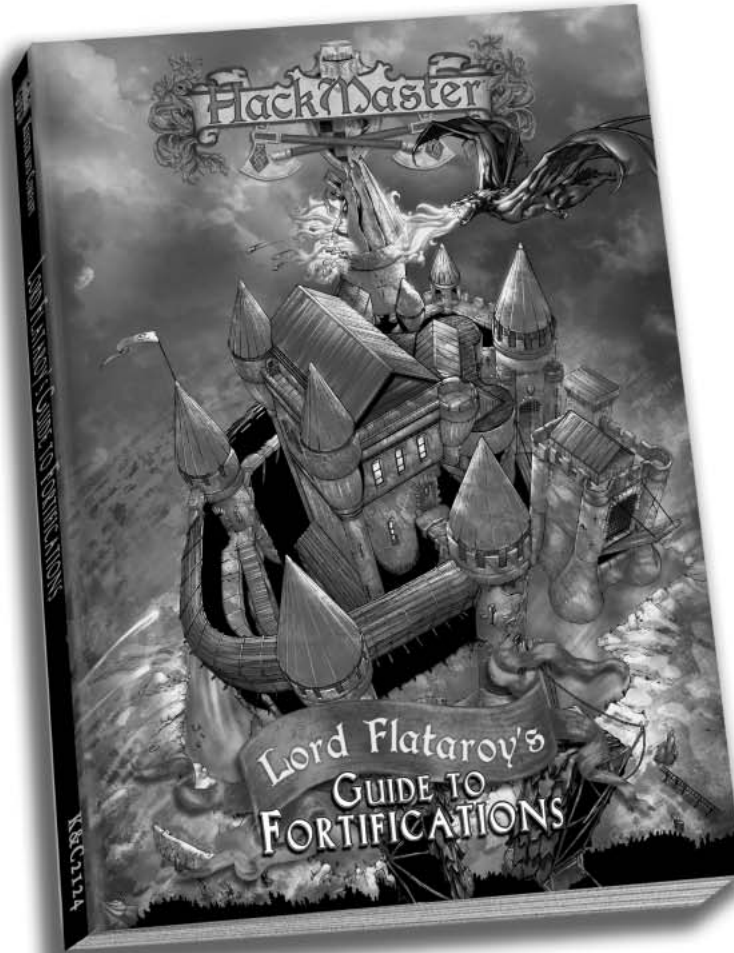
The **Coin Purse of Haggling's** last special function is often considered "cursed". Once the thirty-pound capacity of the **Purse** has been met, any item added will cause the **Purse** to "lose" enough items (starting with the most valuable and recent) to retain its thirty-pound capacity. "Lost" items are actually teleported to the original owners' vardo (wagon) for safekeeping. Several new recipients of a **Coin Purse of Haggling** have tried to exceed the item's capacity, only to find themselves suddenly short on coins.

Finding the original owner of a Gypsy Purse is rather difficult, unless she wants to be found. Hidden in the embroidery of the **Purse** is her name and clan (requires a successful INT check and Read Ancient Languages skill check, but easily read by any Gypsy). The entire clan actively searches for a lost purse, unless the owner has been sufficiently "compensated" by the **Purse** and finds it more advantageous to keep it lost.

All functions of the **Purse** will be revealed by an *Identify* spell, along with the name of the original owner.



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Into The Maze

by Heather O'Malley HMGMA TN-1-00809-02

The lock was rusty and resisted the efforts of the dwarf's picks. She grumbled and brought out a vial of oil, drizzling a little into the lock. She hoped that the oil might help break loose the rust from the gears of the lock. The other members of the party stood back patiently with slightly amused looks on their faces, especially the thrice-damned elf.

She stroked her short beard as she pondered the issue. The chest itself seemed attached to the floor somehow. If she did not unlock the chest the trap would be set off, but she still could not tell what the action of the trap was, that made her hesitant to use the salamic acid she always carried. The mechanism was right in front of her, but it took effect elsewhere. She again checked the chest for any clue as to what would happen if the trap were triggered. Nothing.

"Look Zarthia, are we going to be about this all day? There is still more to this complex than just this one chest", the elven mage chided her impatiently, his thin brows arching over his pale blue eyes. "If you cannot open it, let us simply be off."

Zarthia scowled and made to rise when the hand of the party's leader dropped to her shoulder. "Please Zarthia. Eldon, you know the policy. No rooms left unchecked. No chests left unopened. You agreed to those terms when you signed with us."

Eldon glared with his pale blue eyes flashing coldly across the human's rugged face and chain hauberk. The human's hand rested suggestively on the hilt of his bastard sword. With a scowl, Eldon turned and stomped off to the other corner of the room.

"How's it going Zarthia?"

"Not well Barrias. The lock is rusted and trapped. If I don't undo the lock but rather force it, the trap goes off. I'll give it another go." She turned back to the chest with her brows furrowed, a deep crease forming between her dark eyes. She moved her picks about, hoping they would catch. She felt them hang up on the mechanism and she strained to trip it. The effort caused her arms to shake and with a sickly groan, the whole party heard it unlock.

Raejel, the other fighter came up and patted her on the shoulder. "Good job. What'd we get?"

Zarthia lifted the chest lid slowly. The flickering torchlight danced across the piled coins. She grinned deeply as she eyed the loot. "Cash. Seems like a lot of it. Let me unload it so we can divide it up real quick."

Zarthia lifted handful after handful of gold, silver, and platinum pieces out of the chest. They made a warm and welcome sound as they clattered off the stones and each other. The pile on the floor grew as she shoveled. As she lifted the last of the coins free, picking up the stragglers she noticed some letters carved into the bottom of the chest. She didn't recognize them and her stomach went cold. "Eldon, come here."

The elf turned back towards the dwarven thief. "What now?"

"Come here. Let me know if you can read this." Zarthia stood up and brushed the dust and dirt from the knees of her trousers.

The elven mage tromped over and glanced at the letters. They seemed familiar to him but he was unsure what they said. In a way, it looked to be some form of ancient goblin tongue. "I think it is some type of Goblin language, perhaps Hobgoblin. What ever it is, I cannot read it. I can only make out that it is two words."

Zarthia nodded and turned back to the chest. She started trying to piece it together from some of the bits and pieces of goblin tongue that she had seen before. Slowly, the pattern of the letters began to make some sort of sense. She almost had the translation.

The rough sound of stone grinding on stone came down the hall to where they were all standing. All their heads snapped in the direction of the sound and they readied their weapons. When no other sound was heard, Raejel ran to the door and looked back down the hall towards the entrance. What ever it was, it was beyond the illumination of the torch. She gathered up the other torchbearer and cautiously moved down the corridor.

Some eighty feet back all Raejel saw was a stone wall blocking the entry passageway. She moved up to it and looked the wall over, there didn't seem to be any space for either her hands or a pry bar. They had been cut off from their escape route. Raejel thought that maybe Zarthia would still be able to get them out of here, she hustled back to the party.

The party leader looked inquiringly at Raejel when she returned to the room. "We're cut off. Stonewall about eighty feet back. Don't think we can make it out that way. Zarthia might be able to get us out, but I doubt it."

Zarthia examined the letters in the chest again. She thought, "Who in Draper's name would trap the bottom of a chest like that?" Slowly, the letters began to make more sense and she pierced together the message. "Got you."



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IS BECAUSE YOU'RE SPENDING
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LIKE FOOD, SHELTER, AND CLOTHING.
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CLOTHING ARE ESSENTIALS.
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COURSE).

HUH?
NO WAY,
THORINA! MY
GAMING NEEDS
COME FIRST!

YEAH, AND WHAT
ABOUT KNUCKLES' HUGE
DOLL COLLECTION?

DOLLS?!
THOSE ARE ACTION
FIGURES!



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Sole Practitioner Class: The Summoner

By Chuck Boswell HMGMA #IL-1-00766-02

One of the most secretive of the sole-practitioner classes, the Summoner is also one of the most feared. Dedicated to magics which summon creatures to do the spellcaster's bidding, as well as spells which summon creatures and energies from the lower planes, the Summoner's powerful magic often places him in danger. It takes tremendous fortitude to withstand the energies of the lower planes, so only characters with exceptional (17/45+) Constitution can become Summoners. Only those with pure human blood can become Summoners. The vast number of Conjunction specialists consider Summoners to be archaic and dangerous; the majority of those who have dedicated themselves to the school of Conjunction/Summoning have begun shifting focus of new spells onto the less dangerous Conjunction magics. Still, an experienced Summoner has quite an arsenal at his disposal.

Summoner

Specialist Name: Summoner [Conjunction/Summoning]

Building Point Bonus: 6

Ability Requirements: Constitution 17/45+, Intelligence 12+, Wisdom 13+

Allowed Races: Human

Additional Rules: The Summoner begins play with the skills Arcane Lore and Divine Lore at 51%. Additionally, all Monster Summoning spells (and only the specific Monster Summoning I/II/III/IVetc. spells) cast by the Summoner have increased potency: each creature summoned gains one additional hit point per hit die.

Summoner Spells:

Level	Spells
1	Conjure Mount, Find Familiar, Unseen Servant
2	Summon Swarm, Ajamar's Chaotic Summoning*
3	Monster Summoning I, Ajamar's Greater Swarm*
4	Monster Summoning II, Ajamar's Demonic Enhancement*
5	Conjure Elemental, Hyptor's Faithful Bitch-Hound, Monster Summoning III, Summon Shadow
6	Conjure Animals, Ensnarement, Invisible Stalker, Monster Summoning IV
7	Cacodemon, Monster Summoning V
8	Conjure Greater Elemental*, Monster Summoning VI
9	Demon Flame, Gate, Monster Summoning VII

* New spell – description listed below.

New Spells

Summoner Progression Table

Experience Points	Experience Level	4-sided Dice for Accumulated Hit Points	Level Title
0-3,000	1	20 + 1d4 *	Applicant
3,001-6,000	2	2	Beckoner
6,001-12,000	3	3	Bringer
12,001-24,000	4	4	Acquisitionist
24,001-48,000	5	5	Requisitionist
48,001-90,000	6	6	Insister
90,001-130,000	7	7	Demander
130,001-175,000	8	8	Commander
175,001-275,000	9	9	Enslaver
275,001-400,000	10	10 **	Summoner
400,001-800,000	11	10 + 1	Summoner (11 th level)
800,001-1,300,000	12	10 + 2	Summoner (12 th level)
1,300,001-1,600,001	13	10 + 3	Summoner (13 th level)
1,600,001-1,900,000	14	10 + 4	Master Summoner
1,901,000-2,300,001	15	10 + 5	Master Summoner (15 th level)
2,300,001-2,700,001	16	10 + 6	Master Summoner (16 th level)
2,700,001-3,100,000	17	10 + 7	Master Summoner (17 th level)
3,100,001-3,500,000	18	10 + 8	Demon Lord
3,500,001-3,900,000	19	10 + 9	Arch Summoner
3,900,001-4,300,000***	20	10 + 10	Arch Summoner (20 th level)

This section includes a variety of new spells to supplement those found in the Player's Handbook. These spells expand the options for the Summoner sole-practitioner class, offering these casters (as well as other magic-users) a wealth of new arcana.

Ajamar's Chaotic Summoning (Conjuration/Summoning)

Level: 2

Range: Special

Components: V, S, M

Duration: 2 rds. + 1rd./level

Casting Time: 3 segments

Area of Effect: 30-yd. radius

Saving Throw: Special

This spell functions exactly as a Monster Summoning I spell does, with the following caveats:

- 1) Only 1d4 creatures are summoned.
- 2) There is a 10% cumulative chance of spell backfire for each successful casting of this spell beyond the first attempt within 24 hours.
- 3) The caster may opt to take "spell recoil" – the spell automatically succeeds but the caster is engulfed by disfiguring extra-planar energy and loses two points of comeliness – permanently.

The material components of this spell are a tiny bag, an unlit candle, and a drop of pixie-fairy blood.

Ajamar's Greater Swarm (Conjuration/Summoning)

Level: 3

Range: 100 yards

Components: V, S, M

Duration: Special

Casting Time: 2 segments

Area of Effect: 30-ft. cube

Saving Throw: Negates

This spell functions in much the same manner as the Summon Swarm spell does, with the following exceptions:

- 1) The range and area of effect are greater (as described above)
- 2) Creatures actively defending against the swarm to the exclusion of other activities suffer 1d4 points of damage for each round spent in the swarm.
- 3) Those taking other actions, including leaving the swarm, receive damage equal to 2d4 points + 1 point per three levels of the caster each round. Note that spellcasting within the swarm is impossible.
- 4) The swarm disperses when it has taken a total of 4 hit points per caster level from the attacks as listed in Summon Swarm.

The material component is a wing of a bat.

Ajamar's Demonic Enhancement

(Conjuration/Summoning)

Level: 4

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 4 segments

Area of Effect: The caster

Saving Throw: None

The spell allows the caster to draw upon the energies of the lower planes. The caster gains one of the following effects after casting this spell:

- 1) The caster can increase his physical stats a combined number of points equal to one half of his level (fractions round up, to a maximum of 25). For example, a 9th-level caster could increase his strength 3 points, his dexterity 1 point and his constitution 1 point. This effect lasts 2 turns + 1 turn/2 levels
- 2) The caster can grow Demon Wings which allow him to fly (18" Maneuverability class B) This effect lasts 2 turns + 1 turn/2 levels
- 3) The caster's skin hardens like a gargoyle's and can only be harmed by +1 or better weapons. This effect lasts 5 rounds + 1 round/level

After the spells duration lapses, however, the caster is subject to one of the following effects (roll a **d4**):

- 1) The caster loses 1d4 points of Strength until he rests 2 hours per point lost.
- 2) The caster suffers 1d4 points of damage that cannot be cured by magical means.
- 3) The caster experiences a blinding pain and must immediately make a threshold of pain check or collapse.
- 4) The caster loses the spell slot used to cast this spell for 1d4+1 days.

A second casting of this spell while another is in effect causes the first instance to immediately end (and the effects of it ending take place immediately). Most Summoners only cast this spell when they have followers or sidekicks who can look after them after the spell's duration lapses as it places them in significant danger. The material component of this spell is a bloodstone worth at least 100gp.

Conjure Greater Elemental (Conjuration/Summoning)

Level: 8

Range: 60 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell functions exactly as the fifth-level spell, Conjure Elemental, with the sole exception that this spell conjures a 16 HD Elemental. This spell is reserved for Conjuration specialists and Summoner Sole Practitioners.

Charlatan Available Powers By Level

by Jeff Hric HMGMA IL-1-00777-02

Starting Abilities	Charlatan Abilities	Cost	Original Class	Copy Modifier	Gain open locks ability #+	80	thief	+5%
					Gain pick pockets ability #+	80	thief	+5%
					Gain read languages ability #+	120	thief	-15%
					Go berserk #	100	berserker	-10%
					Influence others #	90	bard	-5%
Level 1	Charlatan Abilities	Cost	O.C.	C.M.	Bonus to AC equal to level when parrying #	100	cavalier	+0%
					Cast magic-user cantrips #	80	magi-user	-15%
					Climb cliffs and trees #	80	barbarian	+0%
					Decreased chance of surprise #	100	monk	+0%
					Disguise oneself	200	assassin	+0%
					Dodge or deflect missiles	250	monk	-5%
					Evaluate a mount	200	cavalier	+0%
					Fight with two weapons without penalty 1	200	ranger	-5%
					Faster movement (+3")	150	barbarian	+0%
					Gain +1 to saving throws against one school of spells	200	specialist	+0%
					Gain access to cleric group only skills talents and special class proficiencies	180	cleric	-
					Gain access to fighter group only skills talents and special class proficiencies	250	fighter	-
					Gain access to magic-user group only skills talents and special class proficiencies	150	magic-user	-
					Gain climb walls ability #+	80	thief	+0%
					Gain detect noise ability #+	80	thief	+0%
					Gain find traps ability #+	10	thief	-5%
					Gain remove traps ability #+	110	thief	-5%
					Gain hide in shadows ability #+	70	thief	+10%
					Gain move silently ability #+	80	thief	+10%
					Know trivia	100	bard	+0%
					Leaping and springing	150	barbarian	+5%
					Make saving throws as a thief	200	thief	-5%
					Modify wild and tame animal reactions #	100	ranger	+0%
					Run confidence games and scams	150	bard	+10%
					Track without penalty 2#	100	ranger	+0%
					Unlikely to be thrown from saddle or injured in a fall from a horse (85%)	200	cavalier	-5%
					Use a skill t	50	any	+5%
					Standard weapon proficiencies as a thief/cleric (PHB p 101)	200	thief/cleric	+10%
					Level 2 Charlatan Abilities	Cost	O.C.	C.M.
					Apologize ability	440	knight errant	-10%
					Attack as fighter	450	fighter	+5%
					Attacks per round as a cavalier	450	cavalier	+0%
					Attacks per round as a fighter	400	fighter	+5%
					Cast cleric spells #	220	cleric	-20%/5
					Cast druid spells #	220	druid	-20%/5
					Cast magic-user spells 3#	250	magic-user	-20%/5
					Countersong	380	bard	+0%
					Fame multiplied by 1.25	400	knight errant	-
					Gain +1 to hit with lance	400	cavalier	+0%
					Gain a species enemy	400	ranger	-5%
					Gain the backstab ability #	210	thief	+0%
					Gain spy ability	400	assassin	+10%
					Hide in natural surroundings #	200	barbarian	+5%

Players' Advantage

increased move #	220	monk	+5%	❑ Detect the presence of good	800	dark knight	+5%
				❑ Function at negative hit points	850	cavalier	+10%
Inspire with performance #	200	bard	+5%	❑ Gain +1 to-hit with broad sword, long sword or scimitar	830	cavalier	+0%
				❑ Improvise weapon 11	800	monk	+0%
❑ Intimidating display	380	monk	+0%	❑ Pass through overgrown areas without leaving a trace at full movement rate	800	druid	+0%
❑ Make saving throws as a cleric	400	cleric	+0%	❑ Self induced hackfrenzy 12	750	berserker	+0%
❑ Make saving throws as a magic-user	400	magic-user	+0%	Simul-casting 13#	420	battle mage	-10%
❑ Targets of spells of one school cast by you receive -1 to their saving throw	400	magic-user	-5%	Spell-jack 10#	400	illusionist	+5%
		specialist					
❑ Standard weapon proficiencies as a fighter (PHB p 101)	430	fighter	-				
Level 3 Charlatan Abilities	Cost	O.C.	C.M.	❑ Vault into saddle with bulky armor and have the steed under way in 1 segment	800	cavalier	+0%
❑ Attack as 1 level higher 4	650	cavalier	-10%	Level 5 Charlatan Abilities	Cost	O.C.	C.M.
❑ Attack at 5 levels higher with the lance 5	600	cavalier	-5%	❑ Attack as 5 levels higher with a broad sword, long sword, or scimitar 5	1,050	cavalier	+0%
❑ Attacks per round as a specialized fighter	600	fighter	+0%	Back protection #	500	barbarian	+5%
❑ Bonus damage with lance	600	cavalier	-5%				
❑ Chain casting 6	600	battle mage	+10%	Damage bonus with weapons 14#	570	monk	-5%
		cleric					
Command undead #	300		+0%	❑ Fall up to 20 feet without taking damage	1,000	monk	+0%
Detect illusion #	320	barbarian	+0%	Hit creatures requiring magic weapons #	550	barbarian	-10%
❑ Double armor class bonus for dexterity	700	barbarian	-15%	❑ Memorize one additional spell of a certain school 15	1,100	specialist	-5%
❑ Fall up to 10 feet without taking damage	600	monk	+0%	❑ Use magic items usable by fighters	1,000	fighter	+10%
❑ Gain 15% to your chance to learn new spells from one school	620	magic-user	+10%	Level 6 Charlatan Abilities	Cost	O.C.	C.M.
		specialist		❑ Cure disease	1,300	paladin	-5%
Heal wounds 7#	350	paladin	-5%	❑ Gain +1 to-hit with horseman's mace, horseman's flail, or horseman's military pick	1,200	cavalier	+0%
❑ Identify plants animals and pure water with perfect accuracy	600	druid	+5%	❑ Improved surprise	1,250	barbarian	+5#
❑ Identify purpose of magic item	600	bard	+0%	❑ Really intimidating display 16	1,200	monk	+10%
		dark knight		❑ Ride unicorn as a steed 17	1,200	cavalier	+0%
Inflct wounds 8#	350		-5%	Self healing #	650	monk	+0%
Open hand attacks as a monk 9#	350	monk	+0%	❑ Spur mount to 2" greater speed	1,200	cavalier	+5%
				❑ Take no damage on a successful saving throw	1,300	monk	-15%
❑ Pass without trace	590	monk	+5%	Level 7 Charlatan Abilities	Cost	O.C.	C.M.
Spell prepping #	300	battle mage	+0%	❑ Attack as 5 levels higher with horseman's mace, horseman's flail, or horseman's military pick	1,400	cavalier	+0%
				❑ Fall up to 30 feet without taking damage	1,500	monk	-5%
Spell-jack 10#	300	battle mage	+0%	❑ Gain +1 to hit with monk weapons	1,400	monk	+10%
				❑ Weapon strike	1,300	monk	+0%
Turn undead #	300	cleric	+0%	Level 8 Charlatan Abilities	Cost	O.C.	C.M.
				❑ Gain +2 to hit with lance	1,600	cavalier	+0%
Level 4 Charlatan Abilities	Cost	O.C.	C.M.	❑ Gain immunity to charm spells cast by woodland creatures	1,600	druid	-5%
❑ Bonuses to saving throws	900	barbarian	+0%	❑ Handle and ride a Pegasus as a steed	1,550	cavalier	+0%
				❑ Resist disease	1,600	monk	+5%
Detect magic #	450	barbarian	-5%	❑ Scrutinize others and force an alignment audit	1,640	paladin	+10%
		paladin	+5%				
❑ Detect the presence of evil	800						

Players' Advantage

	☐ Write magical scrolls	1,620	magic-user	-10%	7 Must be lawful good.
Level 9	Charlatan Abilities	Cost	O.C.	C.M.	8 Must be chaotic evil.
	☐ Brew magical potions	1,820	magic-user	-10%	9 Only useable when not wearing armor or carrying a shield.
	☐ Painful strike	1,800	monk	+0%	10 This ability is useless without the ability to cast magic user spells. The level of th ability determines how many spells the character can spell-jack, not the level of his spell casting ability. It only applies to magic-user spells.
	☐ Stun and kill with open hand attacks	1,900	monk	+0%	11 When using this power, the character gains the damage and attacks per round of monk with a level equal to the power level. This ability only applies to improvised weapons. It does not grant the user this ability with his unarmed attacks.
Level 10	Charlatan Abilities	Cost	O.C.	C.M.	12 Must be able to go berserk as a berserker as a prerequisite.
	☐ Gain +2 to-hit with broad sword, long sword or scimitar	2,000	cavalier	+0%	13 This ability is useless without the ability to cast magic user spells. The level of th ability determines how many spells the character can simul-cast, not the level of his spell casting ability or his class level.
	☐ Handle and ride a Hippogriff as a steed	1,900	cavalier	+5%	14 The cap to weapon damage still applies.
	☐ Shape change into a reptile, bird or mammal three times per day	2,100	druid	-15%	15 This ability applies only to magic-user spells. One level of this ability allows the character to memorize an extra spell at every spell level he can cast.
	☐ Use magic-user and cleric scrolls as a thief	2,000	thief	+0%	16 The character does not need to have the intimidating display ability to have this ability.
Level 11	Charlatan Abilities	Cost	O.C.	C.M.	17 Female elves only.
	☐ Take only half damage on a failed saving throw and no damage on as successful saving throw of the appropriate type	2,300	monk	-15%	
	☐ Water run	2,200	monk	+0%	
Level 12	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Gain +2 to-hit with horseman's mace, horseman's flail, or horseman's military pick	2,400	cavalier	+0%	
	☐ Handle and ride a Griffon	2,250	cavalier	+10%	
	☐ Use magic items usable by clerics	2,500	cleric	-5%	
Level 13	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Resist poison	2,600	monk	+0%	
Level 14	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Fall any distance without taking damage	2,900	monk	-5%	
	☐ Gain +3 to-hit with lance	2,800	cavalier	+5%	
	☐ Mind mask as monk	2,200	monk	+5%	
Level 15	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Telepathic resistance	3,000	monk	+10%	
	☐ Use magic items usable by magic-users	3,100	magic-user	-20%	
Level 16	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Retarded aging	3,200	monk	+0%	
Level 17	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Speak with plants and animals	3,400	monk	+0%	
Level 18	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Fasting	3,600	monk	+0%	
Level 19	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Flame walk	3,800	monk	+0%	
Level 20	Charlatan Abilities	Cost	O.C.	C.M.	
	☐ Survive without air	4,000	monk	-10%	

```
# This has a power level.
```

+This thief skill has a base percentage equal to the base score plus Dexterity and armor modifiers. Each level it increases by 5%

t The charlatan can learn any skill he has seen in use. He need not have the prerequisite skill to do this.

1 The character must be wearing studded leather or lighter armor.

2 This does not grant the character the tracking skill; it merely removes the non-ranger penalty. He must still acquire the skill normally.

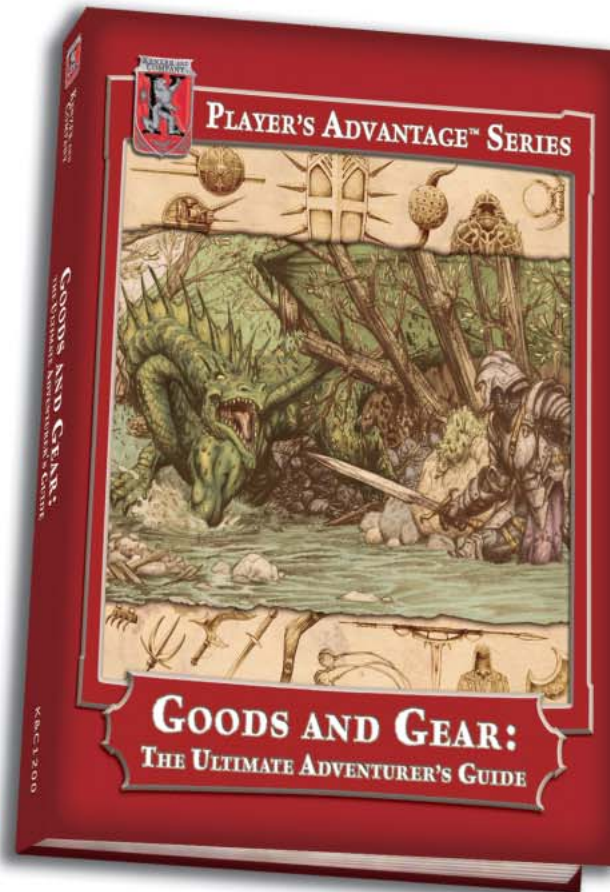
3 This ability includes the ability to cast cantrips.

4 This does not grant the character the attack matrix of a cavalier.

5 This does not grant the character the attack matrix of a cavalier, but it does grant the increased number of attacks of a cavalier with the chosen weapon only.

6 This ability only works for magic-user spells. Use the power level of the spell casting ability for the purposes of chain casting.

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Dice Progression Table

by Mykal Antczak HMGMA-WI-3-00023-01

Grand Mastery and Die Progression.

When you attain grand mastery in a weapon your weapon now does the damage of the next highest die. Essentially it is the same weapon. It is the skill of the user that has changed. Just moving the die type however, does not reflect on one of the most potent forces a warrior depends on when dealing damage, Penetration.

To maximize the Hack potential of a weapon in the hands of a grand master, the next highest die type needs to be defined in such a way to maximize the overall damage possible over time. By increasing the penetration potential instead of just the die type, the skill of the grand master should be more accurately reflected. This tends to be more of an issue as the die of damage grows larger and with this chart you should see more penetration rolls for grand masters.

Original die to Higher Die

1d3 to 1d4
1d4 to 1d5
1d5 to 1d6
1d6 to 1d8
1d8 to 2d4
1d10 to 2d5
1d12 to 2d6
1d20 to 2d10
2d3 to 2d4
2d4 to 2d5
2d5 to 2d6
2d6 to 3d4
2d8 to 4d4
2d10 to 4d5
2d12 to 3d8
3d4 to 2d8
3d6 to 4d5
3d8 to 4d6
4d4 to 4d5
4d6 to 5d5
5d4 to 4d6
6d4 to 5d6

Any modifiers listed after a weapons damage will remain the same. So

2d4+1 will be 2d5+1 or 3d6-3 will be 4d5-3.

Wild Surge Magic

by Steve Johansson HMGMA# IL-10-00002-01

The following official new magic item was created by a wild surge unleashed by a Wild Mage during the final round of the HackMaster Tournament of Champions at Origins 2004. Let it serve as an example to you GMs on how to handle a similar situation that might occur in your own campaign. In this instance, one randomly determined normal item became magical. The item, randomly determined from the character's record sheet, was a bar of soap. Although the Zealot's Guide instructs GMs to use the GMG magic items table to determine powers, results of that roll may not always be applicable to the myriad of junk PCs inevitable load themselves down with before descending down into the dark unknown. It is therefore incumbent upon you to exercise your creativity.

Soap of Cure Disease

EP value: 350 GP value: 800

This item appears to be a palm-sized piece of soap of a type one would expect to find in the bathing chambers of a wealthy noble woman. It is always scented with rare aromatics such as frankincense or myrrh.

This particular soap, however, carries a necromantic dweomer. If one uses the soap while bathing, it has the power to cure diseases. It is also effective against skunk musk, dark seether spores, and skin ailments such as the advanced leprosy or rotting disease caused by lesser mummies. Against the dreaded Mummy Lord rotting disease, the soap will afford the victim a save (vs. poison at -6) to be completely cured of the ailment. Even if the save is failed, the infection will be in remission for 3d4 weeks.

To be effective, the patient must find a body of water in which he can completely immerse himself, disrobe and thoroughly lather up, rinse and repeat. This process will take a minimum of two turns. Anything less will render the soap ineffective but will still use up the precious cleanser. Each bar is effective for one application.

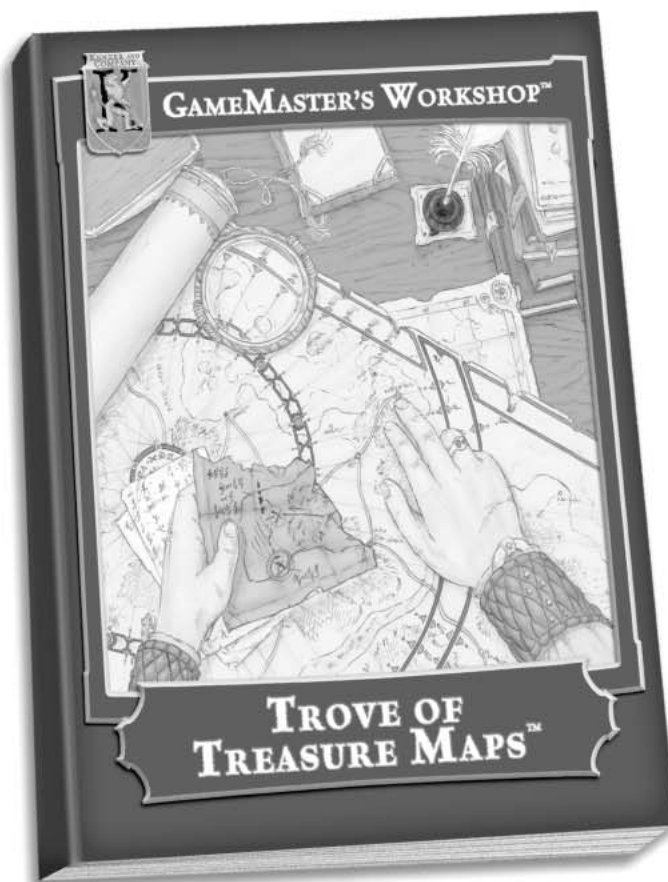
As an added benefit, anyone bathing with this soap gains a boost of 1 point of Comeliness for 1d3 days.

Level Limit Master Chart (part 1)										
		Dwarf, Hill / Mtn	Elf, Drow	Elf, Grel	Elf, Gray	Elf, Wood	Elf, High	Gnome	Gnome Titan	Gnomeling
Cleric:		10	13	13	13	13	13	9	9	7
	Chosen	U*	U*	U*	U*	U*	U*	U*	U*	U*
	Druid	no	13	13	13	13	13	no	no	6
	Shaman	8	10	15	10	15	10	9	9	7
	Zealot **	18 **	20 **	20 **	20 **	20 **	20 **	18 **	18 **	18 **
Fighter		15	12	12	12	12	12	11	11	9
	Barbarian	no	no	12	no	12	no	no	no	no
	Berserker	16	13	13	13	13	13	no	12	9
	Bounty Hunter	9	13	13	13	13	13	11	11	10
	Cavalier	no	13	13	13	13	13	no	no	no
	Holy Knight	no	no	no	no	no	no	no	no	no
	Dark Knight	no	no	no	no	no	no	no	no	no
	Gladiator	14	11	11	11	11	11	10	10	8
	Knight Errant	15	12	12	12	12	12	11	11	9
	Monk	no	no	no	no	no	no	no	no	no
	Paladin	no	no	no	no	no	no	no	no	no
	Pirate	8	11	11	11	11	11	10	10	8
	Ranger	no	15	15	15	15	15	no	no	no
	Samurai	no	no	no	no	no	no	no	no	no
	Soldier	12	no	no	no	no	no	no	U	no
	Swashbuckler	no	14	14	14	14	14	13	13	no
Magic User		no	15	15	15	15	15	no	no	no
	Abjurer	no	no	no	no	no	no	no	no	no
	Battle Mage	U	15	15	15	15	15	no	10	no
	Blood Mage	no	15	15	15	15	15	no	no	no
	Conjurer	no	no	no	no	no	no	no	no	no
	Diviner	no	15	15	15	15	15	no	no	no
	Elementalist	16	no	no	no	no	no	14	14	no
	Enchanter	no	15	15	15	15	15	no	no	no
	Illusionist	no	no	no	no	no	no	15	14	U
	Invoker	no	no	no	no	no	no	no	no	no
	Necromancer	no	15	no	15	no	no	no	no	no
	Painted Mage	13	14	U	14	14	14	12	10	11
	Transmuter	no	no	no	no	no	no	no	no	no
	Wild Mage	no	16	16	16	16	16	no	no	no
Thief		U	12	12	12	12	12	13	13	U
	Acrobat	5	10	10	10	10	10	8	8	8
	Assassin	12	10	10	10	10	10	8	8	U
	Bard	no	no	no	no	no	no	no	no	no
	Brigand	8	8	8	8	8	8	10	11	15
	Charlatan	no	no	no	no	no	no	no	no	no
	Infiltrator	12	15	15	15	15	15	15	15	15
	Minstrel	3	12	12	12	12	12	5	5	5
	Ninja	no	no	no	no	no	no	no	no	no
	Pirate	8	11	11	11	11	11	10	10	8
	Yakuza	no	no	no	no	no	no	no	no	no
* Chosen may become and advance in their class indefinitely at the whim of their patron Gawd.										
** See race restrictions per individual Zealot type.										

Level Limit Master Chart (part 2)

Halfling, Hairfoot	Halfling, Tallfellow	Halfling , Stout	Halfling, Thug	Half-elf	Darkman	Half-orc	Half- ogre	Pixie Fairy	Human		
8	8	8	8	14	14	4	5	10	U	Cleric	
U*	U*	U*	U*	U*	U*	U*	U*	U*	U*		Chosen
6	6	6	6	14	no	no	no	no	U		Druid
14	14	14	14	11	11	U	U	6	U		Shaman
18 **	18 **	18 **	18 **	20 **	18 **	18 **	18 **	18 **	U **		Zealot **
9	9	9	9	14	13	U	U	9	U	Fighter	
U	U	U	U	no	no	U	U	no	U		Barbarian
9	8	10	9	14	no	U	U	9	U		Berserker
12	12	12	12	14	16	15	10	7	U		Bounty Hunter
no	no	no	no	no	no	no	no	9	U		Cavalier
no	no	no	no	no	no	no	no	no	U		Holy Knight
no	no	no	no	no	13	no	no	no	U		Dark Knight
13	13	13	13	16	14	15	U	10	U		Gladiator
9	9	9	9	14	no	U	U	9	U		Knight Errant
no	no	no	no	no	no	no	no	no	U		Monk
no	no	no	no	no	no	no	no	no	U		Paladin
9	9	9	9	13	12	9	7	13	U		Pirate
no	no	no	no	16	no	no	no	no	U		Ranger
no	no	no	no	no	no	no	no	no	U		Samurai
no	no	no	no	12	no	12	no	no	U		Soldier
11	11	11	11	16	15	no	no	10	U		Swashbuckler
no	no	no	no	12	13	no	no	U	U	Magic User	
no	no	no	no	no	no	no	no	U	U		Abjurer
no	no	no	no	10	10	no	no	no	U		Battle Mage
no	no	no	no	11	10	no	no	no	U		Blood Mage
no	no	no	no	no	no	no	no	no	U		Conjurer
no	no	no	no	12	15	no	no	no	U		Diviner
no	no	no	no	no	no	no	no	18	U		Elementalist
no	no	no	no	12	14	no	no	16	U		Enchanter
no	no	no	no	no	no	no	no	U	U		Illusionist
no	no	no	no	no	no	no	no	U	U		Invoker
no	no	no	no	no	no	no	no	no	U		Necromancer
11	11	11	10	20	no	7	8	10	U		Painted Mage
no	no	no	no	12	13	no	no	15	U		Transmuter
no	no	no	no	14	U	no	no	no	U		Wild Mage
U	U	U	U	U	U	8	7	15	U	Thief	
8	9	7	8	U	U	5	no	no	U		Acrobat
no	no	no	10	11	U	U	7	no	U		Assassin
no	no	no	no	U	U	no	no	no	U		Bard
11	10	10	16	15	18	U	14	9	U		Brigand
no	no	no	no	20	no	no	no	no	U		Charlatan
15	16	14	15	15	U	8	no	12	U		Infiltrator
5	6	4	5	U	12	no	no	6	U		Minstrel
no	no	no	no	no	no	no	no	no	U		Ninja
9	10	8	12	13	12	9	7	13	U		Pirate
no	no	no	no	U	no	no	no	no	U		Yakuza
* Chosen may become and advance in their class indefinitely at the whim of their patron Gawd.											
** See race restrictions per individual Zealot type.											

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GameMaster's Workshop: Underwater Adventures

by Luther Martin, HMA #531

The underwater environment is a challenging one for HackMaster characters: while water limits the ability of their opponents to cast spells, adventurers find that their spellcasting, vision, mobility and ability to fight are severely impaired while the corresponding capabilities of many of their opponents are not reduced at all. The *GameMaster's Guide* already has rules for these aspects of the underwater environment, so we will not discuss them further here. Instead, we will describe additional limitations of the underwater environment and give ways to quantify in game terms a few debilitating affects that characters can suffer as a result of their adventures underwater.

The most obvious thing that adventurers need to survive underwater is air, or some other way to stay alive in the absence of breathable air. Some spells and magic items can accomplish this, as can clever uses of a handy air elemental. Adventurers who survive underwater by breathing air, be it from a captive air elemental or air from within the domes that cover an underwater city [though most underwater city planners take this into account if their species is not pressure-adapted and they will use other spells to solve the problem of air pressure underwater], are actually breathing air that is at the same pressure as the water at that depth, and this is the ultimate source of some potential problems.

Many adventurers who decide to venture underwater will be unaware of a few potentially nasty effects that they may encounter: nitrogen narcosis, oxygen toxicity and decompression damage. Characters suffer nitrogen narcosis when they descend to a depth of 100 feet or more while breathing air. At this depth the inert nitrogen in the air acts much like alcohol, and the characters will suffer the same effects in game terms as if they had consumed alcoholic beverages. On the other hand, the effects of nitrogen narcosis quickly disappear once you return to a depth shallower than 100 feet; so moving to a shallower depth will remove any penalties from nitrogen narcosis within 1 turn.

Table 1 shows the effects that characters suffer from nitrogen narcosis as they move progressively deeper underwater. Note that normal air also becomes toxic at a depth of roughly 220 feet due to the high partial pressure of oxygen. At this point the unlucky character breathing the highly compressed air will be suffering from uncontrollable convulsions and will need to save versus poison every turn or die.

Decompression damage, commonly known as "the bends," can injure characters that breathe air while underwater and then ascend to the surface. While the character is underwater and breathing air they suffer no ill effects, but once they return to the surface the

cumulative effects make themselves known as the gasses that were absorbed by the blood try to return to a gaseous form.

Each turn that a character breathes air while underwater and fails a saving throw versus poison he will accrue 1d6 points of decompression damage that he will not actually suffer from until one turn after returning to the surface. It gets more difficult to avoid the effects of decompression damage at deeper depths, and this is reflected in increased penalties to the required saving throw as the depth increases. Table 2 shows the adjustments to the saving throw that characters get to avoid decompression damage at different depths.

Table 1: Effects of Nitrogen Narcosis

Depth	Effect
100 feet to 140 feet	As Buzzed
141 feet to 180 feet	As Sloshed
181 feet to 220 feet	As Wasted
Over 220 feet	Incapacitation due to oxygen toxicity

Table 2: Decompression Damage

Depth Adjustment	Saving Throw
Up to 30 feet	+10
31 to 40 feet	+8
41 to 50 feet	+6
51 to 60 feet	+4
61 to 70 feet	+2
71 to 80 feet	0
81 to 90 feet	-2
91 to 100 feet	-4
101 to 110 feet	-6
111 to 120 feet	-8
121 to 140 feet	-10
141 to 220 feet	-15

Spending time in shallow water can eliminate decompression damage that has not yet been suffered. On his return to the surface, for each turn breathing air under shallow water that a character makes his saving throw versus poison modified by the adjustment from Table 2, he can eliminate 1d6 of decompression damage that he has not yet suffered. It is possible to eliminate all accumulated decompression damage in this way, although the GameMaster may want to secretly track the accrual and elimination of decompression damage and let the players find out the hard way if they were actually careful enough.

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A Day in the Life ... Aarakians

By Jason Zavoda HMGMA DE-1-01234-03

"Rock... loose soil... damp... open space. Air, Free-flowing... Falling water."

It did not have a name, this worker Aarakian. Half-blind in the cloud-darkened sky, it set about widening the opening, a gaping hole in a field of wheat.

Below came the chittering of feet and in a rush the warriors burst from the opening, pushing the workers aside. They carved a path through the field like a pack of drunken Gaggallers leaving patterns in the crops to spook the locals.

The eyes of the warriors were only a little better than their worker kindred, but their sense of smell was keener than a bloodhound's. They could smell their prey. They could smell blood. They could smell fear.

"Hive leader ahead. Keep pace. Keep pace," the warrior kept up a steady chant to himself. "Hive brother near. Strange growth. Not food, not food."

Then came the scent. "Blood, fear, food!" strong, overwhelming, and all the warriors followed.

The warriors came upon a herd of cows, a farmer, and a pen filled with hogs. Webs caught those that tried to run. Some fell to the razor-edged mandibles. Scent markers flowed from the warriors and close behind following the trail of pheromones came workers to retrieve the food. Webbed bodies were dragged still squirming back to the hive. A long procession of workers led deep into the tunnel maze.

"Here. Here." commanded the Brood Watcher. It hopped back and forth leaving scents to direct the workers. He guided them where to lay down their burdens and where to go next.

"These are choice beasts," said another Brood Watcher. "Their blood is rich and fresh."

"They go to the Queen."

"Then I will lead them to her." Only the youngest of the Brood Watchers were allowed to enter the Queen's Chamber.

The older Brood Watcher, his underbelly faded and his chitinous armor showing old scars, watched the youngster depart with envy burning in his heart.

"FOOD!" bellowed the Queen. Her vast body filled more than half the chamber. Its walls were carved into patterns and decorated with trinkets of glass, crystal, gold and gems. The far end was only raw rock, where workers dug away at the stone to widen the chamber for the Queen's growing bulk.

The youngest of her Brood Watchers was near. He directed workers as they removed eggs from the Queen's birth sack. Some went to the Hatching Chamber, but many went to the Queen for her to devour.

"Food!" the Queen cried out as pangs of hunger bit at her. She slurped the contents of one of her own eggs as a worker offered it to her. "Warrior," she thought. It calmed her hunger but did not satisfy. She preferred the taste of Brood Watcher or better animal blood.

"My Queen!" chirruped the young Brood Watcher leading the line of workers with their wriggling burden.

"Fresh Blood! Animal Blood!" the Queen chittered in ecstasy, as she devoured the gruesome feast

The bones and husks of cows, pigs and farmer were dragged away by workers, but a ring of silver was clipped from the man's finger and placed on a pile of shiny gems, glass and metals. Such things pleased the Queen.

Above, warriors and workers decimated rich farmland. Beneath the earth, the Queen ate and birthed and dreamed of food and shiny treasure. The Brood Watchers planned and guarded and hoped that one day they would be chosen for the short but happy life as the Queen's consort.

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Grunsch: Capital of The Gnome Alliance of the Waylands

By Chuck Boswell

HMGMA #IL-1-00766-02

Grunsch: an overview

The capital city of The Gnome Alliance, Grunsch, is a sheltered seaport in the southeast of the realm, just north of the country's border with Mundaria. The city is the center of commerce for the entire nation and represents the main contact point The Gnome Alliance has with the rest of the world. The citizens of Grunsch are outgoing and cosmopolitan as they interact with people from other cultures frequently. Buildings in Grunsch are scaled to gnome size, however many public buildings, such as inns and taverns, are large enough to accommodate members of the larger races, in part or in full. The President of the Alliance resides in an opulent palace in the city's Northtown district, which is a large, sparsely populated neighborhood that boasts the seats of all four of the major noble Houses in the alliance as well as the massive Temple of Pangrus. The Grand Marketplace and the sporting arena (known as The Colonnades) are found in the Oldtown district. The Telgen district, (otherwise known as West town), is a sprawling residential borough which extends beyond the original boundaries of the city past the northwestern gate. Those homes and tenements outside the city gates are known as "The Village" to residents, but are still under the jurisdiction of the Telgen district alderman. The Oceanside District is an upscale neighborhood that is home to the more wealthy and powerful merchants and landowners of the city. There are also several large Pangrite churches in the Oceanside District, including the city's great cathedral, Ngoldorin Pangrinus. The city's ancient graveyard strangely named "The Field of Integrity" is also found there. Southtown basically consists of the city's wharves and warehouses, although "The Walk" can be found there as well. "The Walk" is a stretch of seedy inns and boisterous taverns just beyond the docks that face the wharves and the Telgenes River which feeds into the Geldland Straits.

While the citizenry of Grunsch is very outgoing and friendly, some of the laws and regulations in the city are not very progressive. Citizenship is reserved only for those with gnomish blood, thus Gnome Titans, common gnomes and gnomelings are the only races allowed to become full citizens. Residency laws are fairly relaxed, on the other hand, and as long as each resident is sponsored by a gnome or a gnomish organization, members of almost every race can reside legally within the city. The only real benefit given to citizens over residents is the right to vote for the president. Citizens, on the other hand, are required to attend services in the church of Pangrus on a regular basis. Visitors are allowed to remain in the city without sponsorship for up to three days – and each visitor needs to register with the port authority when they first arrive. Grunsch is a very wealthy city, and as a result non-citizens are often willing to put up with a great deal to be able to make the city a port of call and even establish offices in

town. Merchants in the city are slaves to fashion, and try to keep up with the current styles found in other metropolitan centers as far away as Fangaerie. As those cities are quite distant, the fashions are usually a couple of seasons out-of-date. Common gnomes and gnomelings tend to wear utilitarian clothes, although they wear bright-colored outfits during festivals and nights out. Gnome Titans always dress severely, and are seldom to be found without armor and a weapon.

The following pages will describe the different districts in the city of Grunsch, some of the neighborhoods and prominent buildings in the city, the location of and details pertaining to the city's guilds and social organizations, the city's legal codes, and detailed entries of the city's most important NPCs.

Grunsch at a Glance

Population: 190,000

Title of Citizen: (n.) Grunscher / (adj.) Grunschian

Racial and Ethnic Groups: Gnomes (42%), Gnome Titans (38%), Gnomelings (15%), Halflings (4%), Other (1%)

Social Alignment: LN

Religions: Pangrus. (All other religions are outlawed in the Alliance.)

Government Type: Elective Constitutional Autocracy

Current Leader: President Gabriel MacDonal

Other Important Figures:

Fallandor, Archpriest of Pangrus
Lord Chargill, Supreme Warlord of the Alliance
Gulb'rein, Presidential Advisor and Minister of Arcane Arts
Skellen MacLeartes, Secretary of Commerce
Gandal Blaney, Headmaster of Hammacker's Engineering Academy

Brief History of Grunsch

-406 TR – Grunsch Telgen leads his contingent of Gnome Titan soldiers and indigenous gnome followers from Bilork's Landing to the far sea, where he founds House Telgen and settles the city of Grunsch

-379 TR – The Great Road is finished, connecting Bilork's Landing to Grunsch; construction of city walls begins.

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-377 TR – Grunsch is selected as the de facto capital of the Gnomish Highlands; construction of the Temple of Pangrus begins

-356 TR – City walls completed; construction of *The Colonnades* begins

-303 TR – Colossal Temple of Pangrus completed; The Grand Marketplace opens

-279 TR – *The Colonnades* completed; War of the Midlands begins

-273 TR – Ginge Pirates attack city, burn half of the city to the ground; construction of second city begins; gnome-only residency laws instituted

-213 TR – Grunsch re-construction completed; city comes under siege by Lord Blenheim II

-80 TR – War of the Midlands ends

-73 TR – The Gnomish Highlands renamed The Gnome Alliance of the Waylands, Grunsch designated as capital; Gallan named first President

95 TR – City population reaches extreme levels; the development of “The Village” begins

126 TR – City compromises and relaxes all-gnome restriction, allows non-gnome residency for first time – non-gnomes not granted citizenship

all, however, is the Temple of Pangrus, a colossal fortress that radiates the military power of the gnome titan regime.

Notable buildings:

President’s Palace: The president’s palace is a vast building with many different wings. Many of the president’s advisors and administrators also reside in the palace, each department having its own wing from which to operate. The president’s own rooms are found in the main, central portion of the palace, whose windows overlook the rest of the Northtown district.

House Telgen Palace: While each of the major Houses boasts a magnificent palace, the residence of the seat of House Telgen is the most venerable and elegant of all. While it is no longer the largest palace in Northtown, it is the envy of the other three houses. An invitation to the myriad engagements that take place there is extraordinarily difficult to come by and receiving one is considered to be a great honor.

Gulb’rein’s Academy: The powerful and eccentric Shadow Weaver Gulb’rein founded this prestigious academy for illusionists. This highly specialized university boasts several different well-renowned professors including Gulb’rein, who is a member of the President’s advisory council. While the vast majority of students at the academy are other gnomes, the reputation of the school has spread far beyond the isle and there are a good number of foreign students who come from all over the world to Gulb’rein’s to learn the art of illusion magic.

The Five Districts of Grunsch

Northtown District

The Northtown district radiates both power and wealth, as it boasts the palatial residence of The President of the Alliance alongside the palaces of the four major Houses of the alliance: House Topaz, House Garnet, the Jade Spears, and the traditional seat of House Telgen, which once ruled the region of which Grunsch was a part. Grunsch law prohibits any residence within the city to eclipse the President’s palace in size. This provision sought to strengthen the populace’s belief that the power of the alliance rested in the hands of the President. The patriarchs of the major Houses have each, in some part of their history, donated sizable funds and masons in order to expand the presidential palace. The contrasting architecture and asymmetrical additions to the palace have ensured that, while it remains the *largest* residence in the city, it is also one of the oddest and ugliest buildings as well. The importance of increasing the president’s palace, naturally, is that it allows the major Houses to increase or rebuild their own palaces and make them ever more impressive, and the seats of the major Houses *are* indeed exceptionally splendid specimens of architectural mastery. Overshadowing them

Temple of Pangrus: The Temple of Pangrus is the center of the Gnomish faith in the Waylands. The Temple is only open to the general public for major Pangrite Holidays and Festival invocation ceremonies. Pangrus’ Pride, the grand sanctuary at the heart of the Citadel (the ecclesial wing of the Temple complex), is where the citizens of Grunsch celebrate these special occasions. But the Temple of Pangrus is no mere congregational assembly hall – The Temple complex is actually a mammoth fortress with one hundred-foot-high walls and eight different towers. The Temple of Pangrus is by far and away the largest structure in Grunsch, eclipsing even The Colonnades in size. When ships approach Grunsch from the sea, the temple is always the first landmark observed due to its towering nature. The walls are so thick as to seem like solid earth; its appearance seems almost an architectural longing for the mountains and underground caves where the gnome titans had originally dwelled. While the seat of the government is found in the president’s palace, the center of military might of the Gnome Alliance is found here in the temple. Pangrus’ clerics and zealots are warriors more than they are ecclesiasts. While the armies of the Gnome Alliance are nominally under the president’s command, the Pangrite hierarchy has as much to say on military matters as whoever resides in the presidential palace. The large courtyard in the center of the Temple compound is a

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training area for Pangrites and other gnome titan warriors. The defensive capabilities of the fortress are impressive: the outer walls are lined with crossbow slits from different levels within the temple, and the battlements atop the wide walls boast catapults, ballista, and a number of other siege weapons along with near to a thousand casks of pitch. A traveling expert on siege warfare once commented that the Temple of Pangrus was the most impenetrable fortress on a flat terrain that he had ever seen.

Oldtown District

The Oldtown district is the heart of this burgeoning metropolis; virtually all of the city's business takes place within the district's boundaries. The Grand Marketplace is a vast sea of tents where tradesmen peddle their wares. Weapons, jewelry, perfumes, spices, paintings, exotic foods and animals – all of these things and more are for sale within the Marketplace. The center of The Grand Marketplace is known as The Plaza, and all of the peddlers' tents are found there. Ringing The Plaza are several dozen permanent structures, which are home to more established businesses and wealthy tradesmen. While tourists spend most of their time shopping from tent-to-tent within The Plaza, foreign merchants do their business with the established tradesmen of Grunsch. Throughout The Grand Marketplace all sorts of performers can be found, from fire-eaters and jugglers to street musicians and actors. While the city guard's presence is very strong in the Oldtown district, many pickpockets thrive in this mass of humanity. In the late afternoon a large shadow falls over the The Grand Marketplace, cast by the mammoth sporting arena known as The Colonnades. Travelers from all over Garweeze Wurd come to watch the gladiatorial combat in the arena, as well as several other sporting events which are unique to The Colonnades and Grunsch.

Notable Buildings:

Gladiator's Guild Hall: The Gladiator's Guild Hall is a strange place. There are two separate levels, the upper floor known as Bilork's Hall, and the lower level which is known as Aggot's Lair. The guildhall has two separate entrances: one entrance is on the top floor, the other on the ground floor. Only guild administrators are allowed access to the staircase leading from one hall to the other. Bilork's Hall is a tavern and gathering place for members of the non-lethal sporting leagues; these typically consist of Gnome Titans who are high-ranking members of one of the four houses of the alliance. Aggot's Lair, on the other hand, is where the true gladiators meet. In Grunsch, slavery is outlawed, so no gladiator is forced to participate in the games. But oftentimes the gladiators are indebted so greatly to powerful merchants that they agree to contracts as Gladiators as alternate payment for their debts. Merchants who build gladiator teams often make tremendous amounts of wealth as gladiatorial combat is in great demand, greater than even the sports leagues although those draw large crowds as well. Aggot's Lair is where merchants gather their

gladiators and present them to the Master of the Games, who examines them before allowing them to participate in the arena.

The Exchange Office of the Alliance: The Exchange Office is where the economic power of the Alliance is based. A panel made up of seven members runs the office. The members include the merchant's guild representative from each of the four major cities of the Alliance: Grunsch, Crandenbourg, Taren, and Bilork's Landing. The other members include the Supreme Warlord of the Army of the Alliance, the Archpriest of Pangrus, and the Secretary of Commerce.

The Colonnades: *The Colonnades* is a mammoth arena, designed for the gladiatorial games as well as other athletic sports. It is also the meeting place for the regional electors who choose the president as well – the delegates argue for their candidate amongst each other while thousands of Grunsch citizens listen in, voicing their opinions quite loudly at times. The arena has over 16,000 seats, and will usually sell out all of those seats for several different events including festivals and league championships. At night, senior students at Gulb'rein's Academy will put on dazzling illusion-based light and sound shows. People from all over the world come to see these fantastic performances. Entry fees range from 5cp (upper deck) to 100gp (Luxury Boxes) for the light shows and off-peak gladiator fights. Fees for festival performances and league championships range from 15cp to 1000gp. Children that can fit on the parent's lap gain free admission.

Oceanside District

The Oceanside District is a very wealthy borough, home to both important members of the four noble houses of the Alliance as well as its most powerful merchants and tradesmen. By Grunsch law, none of the residences in the Oceanside District can exceed the size of the smallest residence in the Northtown District. While none of the merchants of the Alliance have the power and prestige of the noble houses, there are a handful of merchants with riches enough to challenge the economic dominance of the houses. In addition to being home to some of the wealthiest citizens of Grunsch, the Oceanside district is also home to the foreign embassies to the Alliance as Grunsch is the capital of the nation. Several different Pangrite churches are located in the Oceanside District. Unlike religions that worship gawds like Benyar, Pangrite churches are dark and gloomy, reflecting the warlike mind of their gawd. Standing out amongst all the churches is the great Pangrite cathedral, *Ngoldorin Pangrinus*. Near the cathedral is the city's ancient graveyard, "The Field of Integrity." There is a monument honoring first Lord of House Telgen and the city's founder, the legendary Grunsch Telgen, atop a large hill in the center of the graveyard. The monument, a marble statue of Grunsch Telgen, is over fifty feet tall and ten feet across at its base.

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Notable Buildings:

The Grand Assembly: The Grand Assembly is a general embassy for those nations that cannot afford (or don't have the desire) to maintain a permanent embassy here in the capital. Mundaria, Estarlinn, and Geldland all have their own embassies, so they seldom need offices in the Grand Assembly. The nation that has held an office for the longest in the Grand Assembly is Cenland, which has been in negotiations with the President about an undisclosed matter. Speculation is rampant as Sulley MacDragos, the great shipwright, has been involved in the negotiations.

Ngoldorin Pangrinus: *Ngoldorin Pangrinus* is the largest cathedral in Grunsch (the Temple of Pangrus not included), and its architecture and design are spectacular. A committee of Dwarven, Elven and Gnomish engineers and architects worked together to design the beautiful stone church. While the cathedral is open to all followers of Pangrus, the distance of this cathedral from the lower-class residences is usually enough to keep them away except on the most important holidays.

The Field of Integrity: The ancient graveyard of the city, the Field of Integrity is the final resting place of many historical figures in alliance history, including Grunsch Telgen. No one is sure how the graveyard gained its name, but outside the gates there is a marble marker with the following passage engraved upon it: *Poets praise a warrior's courage -- yet e'en brave warriors flee -- heroes are born of cowards who fight -- in the name of integrity.* The Field of Integrity is very large – the equivalent of five city blocks long and three blocks wide. The graveyard is maintained by the finest groundskeepers and important gravesites are always adorned with fresh flowers. Only full Gnomes and Gnome Titans may be buried here.

Southtown District

The Southtown District is a boisterous place; many sailors in port and other toughs can be found on the streets and docks even into the wee hours of the night. The city's wharves actually rest on the Telgenes River, which empties into the ocean. The rocky eastern seashore makes it nearly impossible to land a vessel ocean side, requiring ships to pass through the mouth of the Telgenes River before making port. This is a huge defensive advantage for the city and there are two towers on each side of the river mouth armed with several dozen ballista and catapults to destroy any ships trying to force their way in. The towers on the other side of the river are under the jurisdiction of the Southtown District alderman, and the small area of land on that side is the only territory that belongs to the alliance – the rest belongs to their southern neighbor Mundaria (who gave the Alliance that land in the interest of the defense of both nations.) In addition to the docks and the ships in port, there are many different warehouses for the storage of goods to be transported.

One of the main attractions of the Southtown District is "The Walk" which is comprised of rough inns, seedy taverns and houses of ill repute. Sailors, thugs, and many off-duty Gnome Titan guardsmen find themselves "taking a walk" down to this side of town looking for entertainment.

Notable buildings along "The Walk":

The Three-Eyed Pig: The Three-Eyed Pig is the roughest tavern you'll find in the Alliance. On busy nights, patrons are responsible for keeping the Pig from getting too crowded -- usually by brute force. Many toughs (and those who think of themselves as such) come to the Pig because of its reputation for rowdiness. There are very few musicians who will attempt to perform at the Pig, and almost none who will ever apply for a second show – the patrons have a tendency to throw fruit, vegetables, stones and knives at performers who don't please them. The barkeep, Gunther Handal, is an ex-mercenary Gnome Titan soldier who has come into a decent amount of wealth in his middle years and has decided to settle down. He misses the action of combat, so he often subtly encourages brawls just so he can wade in and kick some serious ass. His wife, the bar wench and cook Hilda Handal, is in charge of operations and is the Proprietor's Guild Guildmistress.

Morley's Imported Goods: Morley's store has lots of unwanted goods strewn about the tables and walls, some of which even get purchased from time to time. Morley's is actually a front for one of the finest brothels in all of the Waylands. The password to get into the brothel is: "I want the goods." There are over three-dozen ladies and over twenty rooms in the "warehouse" behind the store. Elves, humans, halflings, gnomes, half-elves and even a dwarven woman are in the employ of Morley. Morley's is kept a secret because brothels are outlawed within the city proper (all the other brothels are located in that area beyond the walls known as "the village"); its propinquity to the harbor makes it more convenient for sailors and traveling merchants.

The Drunken Angler Inn: The Drunken Angler does have rooms for rent, but most of its business comes from gambling. There are over fifteen different card and dice tables, and except for three of those tables, the stakes are very high. Wealthy merchants, ship captains, Gnome Titan officers and high-ranking members of the noble houses are drawn to the high stake games, which in turn bring in some of the best gamblers from the Alliance and beyond.

Other Notable Buildings in the Southtown District:

Sulley MacDragos' Shipyard: Sulley MacDragos is one of the most highly-regarded shipwrights in the Waylands. His mastery of building and engineering is unmatched among his peers in Grunsch, which is well known for its worthy ship-builders. There are over 100 different Gnome carpenters and engineers employed by Sulley who are often

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working on the production of as many as three ships at any one time.

City Guard Garrison: This is actually the secondary post for the city guard; the main post is inside the Temple of Pangrus, and the Captain of the Guard's offices are found there. The barracks here are quite extensive, yet the quarters are very spartan. There are over 600 city guardsmen based out of the Southtown Garrison alone.

Gnome Titan Garrison Commander (Soldier 7; AC - 3 (Field Plate, Shield and Dex); MV 6"; HD 6; hp 62; #AT 2/1(short sword); AT +4 to-hit; D 1d6+6, Crit BSL: Def AC +8)

Telgen District

The Telgen District is the largest of all the districts, and is in fact larger than the other four districts combined. The residential population has grown so large so quickly that the original city walls cannot contain the entire population. "The Village" is a burgeoning development outside the city's northwestern gate, with new tenements and thoroughfares constantly being added to support a surging population. The Telgen District alderman has the most difficult job of all the different aldermen as the different neighborhoods throughout the district have recently begun forming their own distinct identities. Four of the neighborhoods are traditional; each one is the home to minor, less important members of the four noble houses of the Alliance. Other neighborhoods include the gnomeling and halfling borough (which is found in "The Village"), the engineering and technical neighborhood (which boasts the small but prestigious Hammacker's Engineering Academy), the middle-class merchant's neighborhood, and the dregs. The dregs are a violent, crime-infested neighborhood that the city guard cares little about, although they are alert to anything that happens just outside of it. The Degenerate gnomes call the dregs home. The dregs also house the city's thieves and assassins guilds. Each of these neighborhoods has its own elected speaker; the speakers meet with the alderman and keep him up to date on the goings-on in their particular neighborhood and make requests for building materials, guard protection, sanitation and a host of other needs.

The Neighborhoods:

Artisan Quarter: The Artisan Quarter is named for the craftsmen and artisans who originally dwelled in this area of the city long ago. City living became increasingly expensive, and these gnomes invariably moved to the outskirts of the city and into smaller villages further into the island. The current residents of the Artisan Quarter consist mostly of merchants and tradesmen of middling importance. As many of these merchants' business takes them out of the city (and even off the island), the neighborhood is pretty quiet and somewhat empty at times. The merchants are mostly regular gnomes (66%), some

gnomelings (15%), a few humans (10%) and halflings (5%), as well as a couple of others (3%).

Blennheim Square: Blennheim Square is the official designation of the area of the Telgen District otherwise known as the dregs. The dregs, bordering on the rough Southtown District, are really a ghetto where the city's undesirables live. Criminals, beggars, cast-offs and those known as degenerate gnomes eke out a meager existence here. The city's guard does not patrol the streets, so travelers should take care not to go into Blennheim Square unless they want to be robbed, beaten or worse. The thieves and assassins guilds are based in Blennheim Square, although their actual base of operations changes from time to time as the city guard does make raids into the dregs when criminal activity in other areas of the city rises. The population breakdown of Blennheim Square is hard to quantify, but experts believe it to be in the vicinity of: gnomes (75%), Gnome Titans (5%), gnomelings (10%), humans (8%) and others (2%).

Garnet Square: Garnet Square is perhaps the most well-kept neighborhood in the city outside of the Northtown district. House Garnet requires that the streets be kept clean, that window dressings be uniform, and that the Green in the central square be highly maintained. The grass is always clipped evenly, and the gnomish women of the neighborhood tend to the gardens. Garnet Square is made up mostly of Gnome Titans (66%) and regular Gnomes (32%). A few Dwarven families have moved in as they find the neighborhood's orderliness very appealing.

Kendra Village: Kendra Village is named after the wife of the great warlord and House Telgen founder Grunsch Telgen. There are statues of both Kendra Telgen and her husband throughout the neighborhood. The oldest neighborhood in the city, the houses and tenements in Kendra Village have varying architectural styles that detract from it aesthetically speaking. Kendra Village is made up almost entirely of Gnome Titans (90%) with a small regular Gnomish population (8%). There are a few gnomeling houses in the neighborhood (2%) as well, part of an "outreach" program that the current Lord of House Telgen is experimenting with.

Helmetton: The Helmetton neighborhood is the smallest in the Telgen District. It centers around Hammacker's Engineering Academy, the city's institution of higher learning. The homes in Helmetton almost exclusively consist of the professors, directors and faculty of the Academy. The faculty is almost exclusively gnomish (95%), although there are a couple of elf professors (3%) as well as dwarves (2%).

Hammacker's Engineering Academy: Despite the name, HEA teaches various areas of study, including history, economics, political study, philosophy, architecture, religious study, mathematics, international relations, theatre and even music in addition to engineering. HEA is well-respected throughout the scholarly world. Some very famous professors come to

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HEA in their late years because the Academy pays their professors extraordinarily well.

Landing's Row: Landing's Row is a long stretch of homes belonging to the Grunsch contingent of House Topaz. It is the newest of all the noble house neighborhoods, as House Topaz was an enemy of House Telgen throughout the entirety of the War of the Midlands, and they did not have representatives here in the ancient capital until Clorthoth the Unifier forced the four houses to submit to the will of the church. All the houses are new, but were built quickly and with no thought towards architectural grace. It is considered by most to be utilitarian at best, ugly at worst. Landing's Row is more or less split between Gnome Titans (45%) and regular Gnomes (50%), with one street actually consisting mostly of humans (5%).

Middletown: A bit of a misnomer, Middletown is actually just inside the northwestern gate, and it is closely associated with "The Village" which lies just outside the gate. Middletown is a densely populated neighborhood of regular gnomes who do not owe allegiance to any of the noble houses. Middletown is the second largest neighborhood in terms of size and the most heavily populated of all. Middletown is symbolic of how the presence of the Gnome Titans has affected the lives of the gnomes indigenous to this island – once a rural, agrarian society these particular gnomes have embraced an urban lifestyle and enjoy all the different diversions living in a great city affords. The population breakdown of Middletown is as follows: Gnomes (90%), Gnome Titans (7%) and gnomelings (3%). While other neighborhoods have non-gnomish residents, there is a long-standing law that only gnome-kind may take up residence in Middletown.

Spearswood: The fourth of the traditional house neighborhoods; Spearswood is the most sparsely populated. At the center of Spearswood is a wooded preserve with imported trees from all over the Waylands mainland isle. The Jade Spears don't have a very large contingent here in Grunsch; they've never seen the need for it. Spearswood, unlike the other traditional noble house neighborhoods, is comprised mostly of regular Gnomes (75%) and only a small contingent of Gnome Titans (25%). The Jade Spears don't trust other races, so it is a completely homogenous population of gnome-kind.

"The Village": The Village is the largest neighborhood in the Telgen District, although many citizens of Grunsch don't even acknowledge it as part of the city. "The Village" consists of homes and tenements built outside the original city walls. The city guard does not patrol this neighborhood, but instead has licensed a private militia that maintains the watch on the other side of the wall. This was an important point to allowing the development to begin as the military leaders of the city refused to attempt to defend such a vulnerable area with troops they might need within the city. The Village Militia is comprised mostly of gnomeling and halfling volunteers who look somewhat pathetic compared to the Gnome Titan city guard in the city

proper. The fact that The Village's residents are mostly gnomelings and halflings and are generally peace-loving folk helps keep the criminal activity in The Village fairly low. The large majority of halflings in The Village are women, which is encouraged by the gnome titans who often take a halfling woman as a mistress, which produces gnomelings. Since the gnome titans' appetites are very strong in this regard, it is widely considered a good thing that gnomelings cannot reproduce. While there are a few non-gnomes residing in the city, most of the non-gnome residents of Grunsch live in The Village. The breakdown of races in The Village is as follows: gnomelings (50%), halflings (30%), gnomes (10%), humans (5%), dwarves (3%), half-elves (1%), other races (1%).

Guilds and Organizations

Organization: Church of Pangrus

Head of Organization: Fallandor, Gnome Titan, Archpriest of Pangrus

Base of Operations: Temple of Pangrus, Northtown District

The Church of Pangrus is the official religion of the Gnome Alliance. By law, no other faith is tolerated within the nation's borders, and all citizens are required to attend services at least once a month at one of the cathedrals in the city. (Note: non-gnomes are not required to attend church services). The Church has two separate functions – to tend to their flocks while promoting the worship of Pangrus, and maintaining and commanding the nation's military. There are 600 members of the clergy (60% clerics, 40% Pangrites) all based out of the massive Temple in the Northtown District. The second-highest rank in the Pangrite Hierarchy is the Patriarch. There are sixteen Patriarchs, three of which serve in the city. One of the Patriarchs, a gnome by the name of Kellen MacConnold, is the Temple administrator. The second Patriarch, a gnomeling named Jorann Bluell, is in charge of cathedral operations throughout the city. The third Patriarch, a Gnome Titan named Klenndall, is in charge of the Church's finances and is also the commander of the City Guard. While the clerical members of the Church do have some military responsibilities, the commander of the army is not a member of the clergy. The Supreme Warlord of the Army of the Alliance (otherwise referred to as Lord Commander) is selected by the Archpriest and serves for life. While the Lord Commander reports to the Archpriest, he makes all decisions regarding military matters.

Organization: City Guard

Head of Organization: Klenndall, Gnome Titan, Patriarch of Pangrus

Base of Operations: Temple of Pangrus, Northtown District; City Guard Garrison, Southtown District

The Grunsch City Guard is legendary for its discipline and commitment to maintaining order. There are nearly 1,500 city guardsmen all totaled in the city. As religion and

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military matters are virtually inseparable for Gnome Titans, it should come as little surprise that the Commandant of the City Guard is a Patriarch in the Church of Pangrus. As Commandant, Klenndall is responsible for all promotions within the ranks of the Guard, and is also responsible for overseeing all executions. His right-hand Gnome Titan, Plarthoth, is the Captain of the Guard. He is responsible for maintaining the highest levels of discipline and vigilance in the guard. There are as many as 700 guardsmen on duty at any one time, most of which are roaming patrols. There are always 30 City Guardsmen posted at each of the city gates, and there is always a contingent of no less than 50 posted at the harbor.

Gnome Titan Patrol:

Gnome Titan Guardsman [9] (Soldier 1; AC 2 (Splint Mail and Shield); MV 6"; HD 1; hp 25; #AT 1(short sword); AT +1 to-hit; D 1d6+3, Crit BSL: Def AC +2)

Gnome Titan Sergeant (Soldier 2; AC 2 (Splint Mail and Shield); MV 6"; HD 2; hp 30; #AT 1 (short sword); AT +2 to-hit; D 1d6+4, Crit BSL: Def AC +4)

Organization: Office of Exchange

Head of Organization: Skellen MacLeartes, Gnome, Secretary of Commerce

Base of Operations: Exchange Office of the Alliance, Oldtown District

Dating back before the creation of the Alliance, the rulers of the nation created a standard exchange rate for all textiles and commodities in order to keep farmers and manufacturers focused on production as opposed to sales. When the democratic regime was formed, most of the country's citizens were quite used to this system, but wished to take the power away from the traditional noble houses and instead grant it to a governing body. The Office of Exchange sets all prices throughout the Alliance, and the office is run by a panel made up of seven different members. The seven members include the merchant's guild representative from each of the four major cities of the Alliance: Grunsch, Crandenbourg, Taren, and Bilork's Landing. The other members include the Supreme Warlord of the Army of the Alliance, the Archpriest of Pangrus, and the Secretary of Commerce – an official elected by the same regional electors that choose the president, although the Secretary's term is for six years as opposed to three. The Secretary presides over all meetings of the Exchange Office, and he also serves on the President's advisory council. These meetings take place on the second floor, where the seven members each have offices. On the floor below, traders from all over the world conduct business making transactions for large quantities of commodities and textiles. Each of these transactions is documented and tracked by the Exchange Office for tracking purposes.

Organization: Highpoint's Trade Fleet

Head of Organization: Johann Highpoint, Gnomeling, Senior Partner

Base of Operations: Trade Fleet Offices, Southtown District

Johann Highpoint, a gnomeling born into poverty, rose up from the streets and was able to accumulate great amounts of wealth trading with visiting merchants. Highpoint recognized that the wealth of the Gnome Alliance was very great and attracted merchants from many different lands. These merchants usually sold all of their goods for cash, and would end up looking for products to fill their ships for the return trip. Highpoint eventually invested his personal capital on several ships, and began trading with various Waylands nations and eventually into the Mainland itself. Highpoint's Trade Fleet now boasts twelve trade ships and offices and warehouses in over ten different cities in the Waylands and beyond. The Trade Fleet pays for the best, and gets the best. Their ship captains are usually converted Ginge Pirates or humans from other coastal cities and they hire Gnome Titan mercenaries for defense purposes. The main offices in Grunsch employ fifty workers including dockworkers, accountants, traders and diplomatic envoys. The Trade Fleet's wealth rivals even that of the four noble houses of the Alliance.

Guild: Merchant's Guild of Grunsch

Guildmaster: Gregor MacPhenney, Gnome

Base of Operations: Merchant's Guildhouse, Oldtown District

The merchant's guild is a very powerful entity. Anyone wishing to trade in the city of Grunsch must pay a tribute to the guild for the privilege. Since the Alliance is incredibly wealthy, foreign merchants are more than willing to submit to this tribute system. The guild then uses these funds to maintain their offices and The Grand Marketplace. The guild also wields tremendous influence over the merchant's guilds in the other three cities in the Alliance, which gives them immense powers in the Office of Exchange, where the guild representatives hold the majority and can thereby set prices on all commodities and textiles.

Guild: The Shipwright's Guild

Guildmaster: Sulley MacDragos, Gnome

Base of Operations: Shipwright's Guildhouse, Southtown District

The Shipwright's Guild is not like most guilds; most of the members of the guild consider each other family. This is partially due to the fact that Sulley MacDragos apprenticed nearly all the Shipwrights currently plying their craft in the city. Sulley, who is nearing his two hundredth birthday, has been building ships since he was twenty years old (very young for a gnome), and has long been considered a genius in the field of ship-building. There are three different shipyards in Southtown, and they are always busy building merchant ships for powerful traders and war ships for the Alliance. A trademark of Grunsch ship design is a sleek

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hull coupled with tall masts which provide extra speed – perfect for chasing pirates, or running from them.

Guild: The Proprietor's Guild (Innkeepers and Tavernkeepers)

Guildmistress: Hilda Handal, Gnome Titan

Base of Operations: Proprietor's Guildhouse, Middletown, Telgen District

The Proprietor's Guild is the largest guild in Grunsch, with over eight hundred members. There are an estimated six-hundred-fifty different taverns throughout the city (including "The Village") and near to one-hundred-fifty inns. Despite a massive population, the number of inns and taverns is growing too quickly and some of the guild members have fallen on hard times, especially in the lower income neighborhoods. The guild has licensed each of its members' businesses, and has no intention of granting any new licenses – if someone wishes to open an establishment, another one will have to close and give up its license. This policy allows a struggling tavernkeeper or innkeeper to sell their license to an entrepreneur in order to repay debts or to start a new business.

Guild: The Gem Cutter's Guild

Guildmaster: Stockard MacWillems, Gnome

Base of Operations: Office of Valuable Gemstones, Oldtown District

The Gem Cutter's Guild may be the most important in Grunsch and the Alliance. The Alliance government sells uncut diamonds mined from the large diamond mines under Mount Ngold in the Midlands to the guild. The Gem Cutters then purchase the uncut diamonds from the reserve at the Office of Valuable Gemstones, who then sell the diamonds to merchants and tradesmen for export to other nations. This particular process yields colossal wealth for the government, the gem cutters and the merchants. There are only five members of the guild, who have their own businesses and workshops with apprentices. These men are extraordinarily wealthy, and there are many humans from other nations that would kill to get a situation like the Gem Cutters have – but the guild has no intention of increasing its membership.

Guild: Wagoneer's Guild

Guildmaster: Collin MacKendry, Gnome

Base of Operations: Wagoneer's Guildhouse, Artisan Quarter, Telgen District

One of the oldest guilds, the Wagoneer's Guild has fallen on hard times. Transporting goods on an island nation when all of its major cities have ports of call is much more easily accomplished via ship. But the wagoneers are still used to transport goods to the smaller inland villages and even into the other cities for those merchants which cannot afford ship transport fees. Collin MacKendry, the Guildmaster, has applied for aid from the President in the way of higher port fees which would increase the cost of

shipping cargo by way of the sea. So far, the President has not responded to the guild's request.

Guild: Guild of Heroes (Adventurers, Gladiators, Athletes and Mercenaries)

Guildmaster: Fellerick, Gnome Titan

Base of Operations: Gladiators' Guild Hall, Midtown District

The Guild of Heroes has many different members with very different needs. Adventuring in the Alliance isn't common as there are very few monsters and all of those are in the system of caves in the Midlands. Adventurers can obtain an official charter here, however, and there are a few adventuring parties in the Alliance. There are lots of opportunities for adventure in Mundaria to the south, but the Alliance will not come to the aid of any adventuring groups which upset the Great Druid. There are far more Gladiators in Grunsch, but the guild doesn't represent them so much as it examines the gladiators to make sure they are healthy enough to participate. Athletes make considerable sums of gold as a result of the power of the Guild of Heroes; the league organizers have succumbed recently to increased pay demands when the Athletes threatened to abandon the season. The guild also procures contracts for various mercenary soldiers as ship escort soldiers, merchant guards and mercenary warriors fighting in foreign wars.

The Four Noble Houses of the Alliance

The four houses of the Alliance traditionally ruled the four separate regions of The Gnomish Highlands, which predates the Alliance and the Republic. During the War of the Midlands, the noble houses were constantly at each others' throats. The conflict and the resulting Republic has left the once-proud traditional noble houses humble and bitter: towards the Church, towards the government, and towards each other. But many have forgotten that there was a long period when the four houses worked together to mold The Gnomish Highlands into a great and powerful nation. There are a large number of Gnome Titans within the four houses that wish to heal the breach that has grown out of centuries of war between the houses.

The four houses still have a tremendous amount of influence in the Alliance, as many of the Gnome Titans in the Alliance either belong to one of the houses or are members of smaller houses allied with one of the great houses. In addition to this, the four noble houses of the Alliance each have a tremendous amount of wealth, as the houses own a combined total of 65% of the land in the Alliance (the Church owns 30% and the other 5% is owned mostly by wealthy tradesmen.) Over the years the houses have each amassed wealth through the exploitation of the diamond mines under Mount Ngold, and although the mines now belong to the Republic, the houses' past yields are still a large part of each house's massive coffers.

House Telgen

Crest: “The Golden Swords:” Two thick short swords crossed in front of the sun cresting a small hill. The swords are both jewel encrusted; all of the stones are rubies and are framed by gilded starbursts. The small hill in the background is smooth and rounded, and covered with lush, green grass. The golden sun cresting the hill is framed by a light blue cloudless sky.

Motto: “Blazing the Trail of Gnomish Brilliance”

Seat: House Telgen Palace, Grunsch

Area of Influence: House Telgen owns nearly two-thirds of the lands in the southwestern portion of the Alliance, and 50% of the land inside Grunsch, including most of the Southtown and Oceanside Districts (Pangrite churches and cathedrals and their lots are owned by the Church of Pangrus).

Interests: Ship-building and repair, wheat farming, salt and fresh water fishing, gemcutting/gemtrading/jewelry, merchant shipping.

Current Head: Lord Felgar Telgen (Gnome Titan Fighter [Noble Warrior] 9; AL NG; SZ M; AC -4 (Full Plate Mail +2 plus Dex); MV 6”; HD 9; hp 74; #AT 2/1(broad sword +3); AT +8 to-hit; D 2d4+11, Crit BSL: Def AC +14). Felgar is muscular and athletic, and extraordinarily tall for a gnome (4’2” – medium height). His grey hair and beard belie his age; Felgar is rather young still at ninety years of age. His eyes are green and are always filled with mirth, and almost always glazed over by the effects of alcohol. He has a tendency to be dramatic, and when he isn’t happy, he can be extraordinarily aggressive and confrontational. Felgar relies heavily on his sister Ametha when it comes to important decisions concerning House Topaz. Felgar’s weak mind coupled with his taste for drink make him ill-suited towards leadership. Ametha, on the other hand, is very sharp and equally ruthless. While the entire family is captivated by the good humor and powerful presence of Felgar, *all* Grunsch steps lightly around Ametha.

Current Heir: Khelthen Telgen (Gnome Titan Zealot [Nobleman Cleric] 6; AL CN; AC 2 (Splint Mail and Dex); MV 6”; HD 6; hp 56; #AT 1(broad sword); AT +3 to-hit; D 2d4+8, Crit BSL: Def AC +6). Khelthen is short and square, with massive shoulders and powerful arms. He is very young (72), and his hair and beard are both red, characteristic of his family. His green eyes burn with zeal, yet there is also intelligence in them. Khelthen fluctuates between being cold and calculating, and zealous and emotionally charged. He is brother to the current head, Felgar, who has no children. Khethen has long observed his sister Ametha manipulate his brother, and his admiration of her abilities is countered by his determination never to fall under her power, especially should he ever claim the seat upon his brother’s death.

Prominent Family Members: Ametha Telgen (Gnome Titan BattleMage [Nobleman] 10; AL LE; AC 0 (Chain Mail +2 plus Dex); MV 6”; HD 10; hp 31; #AT 1(short sword +2); AT +4 to-hit; D 1d6+6, Crit BSL: Def AC +5). Ametha is short, even for a gnome, with long hair – red streaked with black. Her green eyes are hard like agates, and her voice is deep and powerful. Most members of

House Telgen are afraid of Ametha, even when she gives the outward appearance of friendliness. Her reputation for ruthlessness, both in politics and trade, precedes her throughout the Alliance.

House Topaz

Crest: “The Crimson Blade:” A plain broad sword, tip pointing down, blade reddened from dripping blood, in the foreground; in the background, dark grey storm clouds amidst lightning flashes.

Motto: “In the Vanguard of Courage”

Seat: The Great Citadel, Bilork’s Landing. Topaz Manor, Grunsch.

Area of Influence: House Topaz hails from the southeastern portion of the Alliance, and it owns and controls nearly 80% of the lands in that less-populated area of the realm. While House Topaz owns both the land within Landing’s Row and their own manor grounds, they own precious little else within the capital city.

Interests: Stone cutting, cattle ranching, sheep herding, iron mining, gem cutting, road building.

Current Head: Lord Kellerin (Gnome Titan Fighter [Noble Warrior] 13; AL LE; AC -10 (Field Plate +3, Shield +3 plus Dex); MV 6”; HD 13; hp 95; #AT 7/2 (short sword +3); AT +10 to-hit; D 1d8+13 (dmg cap bonus); Crit BSL: Def AC +20). Lord Kellerin has massive arms and shoulders, and though his beard and hair have turned completely grey with streaks of white, his presence is absolutely commanding. His dark eyes are sharp and piercing, and his voice is deep and forbidding. Lord Kellerin has been the head of House Topaz for nearly sixty years (he is 157 years old). Lord Kellerin has few friends, but many enemies. The gnome titans of House Topaz are fiercely loyal to Lord Kellerin, and only Doom Lord Chargill commands more respect from the House Topaz soldiers. Lord Kellerin is widely considered to be the greatest short-swordsman in the Alliance, and he has trained in the art of war since he was a child.

Current Heir: Mendar (Gnome Titan Soldier [Noble Warrior] 8; AL LN; AC 0 (Plate Mail, Shield and Dex); MV 6”; HD 6; hp 56; #AT 3/2 (short sword); AT +3 to-hit; D 1d6+6; Crit BSL: Def AC +8). Mendar is fairly tall for a gnome, and though quite thin, he still possesses great strength. His black eyes, hair and beard make his extremely white skin look even more pallid (Mendar is an albino). Mendar is the son of Lord Kellerin, and regardless of how much he struggles to step out from his father’s shadow, that’s how the world perceives him. When Mendar turned 50 he enlisted in the army of the Alliance, a decision of which his father approved. Mendar has earned every promotion he has received in the army, and many of those who know him believe he will make an excellent head of House Topaz when his father passes on.

Prominent Family Members: Fallandor. (A complete description of Fallandor can be found in the “Notable NPCs of Grunsch section below.)

House Garnet

Crest: “Hammer and Shield.” A large block-hammer placed directly in front of a large, curved iron shield. The background of the crest is a deep red with several tendrils of smoke rising from behind the shield.

Motto: “Standing Tall Against our Enemies”

Seat: Castle Grabthar, Crandenbourg. Garnethome, Grunsch.

Area of Influence: House Garnet is the traditional house of the northwestern portion of the Alliance. In that area, they own a fairly substantial portion of the land (55%). Inside the city of Grunsch, House Garnet actually owns quite a decent amount of land, mostly in the area known as “The Village”, which was sold to House Garnet as part of a treaty a couple of centuries ago.

Interests: Iron mining, diamond mining, corn farming, pig farming, stone construction, shipping (wagoneering).

Current Head: Lord Mechalus (Gnome Titan Knight Errant [Noble Warrior] 9; AL LG; AC 0 (Plate Mail +1 and Dex); MV 6”; HD 9; hp 83; #AT 2/1 (broad sword +2); AT +6 to-hit; D 2d4+10; Crit BSL: Def AC +12). Lord Mechalus has a very striking appearance for a gnome. His nose is rather small, but his face is strong and his facial features quite comely. Lord Mechalus’s blue eyes appear stern, yet kindly. Mechalus has only recently inherited the seat of House Garnet from his father, Lord Mahdrein II, who was the son of the great Lord Mahdrein during the war of the Midlands. Mechalus has spent most of his life outside of the Alliance in pursuit of adventure, and only recently returned to attend his father’s funeral. Most of the soldiers of House Garnet don’t know what to make of Mechalus, so he has been actively traveling between his home city of Crandenbourg and Grunsch in order to garner support. His charm and elegance have helped him greatly in this endeavor, and the titans of House Garnet have begun to warm to their new Lord.

Current Heir: Brehndrein (Gnome Titan Fighter/Illusionist 11/15; AL CE; AC -2 (Bracers of Def AC 2 plus Dex); MV 6”; HD 13; hp 53; #AT 1 (short sword +3); AT +4 to-hit; D 1d6+7; Crit BSL: Def AC +12). Brehndrein is thin and wiry, with a white beard and hair. He is very old in appearance (age 203), but still moves rather spryly when he needs to. His face is not one to inspire trust, and his eyes are hard and his gaze is penetrating. Brehndrein is Lord Mechalus’s uncle, the brother of Mechalus’s father, Lord Mahdrein II. Brehndrein was born only moments after Mahdrein, as the two were fraternal twins. Brehndrein has held the fact that he was not the heir to House Garnet against his brother, and has transferred his anger towards his nephew. Brehndrein is constantly plotting to increase his own position within the house, and would not be averse towards killing his nephew if he felt he could get away with it.

Prominent Family Members: None.

The Jade Spears

Crest: “The Jade Spear” A short spear, made of jade, lying diagonally across a pool of blood. The spear itself is unblemished by the blood, and the jade is a mixture of green and black.

Motto: “Watching From the Woods”

Seat: Fort *Calassë*, Taren. House Jade, Grunsch.

Area of Influence: The Jade spears hail from the northwestern portion of the Alliance. The House is extremely pious, and the Church of Pangrus actually owns more of the land in that area than the Jade Spears do. The Jade Spears *do* control almost 45% of the land in the northeast. The only land they own in Grunsch is Spearswood and the lot of land that House Jade sits upon. Spearswood is a source of pride, however, as it houses the only large park in the capital city.

Interests: Logging, woodworking, sheep herding, wool making, horsebreeding and trading, training warhorses, furniture, weaponsmithing and weapon-trading.

Current Head: Lord Drogtor (Gnome Titan Fighter [Trailblazer] 12; AL LN; AC 1 (Studded Leather +3 and Dex); MV 6”; HD 12; hp 77; #AT 3/1 (spear +3); AT +9 to-hit; D 1d8+12 (dmg cap bonus); Crit BSL: Def AC +18). Lord Drogtor is short and strong, and wears his beard unusually long for a gnome titan. He is quite rough-looking considering his noble status, but The Jade Spears do not stand on ceremony in quite the same way as the other noble houses do. Drogtor’s eyes are chestnut brown, and gleam with sincerity and fierceness. Drogtor is a very honest gnome, a standard trait amongst The Jade Spears, if not amongst the other noble houses. Drogtor is fiercely loyal to the current government of the Alliance, as he believes that it undercuts all the machinations of the other noble houses, whom Drogtor does not trust. Drogtor does not spend very much time in Grunsch, as he has placed his brother Jintar in charge of all Spears’ interests there.

Current Heir: Jintar (Gnome Titan Infiltrator [Outrider] 17; AL LN; AC 2 (Studded Leather +2 and Dex); MV 6”; HD 17; hp 71; #AT 1 (short sword +2); AT +4 to-hit; D 1d6+6; Crit BSL: Def AC +9). Jintar is fairly tall for a gnome (3’7”) and his figure is quite lithe and he moves gracefully. His hair and beard are black with a gentle frosting of white at the temple and chin respectively. His eyes are black and fierce, but he always appears calm. Jintar is brother to Lord Drogtor, and currently finds himself in very unfamiliar territory: the middle of a large city and political intrigue. Jintar has always been a woodsman and a warrior and finds himself ill-equipped to deal with all the machinations at play in Grunsch. However, he recognizes that his brother has important duties back at Fort *Calassë*, and cannot be in the city as much as he feels is necessary. So Jintar volunteered, since he felt it was his duty to his brother and it was important for him to learn how to deal in politics in the event of his brother’s inevitable death. Jintar is almost 50 years younger than his brother, but he finds his skill as a woodsman already surpasses his brother’s. Out of respect to Drogtor, Jintar never mentions this fact to his brother. Jintar is the antithesis of a politician, and often offends important people in the capital with his blunt attitude and curt responses.

Prominent Family Members: None.

Political Climate in the City

Grunsch would likely be an enigma to most other gnomish settlements outside of the Alliance and on the main continent; opposed to the small, clan-based villages and subterranean dwellings which typify gnomish life in other places on Garweeze Wurld, Grunsch is a massive city and its citizens are very cosmopolitan. Every gnome child that grows up in the city is taught to speak common in addition to gnomish, and while gnomish is the official language of the city and the Alliance, most gnomes conduct their business in common as it is more conducive to establishing relationships with visiting merchants and tradesmen.

Most demi-human races are tolerated in the city, as Elves, Dwarves, Humans, Halflings and even Half-Orcs can travel the streets without being hassled. Pixie-Fairies have a bit of a tougher time, as the President, a longtime gnomeling-rights supporter, has placed restrictions on Pixie-Fairy' movement within the city. Pixie-Fairies must have sponsorship to gain entrance into the city, and are required to remain in the presence of their sponsor at all times. Also, Pixie-Fairies are prohibited from flying while in the city for "defensive purposes". Goblins and Kobolds are absolutely prohibited from entering the city, and any caught are immediately executed. This is not to say that gnome tradesmen never trade with some goblins on the main Waylands isle – on the contrary, many tradesmen have built important financial relationships with such races – it just makes it more difficult for those races to have any influence on the city or the Alliance as a whole.

The President is responsible for all day-to-day decisions in the city and all Alliance laws and policies. While fairly intelligent, President MacDonal can not actually make all these decisions himself, so he has an extensive bureaucracy of advisors and department heads. Church policies are the domain of the Archpriest, who does not have to consult the President or get his approval. Other matters of state, including foreign relations, taxes, commerce and other policy issues are the domain of different advisors. The Secretary of Commerce, Skellen MacLeartes, is responsible for all issues dealing with money matters, from minting the coins of the realm, setting prices on commodities and textiles, to setting and collecting tariffs and dock fees. The President has to sign off on any measures, but he seldom bothers to even read minor reports and changes. The City Guard is responsible for maintaining order in the city, doing so by enforcing its laws and also prosecuting criminals. There are eight Justiciars, high-ranking Pangrite priests who preside over all Code A-E and F4 criminal trials. They are notorious for giving out harsh penalties and not putting up with a lot of nonsense in their courts. All criminal trials are held in the Hall of Justice, which is in the Temple of Pangrus compound. The minor code violations (Codes F-I [not including F4]) are presided over by underpriests which are referred to simply as Judges. Judges hold court in

Pangrite churches, and each parish is responsible for conducting trials for crimes committed within their jurisdiction.

Legal Code of Grunsch

Grunsch has a series of codes which it expects all its citizens and all other residents to abide by. Breaking any of these codes results in usually stiff penalties – justice in the Alliance is terrible and swift.

Code A: Enemies of the Alliance.

The Alliance absolutely prohibits the presence of Goblins and Kobolds on the island. If any are discovered they are considered enemies of the state and are immediately executed.

Code B: Treason.

The act of betraying the Alliance, whether by divulging state secrets, undermining the government's authority, or betraying Pangrus' will. The penalty for treason is execution, and it is enforced immediately.

Code C: Murder.

The intentional killing of a gnome or a member of "friendly" race is deemed murder. Humans, elves, dwarves, half-elves, and half-orcs fall under this category. Half-ogres are considered animals and it is only a crime to kill one if it is owned by a citizen. Pixie-Fairies are not included in the friendly race category as a concession to the gnomelings. *If found guilty, the murderer will be executed.*

Code C: Slaughter.

The unintentional killing of any sentient race is deemed slaughter. Half-ogres are considered animals and it is only a crime to kill one if it is owned by a citizen. *If found guilty, the perpetrator will receive a sentence ranging from one to five years in the dungeon, at the discretion of the presiding priest.*

Code E: Felony Violence

Felony Violence is any act that causes physical harm to a citizen or resident using lethal force or forced sexual contact (Battery and Rape). *A perpetrator of Felony Violence will receive a sentence ranging from one to three years in the dungeon, at the discretion of the presiding priest.*

Code F: Theft.

The Alliance punishes thieves based on the severity of the crime.

- 1) The thief steals goods totaling less than 50gp – *One month in the dungeon and 100gp fine.*
- 2) The thief steals goods totaling less than 500gp – *One year in the dungeon and 1000gp fine.*

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- 3) The thief steals goods totaling less than 1000gp – *One year in the dungeon and right hand removed.*
- 4) The thief steals goods totaling over 1000gp – *The thief is executed.*

Code G: Violence

Violence is any act that causes physical harm to a citizen or resident or their property. Assault and Vandalism fall under this category. *A perpetrator of Violence will receive a sentence ranging from 100gp fine to two years in the dungeon, at the discretion of the presiding priest.*

Code H: Weapons

Weapons are permitted in the city if the owner purchases a permit, and then they are required to remain sheathed except in cases of self-defense or defense of the city. Bows may also be carried, but cannot be drawn within city limits except in cases of self-defense or defense of the city. *Violators of this code are subject to being held overnight in a cell. Furthermore, if it is proved that the weapon was drawn either in furtherance of a crime or it is believed the wielder intended to commit a crime, it can result in a 1000gp fine and/or one-to-three months in the Dungeon.* (Note: The cost of a weapon permit is equal to 25% of the standard price of the weapon.)

Code I: Entrance into the city.

The gate fee for entrance into the city is 1sp per person, 5gp per wagon, and 20gp per ship (plus docking fees). A permanent pass can be purchased by residents of "The Village" for 10gp. *Anyone caught trying to avoid paying the fee will be charged 10gp and may be subjected to stomping by the Pangrites.*

The Underside of the City

The thieves and assassins guilds in Grunsch are very powerful, and they thrive due to the vast wealth found in the capital. While the laws in Grunsch are very strict and punishments severe, there are still a great many thieves which find great success on the city's streets. One of the difficulties confronting the thieves and assassins guilds of Grunsch is the fact that the justice system is presided over by a zealous priesthood, and as such most of the Judges and all of the Justiciars are incorruptible. The members of the city watch, on the other hand, are much more willing to "look the other way" for the right amount of gold. The current arrangement with the city watch, which is that they remain outside of Blenheim Square where both guilds are headquartered in return for the guilds operating on the understanding that certain important individuals are off-limits, is one that is very profitable for everyone. A detailed description of both guilds is presented here.

The Thieves' Guild of Grunsch

Member's Name: Benedelid.

Location: The guild's central headquarters are found in Blenheim Square, although the actual base of operations moves about within that neighborhood in order to prevent discovery.

History: The guild is nearly as old as the city itself. From the very beginning, the city of Grunsch has been heavily influenced by the zealous clerics of Pangrus, who are notorious for wishing to stamp out thievery. As such, those gnomes who desired to continue their larcenous ways needed to create an organization to counter the power and zealous vigilance of the Pangrites. Recently the guild has formed an alliance with the Ginge Pirates, and quite a bit of the loot the guild obtains is then sold to the pirates who then turn around and fence those goods elsewhere in the Waylands and beyond.

Purpose: To protect its membership from the zeal of the Pangrites, and to obtain a share of the vast wealth of the city for its members.

Master of the Guild: Galen Morganson is the current leader of the thieves' guild. Galen is a gnomeling, and looks more like a human child than he does a half-gnome. As a result, he has always been able to wander about the streets of the city without attracting the notice of anyone. But his appearance is deceptive: Galen is an accomplished burglar with a knack for administration. He is also quite ruthless, which always comes as a shock to those who can't believe such cold calculation can be found behind the eyes of such a cute little boy. His second-in-command is a degenerate gnome by the name of Kellis. Kellis is a hardened criminal thug, and the last thing a guild member wants to hear is that Kellis is looking for them, as Kellis usually acts as Galen's enforcer. Galen is currently working hand-in-hand with the Ginge Pirates in a very profitable enterprise involving the fencing of items stolen in Grunsch by the Pirates, and the fencing of items procured from lands beyond the Alliance within the city by the guild.

Alignment: Any

Preferred: Thieves that are experts at picking pockets, as much of the work of the guild takes place in the mass of humanity that is the grand marketplace. Recommended pick pocket percentage: at least 55%.

Barred: Minstrels, Assassins

Symbol: The silhouette of a smiling, blindfolded gnome.

Advancement: Advancement is handed out by Galen based on each individual's performance as observed by either Galen himself or his highest-ranking associates. The benefits involved in advancement are simple: the area of the city that is designated as the thief's zone is telling of how far he advanced within the organization. Most neophyte thieves are initially given Blenheim Square as their territory, where it's is easy enough to avoid the watch but there's precious little to be actually stolen. The more experience and loot obtained by the thief, the better the territory they receive. The highest-ranking members of the guild are given a sector of the Oceanside District, home to the city's richest neighborhoods.

Members: Very few members of the thieves' guild are gnome titans, as titans generally prefer the life of a soldier to the life of a thief. Also, most of the other thieves in

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Grunsch distrust the gnome titans, who comprise the majority of the Pangrite hierarchy and nearly ALL of the city watch. Common gnomes and gnomelings make up the greatest percentage of the guild, including those gnomes which are referred to by Grunschians as “degenerates”. The guild hierarchy is made up exclusively of gnome-kind. Despite a lack of representation within the guild hierarchy, members of other races have made an impact within the guild. Humans and half-elves are important members of the guild, as their taller frames make them excellently-suited for climbing and walking along rooftops. Halflings find quite a bit of work as pick-pockets, and their services are valued highly by their gnomeling cousins. There are a very few Dwarven thieves, as they are not much better at lockpicking and bypassing security than their gnomish cousins, so they typically have a tough time finding a niche within the guild.

STPs: Opportunist, disguise, stealthy movement, slip away into shadows, pinch, glean information, observation, trailing, locksmithing

Favored Weapons: Dagger, short sword, and hand crossbow.

Favored Armor: Leather.

Ability Restrictions: Normal for thieves.

Powers: Members of the guild are all extremely familiar with the masses of humanity found in the Oldtown district. As a result, guild members receive a 25% bonus to their trailing, stealthy movement, observation and slip away into shadows skill checks while negotiating through large crowds. Any other modifiers still apply.

Perks: Members of the thieves’ guild have great connections for finding rare and illegal items. All availability checks for members of the guild are made with a 20% bonus. In addition, the guild also provides representation for all criminal trials for their membership. The only requirement in this regard is that the member not divulge any guild secrets.

Drawbacks: Members of the thieves’ guild are required to remit 25% of their gains back to the guild. Anyone suspected of holding back on their tribute will likely be followed. If discovered, the guild usually contacts their friends over in the assassins’ guild to take care of the offender. Any guild member captured by the law that is suspected to be giving away information about the guild will also likely be assassinated.

Friends/Allies: The Assassins’ Guild of Grunsch

Enemies/Foes: The City Watch, The Church of Pangrus

Sayings: “This is a city of opportunity...you have the opportunity to steal a tremendous amount of wealth, and I have the opportunity to collect 25% of it.”

The Assassins’ Guild of Grunsch

Member’s Name: Moordenaar.

Location: The guild’s central headquarters are found in Blenheim Square, although the actual base of operations moves about within that neighborhood in order to prevent discovery.

History: The guild is nearly as old as the city itself. From the very beginning, the city of Grunsch has been heavily influenced by the zealous clerics of Pangrus, who are notorious for wishing to stamp out crime. The assassins’ guild works diligently to remain completely in the shadows, and unlike the thieves’ guild, they have virtually *no* contact with the authorities – their activities being even less approved of than their larcenous brethren.

Purpose: To accumulate wealth by dispatching their enemies and the enemies of paying clientele.

Master of the Guild: The head of the assassins’ guild is a degenerate gnome by the name of Purvis. Purvis is extremely cold-hearted, and when angered, his eyes and voice get even colder in tone. Something happened in Purvis’s past, something so terrible that those who know him well know never to ask. He has scars all over his deformed face and also upon his back – knife scars and whip scars. Purvis seldom reveals his face to anyone, as he prefers to keep his scars hidden. If Purvis is removing his hood while speaking to you, it reveals one of two things: either he trusts you and has decided you are deserving of looking upon his face, or he has come to kill you.

Alignment: Any evil.

Preferred: Gnomes and gnomelings with skill at stealth, an ability they prize above all others. Humans and half-elves are also prized, as they make better contact persons for the guild with non-gnomes.

Barred: Non-assassins.

Symbol: A silvered dagger sticking through a blackened heart.

Advancement: There is no hierarchy within the assassins’ guild, outside of the council of five. The council is comprised of the guild master and his top four associates, whom he hand-picks. When the guild master either dies or retires, a new guild master nominates himself for the post. All nominees then go through the arduous task of killing everyone campaigning for the post, until none remain or the rest have recanted. The guild master assigns all contracts based on his own personal tastes, and he never divulges his rationale for choosing specific assassins for specific contracts.

Members: Gnomelings and degenerate gnomes comprise the greater percentage of the guild’s membership. Regular gnomes typically disdain the practice of assassination, and only a couple gnome titans will condescend to perform such an unsavory duty. Humans and half-elves are prized as they make better face-men for the organization – gnomes are just not as imposing at 3 _ feet when compared to the 5’+ height of humans and half-elves. Gnomelings are, however, particularly adept at carrying out assassinations, even if they aren’t particularly great at convincing others of their ability.

STPs: Forgettable face, disguise, stealthy movement, slip away into shadows, pinch, glean information, observation, trailing.

Favored Weapons: Short sword, dagger, and long sword.

Favored Armor: Studded Leather.

Ability Restrictions: Normal for assassins.

Powers: Members of the guild are intimately familiar with the styles and fashions of the city of Grunsch. As a result,

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when inside the city, the chances of someone seeing through the disguise of an assassin are reduced by 10%. Moordenaars also gain the ability to strike fear into the hearts of those their size or smaller, forcing the victim to make a save vs. paralyzation or run in terror.

Perks: Like the thieves' guild, moordenaars have great connections for finding rare and illegal items. All availability checks for members of the guild are made with a 20% bonus. In addition, the guild also provides representation for all criminal trials for their membership. The only requirement in this regard is that the member not divulge any guild secrets.

Drawbacks: Members of the guild cannot take on contracts on their own. All contracts must be made through the guild house, although special consideration will be given to those who make first contact with a potential client. Moordenaars do not negotiate the contracts, and they are paid by the guild master whatever percentage he deems fair. This often upsets members of the guild, and there have been several botched assassination attempts on the guild master's life in the past.

Friends/Allies: The Thieves' Guild of Grunsch

Enemies/Foes: The City Watch, The Church of Pangrus

Sayings: "We are the Shadow Hunters." "Killers leave pools of blood in their wake – a Moordenaar can kill without spilling a single drop."

The Streets of Grunsch

The following tables are designed to help the GM fill the streets of the gnomish city with citizens, tourists and merchants. A major city like Grunsch is always bustling with people, whether day or night. While in certain circumstances it is important for the GM to plan the types of NPCs the adventurers run across, he cannot possibly account for every individual encounter in a metropolis the size of Grunsch without help.

Table 2A: Number of NPC encounters

Roll 2d6 Number of Encounters

2 or less	No encounter
3-4	1 encounter
5-6	2 encounters
7-8	3 encounters
9-10	4 encounters
11	5 encounters
12	6 encounters
13+	7 encounters

Time of Day	Modifier to 2A	Modifier to 2B
Early Morning (6am-9am)	-1	-1
Morning (9am-11am)	+1	0
Midday (11am-3pm)	+3	+1
Afternoon (3pm-6pm)	+2	0
Evening (6pm-10pm)	0	-1
Night (10pm-6am)	-2	-2

Area of City Modifier to Table 2B

Northtown District	+4
Oldtown District	+1
The Grand Marketplace	+0 (+1 enc.)
Oceanside District	+3
Southtown District	-2
Artisan Quarter	+1
Blennheim Square	-7
Garnet Square	+1
Kendra Village	0
Helmetton	+1
Landing's Row	0
Middletown	-1
Spearswood	+1 (-1 enc.)
"The Village"	-1

Table 2B: Type of Encounter

Roll 2d8	Type of Encounter
2 or less	2C(a): Thief/Brigand
3-4	2C(b): Beggar/Street Performer
5-7	2C(c): General Encounter
8-9	2C(d): City Watch
10-12	2C(c): General Encounter
13-14	2C(e): Merchant/Peddler
15	2C(d): City Watch
16	2C(f): Churchman
17+	2C(g): Special Encounter

Table 2C(a): Thief/Brigand Encounter

Roll 2d6	Type of Encounter	No. Appearing
2	Assassin	1
3-4	Thief (Thug)	1d4
5-7	Brigand	1d6-2 (min 1)
8-9	Sailor Ruffians	1d3
9-10	Thief (Con Man)	1d2
11	Thief (Gypsy)	1d6
12	Bard	1

Table 2C(b): Beggar/Street Performer Encounter

Roll 2d6	Type of Encounter	No. Appearing
2	Fire Eaters	1d2
3-4	Jugglers	1d4
5-7	Minstrels	1d3
8-9	Beggar, Gnome	1d2
9-10	Beggar, Non-Gnome	1d2
11	Beggar, Blind	1d2
12	Beggar, Amputee	1

Table 2C(c): General Encounter

Roll 1d20	Type of Encounter	No. Appearing
1	Noble Messenger	1
2	Wagoneers	1d2
3	Foreign Merchant	1
4	Gnome Titan Soldiers	2d3
5	Human Travelers	1d3
6	Moneychanger	1
7	Minor Official	1
8	Old Gnomes	1d2
9-12	Gnome Citizens	1d6

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13	Nobleman with attendants	1
14	Drunken Rowdies	2d3
15	Gnome Children at play	1
16	Courtesans (with Escort)	1d2
17-18	Lamplighters	2d2
19	Sailors	1d4
20	Craftsmen	1d3

Table 2C(d): City Watch Encounter

<u>Roll 2d6</u>	<u>Type of Encounter</u>	<u>No. Appearing</u>	
2-5	Off-Duty Watchmen		2d3
6-10	City Guard Patrol	1 patrol	
11	Large Contingent	2 patrols	
12	Commander's Patrol		1

patrol + cmdr.

Table 2C(e): Merchant/Peddler Encounter

<u>Roll 2d6</u>	<u>Type of Encounter</u>	<u>No. Appearing</u>
2	Crazy Salesman	1
3-4	Peddlers, perfumes	1d2
5-7	Peddlers, produce	1d2
8-9	Street Merchants	1d4
9-10	Hawkers, clothes and jewelry	1d2
11	Gnomish merchants, wealthy	1d2
12	Foreign merchants, wealthy	1d2

Table 2C(f): Churchman Encounter

<u>Roll 2d6</u>	<u>Type of Encounter</u>	<u>No. Appearing</u>
2	Off-Duty Clerics	1d3
3-6	Group of Pangrite Clerics	1d4
7-9	Zealots of Pangrus	1d3
10-11	Pangrite Inquisitors	1d2
12	Archpriest and entourage	1 entourage

Table 2C(g): Special Encounter

<u>Roll 1d20</u>	<u>Type of Encounter</u>	<u>No. Appearing</u>
1	Gnome Illusionists	1d2
2	Traveling Dignitaries	1d3
3	Archpriest and entourage	1 entourage
4	Watchmen, Commander's Patrol	1 patrol
5	Foreign merchants, wealthy	1d2
6	High-ranking Gnome Titans	1d3
7	High-level Thief	1
8	Pres. Advisor + attendants	1 entourage
9	Scholars, Gnomish	1d2
10	Scholars, non-gnome	1d2
11	Magic-User, non-gnome	1
12	Nobleman's Carriage	1 carriage
13	Political Speaker w/Crowd	1
14	Ship Captain	1
15	Athletes	1d2
16	Courtesans (with Escort)	1d2
17	Gnome Titan courtiers	1d3
18	Gnomish merchants, wealthy	1d2
19	Presidential Messenger	1
20	Major NPC	*

* GM should choose appropriate NPC based on time and location.

Notable NPCs in the City of Grunsch

Gabriel MacDonald

AKA: Mr. President

RA: Gnome **SX:** M **AL:** LG **AGE:** 112
CL: Gladiator **LV:** 8
STR: 15/08 **DEX:** 16/82 **CON:** 22/28
INT: 9/22 **WIS:** 11/12 **CHA:** 18/19
COM: 13/78 **HON:** 83 **FAME:** 66
HP: 140 **AC:** 0
+H: +11 (Short Sword) **+D:** +8 (Short Sword)
DEX BONUS: -2 **R/AT ADJUST:** +3
APPEARANCE: Strong, Stocky

Notable Possessions: "Mahdrein" – Short Sword +5, Shield +3 (Buckler), Bracers of Defense AC 2, Gloves of Striking +5, Ring of Regeneration, Ring of Spell Turning

Notable STPs: Short Sword Bonus [x5], Critical Hit Bonus [x10], Advanced Weapon and Shield Fighting, Shield Specialization, Endurance 101%, Fung Chi 126%, Iron Fist 103%, Crushing Blow 78%, Eagle Claw 57%, Circle Kick 102%, Feint 96%, Meditation 92%, Ironskin 88%, Disarm 103%, Expert Disarm 66%, Press the Attack 81%, Improved Charge 113%, Shield Punch 92%, Shield Bash 79%, Trip Attack 69%, Tumbling 123%, Shield of Death Style 121%, Charioteering 118%, Administration 55%, Civil Administration 55%, Leadership: Basic 77%, Leadership: Committee 62%, Diplomacy 58%, Current Affairs 98%, Oration 69%, Rules of Fair Play 109%, Social Etiquette 43%, Weapon Maintenance, Maintenance/Upkeep, Shaving/Grooming.

Motivation: Gabriel is a kind ruler who tries to keep the populace as happy as possible. The Church of Pangrus often has to step in and advise him against excessive tax cuts.

Weaknesses (including Quirks/Flaws): Acrophobia; Gullible; Nagging Conscience; Enmity towards Goblins; HackLust; Scar, Facial; Combat Arrogance

Background: Gabriel is the President of The Gnome Alliance of the Waylands. He is a hero to the people, one of the greatest combatants in the gladiatorial arena. In the alliance, unlike in other lands, the lower classes have the right to vote for their leaders and while other lands may have low opinions of gladiators, the citizens of the alliance instead revere them. Gabriel is entering the third and last year of his term as president, and he has become a more capable leader over the last two years. Gabriel was so well-liked not because he was the biggest or the strongest combatant; he actually was smaller than most. He gained fame because he was the *toughest* gladiator; he took a beating and kept coming after you. He also had a flair for the dramatic – he had a tendency to remove limbs, decapitate heads, and inflict all sorts of nasty injuries which made him very popular with some of the more bloodthirsty patrons.

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Fallandor

AKA: Archpriest of Pangrus

RA: Gnome Titan **SX:** M **AL:** CN **AGE:** 147

CL: Zealot of Pangrus / Chosen One **LV:** 16/13

STR: 21/29 **DEX:** 16/52 **CON:** 18/76

INT: 9/22 **WIS:** 18/12 **CHA:** 19/73

COM: 9/36 **HON:** 114 **FAME:** 148

HP: 126 **AC:** -2

+H: +15 (Broad Sword) **+D:** +15 (Broad Sword)

DEX BONUS: -2 **R/AT ADJUST:** +3

APPEARANCE: Grey haired, Powerful arms and chest

Notable Possessions: “Pangrus’ Fury” – Broad Sword of Sharpness +7, Splint Mail +4, Rod of Resurrection, Decanter of Endless Water.

Notable STPs: Divine Smite (to-hit melee), Divine Shield, Concentration, Follow-Through Healing, Legacy, Life Smite, Attitude Adjustment 151%, Cricket-in-the-pea-pod 77%, Eye Gouge 57%, Administration 105%, Civil Administration 105%, Campaign Logistics 73%, Military: Battle Sense 105%, Military: Leadership 97%, Military: Operations 89%, Military: Small Unit Tactics 74%, Leadership: Basic 120%, Leadership: Committee 102%, Cartography (overland) 88%, Maintain Self-Discipline 118%, Recruit Army 86%, Distraction 77%, Feint 65%, Improve Cover 71%, Improved Overbearing 79%, Improved Subdual 53%, Current Affairs 101%, Improved Unarmed Strike 98%, Art of Beating 105%, Entrenchment Construction 64%, Establish Ambush Zone 51%, Groin Stomp 72%, Weapon Maintenance, Armor Maintenance, Maintenance/Upkeep, Shaving/Grooming.

Motivation: Fallandor wishes to make a name for himself militarily. The peace that has endured throughout the alliance makes that difficult, so he has been pressing the President into taking on foreign policies which will secure the alliance power throughout the Waylands – but which will also likely result in war with those nations who oppose him.

Weaknesses (including Quirks/Flaws): HackLust, HackFrenzy, Sadistic, Enmity towards Goblins, Enmity towards Elves, Temper, Nervous Tic, Tone Deaf.

Background: Fallandor is the Archpriest of the Church of Pangrus, and has tremendous influence over matters of state in the Alliance. He is also the Commander of the armies of the Alliance, which are under the control of the church of which he is the head. Fallandor is the brother of Lord Kellerin, who is the seat of House Topaz. Fallandor has always been jealous of his brother’s position, and has plotted, schemed, and killed those in his way in order to ascend to the position of Archpriest. His family’s influence certainly helped secure him his position, but the mark of Pangrus was placed upon him during a vigil, and that convinced (or scared off) his detractors. Fallandor resides in the Temple of Pangrus in the top floor of what is known as *The Grand Tower* – the tallest and center-most tower in the compound.

Lord Chargill

AKA: General Chargill, Deacon of the Army of the Alliance, Supreme Warlord, Doom Lord Chargill

RA: Gnome Titan **SX:** M **AL:** LN **AGE:** 277

CL: Soldier (Myrmidon) **LV:** 20

STR: 17/31 **DEX:** 14/52 **CON:** 16/76

INT: 19/62 **WIS:** 20/29 **CHA:** 18/81

COM: 11/52 **HON:** 212 **FAME:** 414

HP: 105 **AC:** -4

+H: +6 (Broad Sword) **+D:** +10 (Broad Sword)

DEX BONUS: -1 **R/AT ADJUST:** +2

APPEARANCE: Very old, drawn. Penetrating gaze.

Notable Possessions: Full Plate +4, “Lazathan” – Broad Sword +3, Gem of Seeing, Marble of Eagle Vision, Eyes of the Eagle, Darax’s Instant Fortress.

Notable STPs: Opportunist, Acute Alertness, Stealth, Unyielding, Endurance, Broad Sword Specialization, Advanced Two-Handed Fighting, Attitude Adjustment 95%, Cricket-in-the-pea-pod 67%, Eye Gouge 68%, Campaign Logistics 176%, Military: Battle Sense 202%, Administration 134%, Military: Leadership 206%, Military: Operations 203%, Military: Small Unit Tactics 209%, Leadership: Basic 201%, Leadership: Committee 212%, Cartography (overland) 162%, Maintain Self-Discipline 175%, Recruit Army 201%, Distraction 87%, Feint 53%, Improve Cover 126%, Improved Overbearing 79%, Improved Subdual 58%, Improved Unarmed Strike 74%, Art of Beating 83%, Entrenchment Construction 195%, Establish Ambush Zone 184%, Groin Stomp 113%, Ancient History 155%, Current Affairs 133%, Heraldry 129%, History – Local 141%, History – World 138%, Brass Instruments 74%, Muster Resolve 117%, Construction: Hasty Defense Works 154%, Dig Proper Grave 101%, First Aid Skill Suite 110%, Mapless Travel 204%, Rope Use 77%, Berate 142%, Knowledge of Courtly Affairs 96%, Rousing Speech 118%, Rules of Fair Play 120%, Weapon Maintenance, Armor Maintenance, Maintenance/Upkeep, Shaving/Grooming.

Motivation: Lord Chargill has no particular desire to start wars, but is determined to make sure his army is always in peak condition. The army’s coffers are fantastically deep, thanks largely to Lord Chargill’s diligence.

Weaknesses (including Quirks/Flaws): Vision Impaired, Near Sighted; Enmity towards Goblins; HackLust.

Background: Lord Chargill is one of the few remaining gnomes that was alive during the War of the Midlands. He was a young, promising soldier during the crisis. He quickly rose to the rank of Lieutenant serving in the army of Lord Blenheim II. His understanding of the art of war was unparalleled. When the peace was finally reached, Lord Chargill was relieved of duty along with the rest of the officers who were not aligned with the Church. Over the course of the following century Lord Chargill worked hard to ingratiate himself with the church in order to be let back into the army, as it was all he knew. Just over a century ago, the Archpriest of Pangrus inexplicably showed up at Lord Chargill’s home and begged him to take

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on the role of Supreme Warlord of the Alliance's army. Lord Chargill was surprised, but leaped at the chance. Since then, Lord Chargill has been the most influential member of government next to the President and the Archpriest. While the Archpriest is the Commander of the army, the Archpriest is outside of it; Lord Chargill is the highest-ranking officer and in reality is just as influential if not more so.

Gulb'rein

AKA: Counselor Gulb'rein, The Shadist, Gulb the beggar

RA: Gnome, Degenerate **SX:** M **AL:** CE **AGE:** 122

CL: Shadow Weaver **LV:** 19

STR: 09/42 **DEX:** 25/31 **CON:** 12/53

INT: 22/63 **WIS:** 17/49 **CHA:** 8/51

COM: 2/72 **HON:** 203 **FAME:** 396

HP: 67 **AC:** -16

+H: 0 **+D:** 0

DEX BONUS: -8 **R/AT ADJUST:** +9

APPEARANCE: Dirty, Ugly, and Twisted.

Notable Possessions: Bracers of Defense AC 2, Ring of Protection +3, Cloak of Protection +5, Scarab of Protection, Staff of the Magi, Crystal Ball, Goggles of Detect Magic.

Notable STPs: Opportunist, Eagle Eye, Item Savant, Precise Targeting, Quick Learner, Arcane Swindler, Arcane Speak 102%, Calligraphy 88%, Penmanship 137%, Sleight of Hand 115%, Speed Reading 112%, Spell Tattooing 99%, Spirit Lore 69%, Spellcraft 152%, Arcane Lore 201%, Divine Lore 112%, Artistic Ability 119%, Art Appreciation: Painting 77%, Common 100%, Reading/Writing 102%, Ancient History 160%, Administration 121%, Alchemy 111%, Civil Administration 121%, Culture 95%, Current Affairs 120%, Street Cred 109%, Leadership: Basic 68%, Leadership: Committee 72%, Maintenance/Upkeep, Shaving/Grooming.

Motivation: Gulb'rein is twisted and evil, and wants to inflict pain wherever possible. He is an advisor to the

president because he needs government funding for his research and also craves power.

Weaknesses (including Quirks/Flaws): Sadistic, Paranoid, Enmity towards Goblins, Depression (Minor), Self-Absorbed, Misguided, Inappropriate Sense of Humor.

Background: Gulb'rein was born Gulb, a twisted and malformed gnome born to two prestigious Titans who ditched his freakish form into the street, leaving him to die. He was raised by a kindly but slightly insane gnomeling who taught him how to live on the streets. When Gulb was 11 years old, the gnomeling who had taken care of him passed away, and Gulb discovered a spellbook the old man had carried with him. Studying it, Gulb was able to learn the secret arts of the shadows; from there he was able to apply and get accepted into a small magic academy on the outskirts of Bilork's Landing. It wasn't long before Gulb learned everything that small school could teach him, and he decided to run away – not before stealing many precious valuables from the academy's stores. Gulb continued his studies on his own and was able to attain a level of mastery in his art that he believed was unprecedented. He decided he needed his own laboratory and library, so he decided to create his own academy in the wealthy city of Grunsch. Not satisfied at the slow rate at which he was gathering funds for his academy, Gulb approached the then-president Fullertin and offered his services. Fullertin noticed how quick-witted Gulb was and accepted, adding the honorific "rein" to the end of his name. (The meaning of which is lost in antiquity). Gulb'rein used those funds and continued the expansion of his laboratory and library, and at the same time continued to ingratiate himself to the president, officially becoming a member of the Advisory Council, a non-elected body of advisors to the president who serve for life (includes the Archpriest of Pangrus and the Supreme Warlord of the armies of the Alliance). He has made many enemies over the years, some of whom are even still alive. The only gnome in the world that makes Gulb'rein nervous is Lord Chargill, whose sharp intelligence and devious mind present serious challenges to Gulb'rein's plots.

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