



The Official Publication of the HackMaster Association



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From the Editor's Desk

Most of this issue comes from the Waylands, which explains the delay. Choppy seas, Ginge pirates, odd magical storms, Raagean slaver ships...many obstacles were overcome to finally deliver these writings to you. The pages have dried enough now to be read, and we have employed many scribes to prepare this work. We hope you find they were worth the delay.

We also have articles of great value such as a Skill Index and Tournament Do's and Don'ts, doubtlessly required reading as preparation for the coming battles of the summer. There is also an online component this issue - Linda Shippert's Magic-User Spell Finder was too large for the HackJournal PDF itself and is available in the Downloads section of the HMA website.

In the Waylands, we have new information about how Halflings and Elves came to the islands, and a story about the Cleft Dwarves as told over some Barrelrider Ale. It turns out that much of what has been presented in the past about the Waylands has been inaccurate. I suspect the cartographer/historian responsible had a fondness for Kromian Ale.

The Waylands Needs You!

With the works of players, such as those included in this issue, you can see that the Waylands are really beginning to take shape. As the Waylands coordinators, Chuck and I often need to make minor tweaks in player submissions to insure that the history of the

Waylands is an integrated whole and not a patch-work quilt of haphazard development. We hope to detail a lot more very soon, but we need your help. If you have ideas, stories or settings that you would like to include as part of that history, please submit them! After all, the Waylands are the HMA Preserve - the official part of Garweeze Wurd that you get to help create!

The HMA website hosts improved Waylands maps for download, as well as information about the Waylands project. Just log in to the HMA site and click the links under the HMPA section.

Submit Now!

HackJournal Articles

The HackJournal needs more than just Waylands material. Art work, "A Day in the Life" stories, magic items, adventures or anything that could be a help to players or gamemasters all have a home in the HackJournal.

To submit something to the HackJournal, whether it is Waylands related or not, follow a few simple steps:

Step One: Examine the HackJournal Submission Guidelines. These are available on the HMA site. Just login to that site at <http://www.kenzerco.com/hma/main/index.php> and click on the link under Resources.

Step Two: Write your article in Microsoft Word (.DOC) or Rich Text Format (RTF), or save your artwork in .TIF or .JPG formats (at 300 dpi resolution).

Step Three: Send and email to Foundry Dwarf, the HackJournal Editor in Chief (hackjournalg@kenzerco.com) with "[HJ] <article name>" in the subject line. If it concerns the Waylands, include that in the subject line as well.

Step Four: Include your name, HMA number, e-mail address and a brief description of the submission in the text of the article itself.

Step Five: Work on new ideas for articles as your submission is processed. It may take a while for your submission to be approved and formatted for the HackJournal. And with all of the HJ Assistant Editors now, it shouldn't be too long before you hear something back.

The Skithering Yith Monkeys wait for no man!

>From somewhere in the Waylands,

Steve (Bloo) Daniels
Waylands Coordinator
HMGMA #TX-1-00946-01

HackJournal Submission Guidelines

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

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HackJournal is published quarterly by:
Kenzer and Company,
511 W. Greenwood Ave.,
Waukegan, IL 60087-5102

Submissions for publication in
future issues of HackJournal
should be sent to:
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Elementalists Cantrips

By Ramsey Williams HMGMA # TX-1-01113-03

While they may be the rebels of the magic using classes Elementalists still have to learn cantrips like everyone else. The difference is that Elementalists group cantrips by element instead of school and categories, and because of their unique understanding of the elements they have a few special cantrips only they can cast.

Because of their non-traditional methods, an Elementalist has a limited selection of cantrips available to them, they may select a number equal to their intelligence score, they also cannot learn cantrips from their opposed element.

Earth
Dust
Salt
Sprout
Dirty
Dusty
Mute

Water
Chill (only effects liquid)
Dampen
Wet Willie
Weak bladder
Wash Hands
Wipe Face
Minor Create Water*

Fire

Ignite Campfire / Fireplace

Elementalist Only

Area of effect: 1 cubic foot
segment

Casting time: 1/3

This cantrip enables the caster to cause a pre-made camp fire or fireplace setting to ignite, this will only ignite combustible materials that are in a designated campfire or fireplace, additional fuel must be continually provided for the fire to keep burning. Additionally, the wood must be relatively dry for the cantrip to work, as this cantrip will not work in very damp or wet conditions. The caster must press his thumb down on his index finger while pointing at the campfire or fireplace and say the command word. This cantrip is only available to Elementalists.

Candle flame
Elementalist only

Curdle
Dry
Indian Burn
Warm
Firefinger
Ignite Campfire / Fireplace*
Candle Flame*

Air
Smokepuff
Gather
Whistle
Haze
Conceal Gas
Personal Zephyr
Sneeze

Area of effect: 1/2 inch line
segment

Casting Time: 1/3

This cantrip is very similar to the firefinger cantrip except it produces a 1/2 inch line of fire extending from the casters thumb, as long as the caster hold's his thumb up the flame will stay, unless blown out or smothered it acts as a light source just like a candle and can be used to light small candles, smoking pipes ect. The caster cannot move with the flame unless he cups his other hand around the flame or otherwise protects it. Even a small gust of wind will extinguish this flame after 1 segment. The components are similar to the firefinger cantrip. This cantrip is only available to Elementalists.

Minor Create Water
Elementalist Only
Area of effect: 10 oz
segment

Casting time: 1/10

This spell functions just like the create water cleric spell except it only produces 10 ounces of water. This cantrip is only available to Elementalists.

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The Prancing Vixen: Inn, Tavern, Brothel and Slave Market

By Jedediah Gofourth, HMGMA # TN-1-00554-02

The Prancing Vixen is located in the port city of Estragar at the border of Mydlonn and Estarlinn. Any manner of exotic items can be found at this bar and the owner and tavern master, Nathaniel Nekswurk, is known to be a high roller in the market of slaves. The building itself is quite lavish with three floors. The first floor contains the tavern and common room with a hallway that leads to the 20 guest rooms (10 on each side). A stairway at the end of the hall leads to the second and third floors which each contain 40 guest rooms. Unknown to most patrons, there is also a stairway behind the bar that leads down. The basement contains a wine cellar and a pen where slaves are kept. A tunnel leads out of the cellar towards the docks and is sealed with a large steel door that Nathaniel holds the key to. Slavers from all over the Waylands enter and exit through this passage to sell and buy slaves and exotic goods. There is never a shortage of either since between its two mages the Prancing Vixen can produce anything it needs given the right amount of time and money.

Various Employees:

Half Ogre Bouncers/Mercs: 8 (3rd level fighters)
 Human Bouncers/Mercs: 5 (2nd level fighters)
 Human Wenches: 4
 Halfling Wenches: 2
 Human Dancing Girls: 3
 Half Elven Dancing Girls: 4
 Halfling Dancing Girl: 1
 Gnome Dancing Girl: 1
 Human Maids: 2
 Halfling Maids: 2
 Human Minstrels: 3 (2nd level)
 Prostitutes: 2d6 of various races working each night
 Halfling Pick Pockets: 2 (1st level thieves)

Room Costs Per Night:

Common Room: 10sp
 First Floor Room: 35gp
 Second and Third Floor Room: 250GP

Slave Prices:

Human: 2,000gp
 Trained Human (3rd level): 10,000gp
 Half Elf: 2,500gp
 Trained Half Elf (3rd Level): 11,000gp
 Elf (includes Grel and Drow): 5,000gp
 Trained Elf (3rd Level): 16,000gp
 Dwarf: 4,000gp
 Trained Dwarf (3rd Level): 15,000gp
 Halfling or Gnome: 1,500gp
 Trained Halfling or Gnome (3rd Level): 7,000gp
 Gnome Titan (3rd Level): 9,500gp
 Half Orc or Half Ogre: 4,000gp



Trained Half Orc or Half Ogre (3rd Level): 15,000gp
 Pixie Fairy (all): 3,000gp
 Humanoid Animal (biped): 3,000gp + Cost of animal if applicable
 Humanoid Animal (Centaur's Gift): 3,500gp + Cost of animal if applicable
 Life Created Organism: 10,000gp

Exotic Additions:

Elenwyd's Majestic Bosom: +500gp
 Arbraxious's Horrid Maw: +750gp
 Pixie Wings: +1,000gp
 Arinathor's Dark Limbs: +750gp
 Tusks of the Oliphant: +750gp
 Mulderi's Climbing Claws: +350gp
 Each Master Level Skill Known: +300gp
 Each Language Known After the First: +400gp
 Each Level After 3rd: +6,000gp
 Spell Casting Class: +500 per Level

All slaves are guaranteed to be 95% loyal to their master initially.

Notables

Nathaniel Nekswurk
AKA: Tavern Master Nate
RA: Human
SX: M
AL: CN
CL: Bard
STR: 14/09
DEX: 16/15
CON: 11/49
INT: 19/01
WIS: 18/32
CHA: 22/01
COM: 16/71
HON: Average
Fame: High
LV: 10
HP: 78
AC: 8
+H: +1
+D: +2
DEX BONUS: -2
R/AT ADJUST: +3
Age: 35
Appearance: Dandyish

Notable Possessions: Ring of Human Influence, Ring of Sincerity
Notable STPs: Arcane Swindler, Opportunist, Photographic Memory, Astute Observation, Acting (99%), Crowd Working (85%), Disguise (83%), Dragon Speak (98%), Fast Talking (100%), Glean Information (70%), Observation (72%), Hagglng (90%), Brewing (80%), Bartering (87%), Liar Skilled (92%), Administration (65%), Fence Package
Motivation: Becoming the most powerful slave trader in the Waylands
Weaknesses (Including Quirks and Flaws): Shaky Hands, Misguided, Sadistic

Background: Nathaniel "Nate" Nekswurk was born and raised in a town with few morals and a thriving underground commerce. After adventuring for a few years and amassing a small fortune, he settled down and purchased The Prancing Vixen for a pittance. He then had the entire building demolished and rebuilt into the business it is today. Bribes in the right places have put most of the authorities in the city into his pocket, though he is careful to keep the wheel greased with regular kick backs so that they don't look too closely into his enterprises. A few missing people from his common room and the disappearance of a few beggars is normally overlooked as long as the paying customers aren't harassed and no rich or noble patrons are abducted. Outsiders to the thriving port city often mistake Nate for just another bartender and pimp and seldom realize how powerful he actually is.

Olivar Hilrake
AKA: Evil Ollie
RA: Human
SX: M
AL: NE
CL: Double Specialized Transmuter
STR: 10/02
DEX: 16/37
CON: 11/63
INT: 18/31
WIS: 11/07
CHA: 11/03
COM: 10/97
HON: Average
Fame: Average
LV: 14
HP: 64
AC: 8
+H: 0
+D: 0
DEX BONUS: -2
R/AT ADJUST: +3
Age: 47
Appearance: Unkempt

Notable Possessions: Ring of Hefty Spell Casting, Wand of Polymorphing
Notable STPs: Arcane Swindler, Fast Cast, Opportunist, Disguise (45%), Spell Tattooing (56%), Arcane Lore (75%), Spellcraft (90%), Anatomy Basic (82%)
Motivation: To get his cut of the profit
Weaknesses (including Quirks and Flaws): Maimed (severe facial burn), Strange Body Odor, Trick Knee, Sadistic, Greedy, Obnoxious, Inappropriate Sense of Humor, Misguided.

Background: One wouldn't know it by looking at him, but Olivar Hilrake is a graduate of the University of Tilan. He was disfigured in a lab fire and his personality has suffered for it. He tried his hand as an adventurer for awhile, but the thought of risking his own life to acquire wealth just didn't appeal to him. This is when he met Nate and joined the staff of the Prancing Vixen. His job is quite simple for a person of his schooling, he simply has to transmute potential slaves in order to meet the demands of the clients. This allows him to make an enormous amount of capital with very little work from his perspective. He is also provided with a rather opulent room on the third floor of the premises.

GameMaster's Workshop

Darion Makibi
AKA: Macabre Makibi
RA: Human
SX: M
AL: CN
CL: Cleric of Draper
STR: 15/17
DEX: 14/18
CON: 13/91
INT: 16/01
WIS: 17/73
CHA: 18/67
COM: 14/39
HON: High
Fame: High
LV: 8
HP: 83
AC: 4
+H: +1
+D: +3
DEX BONUS: -1
R/AT ADJUST: +1
Age: 52
Appearance: Shifty

Notable Possessions: Holy Symbol of Draper, Gold Walking Cane
Notable STPs: Concentration, Second Sight
Motivation: To spread the faith of Draper (and make a tidy profit in the process)
Weaknesses (including Quirks and Flaws): Enabler, Necrophobia, Inappropriate Sense of Humor, Misguided.

Background: Darion Makibi assists with the care and health of the slaves as long as the Prancing Vixen keeps funds flowing to his church. He has no problem with the slave trade and admires Nate for his ability to set up such a thriving trade. He also finds it humorous that those stupid enough to sleep in the common room of an inn known to traffic in slavery, they get what they pay for. Darion always travels with three acolytes of second level and two half orc fighters of second level that are conscripted to the church of Draper. He visits the Inn once a week to check on the current batch of slaves, often renting a few to be used in the renovation of the church.

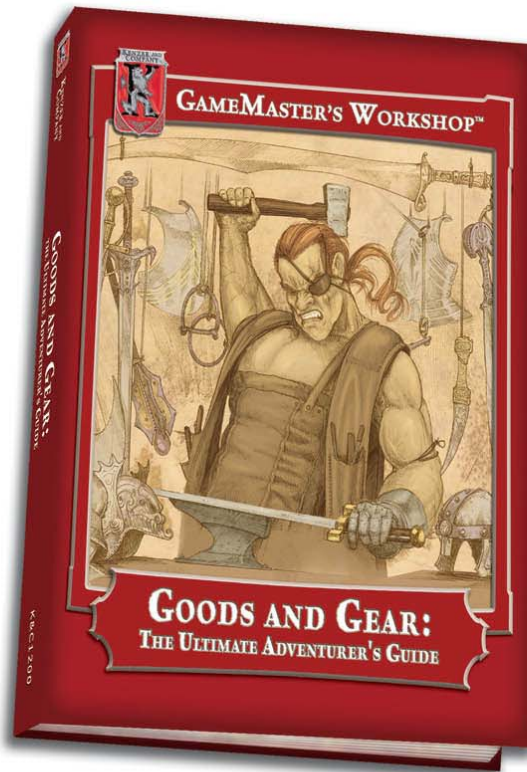
Gurvan Morrister
AKA: Puppet Master Morrister
RA: Human
SX: M
AL: NE
CL: Puppeteer
STR: 11/34
DEX: 12/05
CON: 10/93
INT: 17/55
WIS: 15/04
CHA: 17/07
COM: 13/03
HON: Average
Fame: Average
LV: 16
HP: 66
AC: 9
+H: 0
+D: 0
DEX BONUS: 0
R/AT ADJUST: 0
Age: 64
Appearance: Aloof

Notable Possessions: Medallion of ESP, Helm of Telepathy
Notable STPs: Mnemonically Gifted, Bloodline, Eagle Eye, Seeking Grasping Hands, Dragon Speak (98%), Evil Speak (86%), Alchemy (92%), Herbalism (94%), Plant Identification: Holistic (93%), Leadership Basic (63%), Attitude Adjustment (97%), Berate (91%), Taunting Major (92%)
Motivation: to research the ultimate mind altering drug

Weaknesses (including Quirks and Flaws): Value Privacy, Misguided, Bookworm, Old School Mentor

Background: Gurvan was home schooled by his father Errigan Morrister. Since his father's death he has become quite a recluse, only occasionally leaving his inner city mansion to visit the Prancing Vixen. He is paid quite well to reprogram the few slaves that retain their personality after they are transmuted. He does this with a mixture of magic and mind altering substances to break down any mental resistance to the indoctrination process. He also provides herbal and chemical concoctions to be sold in the tavern.

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HackMaster Skill Index

By Doug Click HMGMA # TN-2-00900-02 (with Steve DeChellis HMGMA # CT-1-00373-01)

The following table contains a skill index as well as a skill tree. Some skills require a prerequisite; this is indicated by a skill's name being indented and italicized under the skill that is the prerequisite. As an example you decide you want your character to be a Jeweler so you look at the alphabetized listing of skills that are flush with the left margin. The skill entry looks like this: "Jeweler (Requires Gemcutting and Metalworking)". From there you would look up GemCutting which tells you that Appraisal:Gemstone is required for that skill and that Appraising is required for Appraisal:Gemstone. That takes you to the skill tree beginning with Appraising. Metalworking can be followed similarly showing that you will also need Blacksmithing and Blacksmith tools.

The Skill Suites from the GMG are not included on this list since it is recommended they only be used for NPCs.

Special Thanks goes to Steve DeChellis without whom I would never have had time to compile this index.

Name of Skill [Book and Page #, (Attribute), Mastery Die, Skill Type, # Building Points]

Book List:

- PHB - Hackmaster Player Handbook
- GG - The Griftmaster's Guide to Life's Wildest Dreams
- SG - The Spellslinger's Guide to World Dominations
- CC - The Combatant's Guide to Slaughtering Foes
- ZG - The Zealot's Guide to World Conversion
- KODT # - Knights of the Dinner Table Magazine with Issue Number.

Acting [GG 62 ,(WIS), d10, Sophisticated , 2]
Administration (*Requires Leadership*)
Agriculture [PHB 313 ,(WIS), d10, Academia , 1]
 Farming [PHB 324 ,(WIS), d8, Sophisticated , 1]
Alchemy [PHB 313 ,(INT), d6, Academia , 7]
Anatomy, Basic [PHB 313 ,(INT+WIS)/2), d8, Academia , 3]
 Anatomy, Vital [PHB 313 ,(INT+WIS)/2), d8, Academia , 1]
Ancient History [PHB 313 ,(INT), d12, Academia , 1]
Angawa Battle Cry [PHB 319 ,(STR+CHA)/2), d6, Combat Procedures , 2]
Animal Lore [PHB 313 ,(INT), d10, Academia , 2]
 Animal Handling [PHB 321 ,(WIS), d10, Sophisticated , 1]
Animal Noise [GG 62 ,(WIS), d8, Sophisticated , 1]
Animal Training [PHB 321 ,(INT+WIS)/2), d10, Sophisticated , 2]
Appraising [PHB 314 ,(INT), d8, Academia , 6]
 Appraisal: Gemstone [PHB 314 ,(INT), d6, Academia , 3]
 Gem Cutting [PHB 325 ,(DEX), d4, Sophisticated , 2]
 Jeweler [PHB 326 ,(INT), d6, Sophisticated 2] (Also requires Metalworking)
Arcane Lore [PHB 313 ,(INT), d6, Arcane , 5]
 Spellcraft [PHB 313 ,(INT), d4, Arcane 2]
 Spirit Lore [SG 54 ,(INT+WIS)/2), d8, Academia 2]
Arcane Speak [SG 53 ,(INT), d8, Languages/Communication , 2]
Armor Maintenance [PHB 318 ,(INT+DEX)/2), Auto, Mundane , 1]
 Armor Repair, Basic [PHB 322/CG 49 ,(INT+DEX)/2), d10, Sophisticated , 3]
 Armor Repair, Advanced [PHB 322/CG 49 ,(INT+DEX)/2), d8, Sophisticated , 4]
 Armor Repair, Expert [PHB 322/CG 49 ,(INT+DEX)/2), d6, Sophisticated , 8]
Armorer (*requires Leatherworking and Metalworking*)
Art Appreciation: Subset: Painting [PHB 314 ,(WIS), d20, Academia , 1]
Art Appraisal: Subset: Painting [PHB 314 ,(INT), d6, Academia , 3]
 Spell Tattooing [SG 54 ,(DEX), d6, Sophisticated 4] (Also requires Artistic Ability)
Art Appreciation: Subset: Sculpture [PHB 314 ,(WIS), d20, Academia , 1]
Art Appraisal: Subset: Sculpture [PHB 314 ,(INT), d6, Academia , 3]
Art of Beating [PHB 319 ,(STR+INT)/2), d4, Combat Procedures , 2]
Artistic Ability [PHB 320 ,(DEX+INT)/2), d6, Artisan and Performing Arts , 1]
 Spell Tattooing [SG 54 ,(DEX), d6, Sophisticated 4] (Also requires Art Appreciation: Subset: Painting)
Assaying/Surveying Tools [PHB 335 ,(DEX+INT)/2), d8, Tools , 1]
Astrology [PHB 314 ,(INT+WIS)/2), d8, Academia , 1]

Player's Advantage

Attitude Adjustment [PHB 319 ,(STR+CHA)/2), d8, Combat Procedures , 1]
Bargain Sense [PHB 322 ,(WIS), d8, Sophisticated , 5]
Bartering [PHB 322 ,(WIS), d8, Sophisticated , 1]
Begging (General) [GG 62 ,(CHA), d6, Social Interaction , 1]
 Begging (Panhandling) [GG 63 ,(CHA), d4, Social Interaction , 2]
Berate [PHB 333 ,(CHA), d6, Social Interaction , 1]
Bilodo [CG 109 ,(DEX+WIS)/2), d6, Combat Procedures , 8]
 Kick 1. Circle Kick [CG 110 ,(DEX) d8,, Combat Procedures 3]
 Strike 1. Iron fist [CG 113 ,(CON), d8, Combat Procedures 3]
 Kick 2. Flying Kick [CG 110 ,(DEX), d6, Combat Procedures 6]
 Kick 3. Backward Kick [CG 110 ,(DEX), d4, Combat Procedures 9]
 Throw 4. Great Throw [CG 114 ,(DEX), d4, Combat Procedures 12]
 Movement 5. Leap [CG 112 ,(DEX), d6, Combat Procedures 15]
Blacksmith Tools [PHB 335 ,(STR+DEX+INT)/3), d6, Tools , 1]
 Blacksmithing [PHB 322 ,(STR), d8, Sophisticated , 1]
 Metalworking [PHB 327 ,(STR+DEX+WIS)/3), d6, Sophisticated 2]
 Armorer [PHB 321 ,(INT), d6, Sophisticated , 10] (Also requires Leatherworking)
 Jeweler [PHB 326 ,(INT), d6, Sophisticated 2] (Also requires Gemcutting)
 Locksmithing [GG 66 ,(STR+DEX+WIS)/3), d6, Social Interaction 3]
 Shield Repair, Metal [PHB 330 ,(INT+DEX)/2), d8, Sophisticated 3] (Also requires Metalworking)
 Weaponsmithing [PHB 333 ,(DEX+INT)/2), d6, Sophisticated 4]
Boating [GG 63 ,(WIS), d8, Sophisticated , 1]
Botany [PHB 314 ,(INT), d8, Academia , 1]
 Herbalism (Prepare Poison) [PHB 315 ,(INT), d6, Academia , 6]
 Plant Identification: Holistic [PHB 316 ,(INT+WIS)/2), d8, Academia 2]
Bowyer/Fletcher [PHB 322 ,(DEX), d8, Sophisticated , 1]
Brass Instrument [PHB 317 ,(WIS+DEX)/2), d8, Musical Instrument , 2]
Brawler [PHB 319 ,(STR+DEX)/2), d8, Combat Procedures , 2]
Brewing [PHB 322 ,(INT), d12, Sophisticated , 1]
Calligraphy [SG 53 ,(DEX), d10, Sophisticated , 1]
Calling Dibs [PHB 333 ,(WIS), d8, Social Interaction , 3]
Camouflage [CG 50 ,(WIS), d10, Sophisticated , 2]
Carpentry Tools (Woodworking) [PHB 336 ,(STR+DEX+INT)/3), d8, Tools , 1]
 Carpentry [PHB 322 ,(STR), d10, Sophisticated , 1]
 Craft Instrument [GG 64 ,(WIS), d8, Social Interaction , 3]
 Shield Repair, Wood [PHB 330 ,(INT+DEX)/2), d10, Sophisticated 3] (Also requires Leatherworking)
Cartography (Requires Map Sense)
Chanting [GG 63 ,(CON), d12, Artisan and Performing Arts , 1]
Charioteering [PHB 323 ,(DEX), d8, Sophisticated , 1]
Chi-Star [CG 109 ,(DEX+WIS)/2), d5, Combat Procedures , 8]
Push 1. Concentrated Push [CG 113 ,(WIS), d8, Combat Procedures 3]
 Push 2. Sticking Touch [CG 113 ,(WIS), d6, Combat Procedures 6]
 Push 3. One Finger [CG 113 ,(WIS), d4, Combat Procedures 9]
 Vital Area 4. Distance Death [CG 114 ,(WIS), d4, Combat Procedures 12]
 Movement 5. Leap [CG 112 ,(DEX), d6, Combat Procedures 15]
 Movement 6. Speed [CG 112 ,(DEX), d4, Combat Procedures 17]
 Movement 7. Slow Resistance [CG 112 ,(DEX), d4, Combat Procedures 20]
Civil Operations (Requires Leadership by Committee)
Clever Packer [PHB 323 ,(WIS), d8, Sophisticated , 3]
Cobbling [PHB 323 ,(DEX), d12, Sophisticated , 1]
Coin Pile Numerical Approximation [PHB 323 ,(INT), d6, Sophisticated , 2]
Complex Geometric Estimation [PHB 323 ,(INT), d4, Sophisticated , 2]
Construction Tools [PHB 336 ,(STR+DEX+INT)/3), d8, Tools , 1]
Construction: Defense Works [PHB 323 ,(STR+DEX+WIS)/3), d6, Sophisticated , 2]
Construction: Fortifications [PHB 323 ,(STR+DEX+WIS)/3), d6, Sophisticated , 2]
Construction: Hasty Defense Works [PHB 323 ,(STR+DEX+WIS)/3), d10, Sophisticated , 4]
Construction: Siege Works [PHB 323 ,(STR+DEX+WIS)/3), Sophisticated , d4, 2]
Cooking (Requires Culinary Arts)
Craft Instrument (Requires Carpentry Tools)
Crane [PHB 319 ,(DEX), d4, Combat Procedures , 2]
Cricket-in-the-Pea-Pod [PHB 319 ,(DEX), d5, Combat Procedures , 1]
Culinary Arts [PHB 314 ,(WIS), d10, Academia , 1]
 Cooking [PHB 323 ,(INT), d12, Sophisticated , 1]
Culture [PHB 314 ,(WIS), d6, Academia , 1]
Curlamo [CG 109 ,(DEX+WIS)/2), d10, Combat Procedures , 8]

Player's Advantage

Throw 1. Fall [CG 114 ,(DEX), d8, Combat Procedures 3]
Vital Area 1. Pain Touch [CG 114 ,(DEX), d8, Combat Procedures 3]
Movement 2. Prone Fighting [CG 112 ,(DEX), d8, Combat Procedures 6]
Throw 2. Instant Stand [CG 114 ,(DEX), d6, Combat Procedures 6]
Vital Area 2. Stunning Touch [CG 114 ,(DEX), d6, Combat Procedures 6]
Throw 3. Hurl [CG 114 ,(DEX), d4, Combat Procedures 9]
Vital Area 3. Paralyzing Touch [CG 114 ,(WIS), d4, Combat Procedures 9]
Throw 4. Great Throw [CG 114 ,(DEX), d4, Combat Procedures 12]
Vital Area 4. Distance Death [CG 114 ,(WIS), d4, Combat Procedures 12]
Current Affairs [PHB 315 ,(INT), d6, Academia , 1]
Customs and Etiquette [PHB 314 ,(WIS), d8, Academia , 1]
Dancing (Ballroom) [PHB 321 ,(DEX), d6, Artisan and Performing Arts , 1]
Dig Hasty Grave [PHB 323 ,(STR), Auto, Sophisticated , 1]
Dig Proper Grave [PHB 323 ,(WIS), d20, Sophisticated , 1]
Dimple Runes (Braille) [PHB 317 ,(DEX), d3, Languages/Communication , 2]
Diplomacy [PHB 334 ,(CHA), d8, Social Interaction , 2]
Dirty Fighting [PHB 319 ,(INT), d6, Combat Procedures , 1]
Disarm [CG 50 ,(DEX), d8, Combat Procedures , 2]
Expert Disarm [CG 50 ,(DEX), d6, Combat Procedures , 3]
Disguise [GG 64 ,(INT+CHA)/2), d6, Social Interaction , 6]
Intelligence Gathering [PHB 326 ,(INT+WIS)/2), d6, Sophisticated 4] (Also requires Stealthy move or Tracking or Skilled Liar)
Distance Sense [CG 50 ,(WIS), d12, Sophisticated , 1]
Distraction [ZG 72 ,(CHA+WIS)/2), d8, Social Interaction , 1]
Divine Lore (Requires Religion, General)
Drafting Tools [PHB 336 ,(DEX), d6, Tools , 1]
Dragon Speak [PHB 317 ,(INT+CHA)/2), d2, Languages/Communication , 10]
Endurance [PHB 323 ,(WIS+CON)/2), d6, Sophisticated , 4]
Engineering [PHB 315 ,(INT+WIS)/2), d4, Academia , 2]
Engineering: Fortifications [PHB 315 ,(INT+WIS)/2), d6, Academia , 2]
Engineering: Public Works [PHB 315 ,(INT+WIS)/2), d4, Academia , 2]
Entrenchment Construction [PHB 319 ,(WIS), d6, Combat Procedures , 4]
Establish Ambush Zone [PHB 319 ,(WIS), d6, Combat Procedures , 8]
Evil Speak [PHB 317 ,(INT), d4, Languages/Communication , 5]
Exotic Instrument [PHB 317 ,(WIS+DEX)/2), d8, Musical Instrument , 2]
Expert Disarm (Requires Disarm)
Eye Gouge [PHB 319 ,(DEX), d8, Combat Procedures , 1]
Eye of the Tiger Advantage [PHB 319 ,(DEX), d5, Combat Procedures , 5]
Farming (Requires Agriculture)
Fast Draw (GG) [GG 65 ,(CHA), d6, Social Interaction , 2]
Fast-Talking [GG 65 ,(CHA), d8, Social Interaction , 1]
Feign Toughness [PHB 334 ,(CHA), d10, Social Interaction , 2]
Intimidation [PHB 334 ,(WIS), d4, Social Interaction 2]
Feint [ZG 72 ,(DEX+WIS)/2), d6, Combat Procedures , 4]
Fire-building [PHB 324 ,(WIS), d6, Sophisticated , 1]
First Aid Skill Suite [PHB 324, (INT), d6, Suite, 5]
Healing [PHB 325 ,(WIS), d4, Sophisticated , 2] or the separate skills
First Aid: Cauterize Wound [PHB 324 ,(INT), d8, Sophisticated , 2]
Healing [PHB 325 ,(WIS), d4, Sophisticated , 2] and First Aid: Sew Wounds or the First Aid Skill Suite
First Aid: Sew Own Wounds [PHB 324 ,(INT), d4, Sophisticated , 2]
First Aid: Sew Wounds [PHB 324 ,(INT), d6, Sophisticated , 2]
Healing [PHB 325 ,(WIS), d4, Sophisticated , 2] and First Aid: Cauterize Wounds or the First Aid Skill Suite
Fishing [PHB 324 ,(WIS), d10, Sophisticated , 1]
Flex Muscle [PHB 334 ,(STR), d8, Social Interaction , 2]
Flying Combat (Requires Riding, Airborne)
Fondling (Covert Appraisal Technique) [PHB 324 ,(DEX+WIS)/2), d4, Sophisticated , 3]
Forage for Food [PHB 325 ,(WIS), d6, Sophisticated , 1]
Forestry [PHB 315 ,(INT), d6, Academia , 1]
Woodland Lore [PHB 316 ,(INT+WIS)/2), d8, Academia 1]
Forgery [PHB 325 ,(DEX+INT)/2), d4, Sophisticated , 10]
Fortune Telling [GG 65 ,(CHA), d8, Social Interaction , 2]
Fung-Chi [CG 109 ,(DEX+WIS)/2), d6, Combat Procedures , 7]
Strike 1. Iron fist [CG 113 ,(CON), d8, Combat Procedures 3]
Kick 1. Circle Kick [CG 110 ,(DEX), d8, Combat Procedures 3]
Movement 1. Feint [CG 112 ,(DEX), d10, Combat Procedures 3]

Player's Advantage

Mental and Physical Training 1. Meditation [CG 114 ,(WIS), d8, Combat Procedures 3]
Strike 2. Crushing Blow [CG 113 ,(STR), d6, Combat Procedures 6]
Strike 3. Eagle Claw [CG 114 ,(STR), d4, Combat Procedures 9]
Mental and Physical Training 4. Ironskin [CG 115 ,(CON), d4, Combat Procedures 12]
Gaming [PHB 325 ,(CHA), d6, Sophisticated , 3]
Gem Cutting (Requires Appraisal, gemstone)
Geology [PHB 315 ,(INT), d6, Academia , 1]
Glean Information [PHB 325 ,(CHA), d8, Sophisticated , 3]
Interrogation [PHB 326 ,(STR+WIS)/2), d6, Sophisticated 4]
Glersee (Trail Markers) [PHB 317 ,(INT), d6, Languages/Communication , 2]
Graceful Entrance/Exit [PHB 334 ,(CHA), d6, Social Interaction , 1]
Groin Punch [PHB 320 ,(STR), d4, Combat Procedures , 10]
Gung-fu [CG 109 ,(DEX+WIS)/2), d8, Combat Procedures , 9]
Lock 1. Choke Hold [CG 110 ,(DEX), d8, Combat Procedures 3]
Strike 1. Iron fist [CG 113 ,(CON), d8, Combat Procedures 3]
Lock 2. Locking Block [CG 110 ,(DEX), d6, Combat Procedures 6]
Strike 2. Crushing Blow [CG 113 ,(STR), d6, Combat Procedures 6]
Kick 2. Flying Kick [CG 110 ,(DEX), d6, Combat Procedures 6]
Lock 3. Incapacitator [CG 112 ,(DEX), d4, Combat Procedures 9]
Movement 4. Missile Deflection [CG 112 ,(DEX), d6, Combat Procedures 12]
Mental and Physical Training 5. Levitation [CG 115 ,(WIS), d4, Combat Procedures 15]
Haggle [PHB 325 ,(CHA+INT)/2), d6, Sophisticated , 2]
Heraldry [PHB 315 ,(INT), d6, Academia , 1]
Herbalism (Prepare Poison) (Requires Botany)
History: World (Requires Local History)
Holistic First Aid [CG 8 ,(WIS), d6, 3] (Barbarians only)
Hoohah [CG 109 ,(DEX+WIS)/2), d8, Combat Procedures 8]
Mental and Physical Training 1. Meditation [CG 114 ,(WIS), d8, Combat Procedures 3]
Movement 1. Feint [CG 112 ,(DEX), d10, Combat Procedures 3]
Mental and Physical Training 2. All-around sight [CG 115 ,(WIS), d8, Combat Procedures 6]
Movement 2. Prone Fighting [CG 112 ,(DEX), d8, Combat Procedures 6]
Throw 3. Hurl [CG 114 ,(DEX), d4, Combat Procedures 9]
Mental and Physical Training 3. Mental Resistance [CG 115 ,(WIS), d6, Combat Procedures 9]
Vital Area 3. Paralyzing Touch [CG 114 ,(WIS), d4, Combat Procedures 9]
Lock 4. Immobilizing [CG 112 ,(CON), d4, Combat Procedures 12]
Hunting (Requires Identify Animals by Track)
Identify Animal by Tracks [PHB 326 ,(WIS), d6, Sophisticated 1]
Hunting [PHB 326 ,(WIS), d6, Sophisticated 1]
Track Game [PHB 332 ,(WIS), d6, Sophisticated 1]
Identify Poison [GG 66 ,(INT), d8, Academia 2]
Idle Gossip [PHB 334 ,(CHA), d12, Social Interaction 1]
Improve Cover [ZG 72 ,(DEX+WIS)/2), d6, Combat Procedures 4]
Improved Charge [CG 51 ,(DEX), d6, Combat Procedures 4]
Improved Overbearing [ZG 72 ,(STR+WIS)/2), d8, Combat Procedures 2]
Improved Subdual [ZG 72 ,(CHA+WIS)/2), d4, Combat Procedures 3]
Improved Unarmed Combat [ZG 72 ,(DEX+WIS)/2), d6, Combat Procedures 2]
Intelligence Gathering (Requires two of the following: Disguise (skill or ability), Stealthy Move, Tracking, Skilled Liar)
Interpret/Perform Mime [PHB 321 ,(INT), d12, Artisan and Performing Arts 1]
Interrogation (Requires Glean Information)
Intimidation (Requires Feign Toughness)
Jeweler (Requires Gemcutting and Metalworking)
Jeweler Tools [PHB 336 ,(DEX+WIS)/2), d8, Tools 1]
Joke Telling [PHB 334 ,(INT+CHA)/2), d4, Social Interaction 1]
Jousting (Requires Riding, Land-based)
Juggling [PHB 321 ,(DEX), d8, Artisan and Performing Arts 1]
Juggling [GG 66 ,(DEX), d6, Social Interaction 2]
Jugular Swipe [PHB 320 ,(DEX), d4, Combat Procedures 10]
Jumping [PHB 326 ,(STR), d4, Sophisticated 2]
Ka-Bob Maneuver [KODT 64 38 ,(STR), Combat Procedures 3]
Kick 1. Circle Kick (Requires Fung-Chi or Bilodo)
Kick 2. Flying Kick (Requires Gung-fu or Bilodo)
Kick 3. Backward Kick (Requires Bilodo)
Kidney Bruiser [PHB 320 ,(STR), d6, Combat Procedures 15]
Know Ability [SG 53 ,(WIS), d8, Academia 5]
Knowledge of Courtly Affairs [PHB 334 ,(WIS), d8, Social Interaction 2]

Player's Advantage

Laborer, General [PHB 326 ,(STR+WIS)/2), Auto, Sophisticated 1]
Language, Ancient/Dead [PHB 317 ,(INT), d6, Languages/Communication 2]
Language, Modern [PHB 317 ,(INT), d10, Languages/Communication 1]
Language, Undead [PHB 317 ,(INT), d8, Languages/Communication 2]
Leadership: Basic [PHB 316, (CHA+WIS), d5, Academia,2]
 Leadership: Committee [PHB 316, (CHA+WIS), d5, Academia,2]
 Administration [PHB 313, (INT+WIS), d6, Academia,2]
 Civil Administration [PHB 314 ,(INT+WIS+CHA)/3), d4, Academia , 2]
Leather Working Tools [PHB 336 ,(DEX), d6, Tools 1]
Leatherworking [PHB 326 ,(STR+INT)/2), d8, Sophisticated 3]
 Armorer [PHB 321 ,(INT), d6, Sophisticated , 10] (Also requires Metalworking)
 Shield Repair, Metal [PHB 330 ,(INT+DEX)/2), d8, Sophisticated 3] (Also requires Metalworking)
 Shield Repair, Wood [PHB 330 ,(INT+DEX)/2), d10, Sophisticated 3] (Also requires Carpentry tools)
Liar, Skilled [PHB 327 ,(INT+CHA)/2), d6, Sophisticated 3]
 Intelligence Gathering [PHB 326 ,(INT+WIS)/2), d6, Sophisticated 4] (Also requires Stealthy move or Tracking or Skilled Liar)
Local History [PHB 314 ,(CHA+WIS)/2), d6, Academia 1]
 History: World [PHB 315 ,(WIS), d6, Academia , 1]
Lock 1. Choke Hold (Requires Gung-fu)
 Lock 2. Locking Block (Requires Gung-fu)
 Lock 3. Incapacitator(Requires Gung-fu or Hoohah)
 Lock 4. Immobilizing (Requires Hoohah)
Locksmithing (Requires Metalworking)
Looting, Basic [PHB 327 ,(WIS), d6, Sophisticated 2]
 Looting, Advanced [PHB 327 ,(WIS), d4, Sophisticated 4]
Maintain Self-Discipline [PHB 327 ,(WIS), d4, Sophisticated 2]
Maintenance/Upkeep (General) [PHB 318 ,(WIS), Auto, Mundane 1]
Makeshift Small Craft, Paddled [CG 8 ,(INT), d8, Barbarian 2]
Makeshift Small Craft, Rowed [CG 8 ,(INT), d8, Barbarian 2]
Manu Weasel Dance [PHB 321 ,(DEX), d12, Artisan and Performing Arts 5]
Map Sense [PHB 327 ,(WIS), d6, Sophisticated 1]
 Cartography, Dungeon [PHB 322 ,(INT), d8, Sophisticated , 2]
 Cartography, Hasty Mapping [PHB 322 ,(INT), d10, Sophisticated , 2]
 Cartography, Overland [PHB 323 ,(INT), d6, Sophisticated , 2]
Mapless Travel [PHB 327 ,(WIS), d8, Sophisticated 3]
Mental and Physical Training 1. Meditation (Fung-chi or Sung Hoy or Hoohah and a maneuver at 101% & 2 others at 51%)
 Mental and Physical Training 2. All-around sight (Sung Hoy or Hoohah and a maneuver at 101% & 2 others at 51%)
 Mental and Physical Training 3. Mental Resistance (Sung Hoy or Hoohah and a maneuver at 101% & 2 others at 51%)
 Mental and Physical Training 4. Ironskin (Fung-chi and a maneuver at 101% & 2 others at 51%)
 Mental and Physical Training 5. Levitation (Gung-fu and a maneuver at 101% & 2 others at 51%)
Metalworking (Requires Blacksmithing)
Military History [CG 51 ,(INT), d12, Academia 1]
Military: Battle Sense [PHB 316 ,(INT+WIS)/2), d4, Academia 9]
 Military: Small Unit Tactics [PHB 316 ,(INT+WIS)/2), d6, Academia 5]
 Military: Operations [PHB 316 ,(INT+WIS)/2), d4, Academia 2]
 Campaign Logistics [PHB 314 ,(INT), d6, Academia 1]
 Military: Leadership [PHB 316 ,(INT+WIS+CHA)/3), d4, Academia 4]
Mimic Dialect [PHB 327 ,(INT), d4, Sophisticated 2]
Mingling (Balls, Parties) [PHB 334 ,(CHA), d6, Social Interaction 2]
Mining [PHB 327 ,(WIS), d6, Sophisticated 2]
Mining Tools (stone working) [PHB 336 ,(STR), d8, Tools 1]
Mocking Jig [PHB 321 ,(DEX), d10, Artisan and Performing Arts 10]
Mortal Combat [PHB 320 ,(CON), d4, Combat Procedures 9]
Mountaineering [PHB 327 ,(STR+DEX+INT)/3), d8, Sophisticated 1]
Movement 1. Feint (Requires Fung-shi or Sung Hoy)
 Movement 2. Prone Fighting (Requires Curlamo or Hoohah)
 Movement 3. Immovability (Requires Sung Hoy)
 Movement 4. Missile Deflection (Requires Gung-fu)
 Movement 5. Leap (Requires Bilodo or Chi-star)
 Movement 6. Speed (Requires Chi-star)
 Movement 7. Slow Resistance (Requires Chi-star)
Muster Resolve [PHB 320 ,(CON), d6, Combat Procedures 8]
Navigation, Nautical [PHB 327 ,(INT), d6, Sophisticated 2]
Observation [GG 67 ,(WIS+INT)/2), d8, Social Interaction 2]

Player's Advantage

Oration (Requires Rousing Speech)

Orchestrate Task [PHB 328 ,(INT+CHA)/2), d6, Sophisticated 3]

Outdoor Craft [CG 8 ,(INT+WIS)/2), d4, Barbarian 4]

Parley [PHB 334 ,(CHA), d4, Social Interaction 4]

Peg Leg (left) [PHB 336 ,(DEX), Auto, Tools 1]

Peg Leg (right) [PHB 336 ,(DEX), Auto, Tools 1]

Penmanship [SG 53 ,(INT+DEX)/2), d12, Sophisticated 1]

Percussion Instrument [PHB 318 ,(WIS+DEX)/2), d8, Musical Instrument 2]

Pimp Slap (Wuss Slap) [PHB 320 ,(STR), d6, Combat Procedures 1]

Pinch [PHB 328 ,(DEX), Auto, Sophisticated 1]

Plant Identification: Holistic (Requires Botany)

Poetry, Writing and Comprehension [PHB 321 ,(INT+WIS)/2), d8, Artisan and Performing Arts 1]

Poker Face [PHB 334 ,(WIS), d6, Social Interaction 3]

Pottery [PHB 328 ,(DEX), d10, Sophisticated 1]

Press the Attack [CG 51 ,(STR+DEX)/2), 2d4, Combat Procedures 6]

Pugilism [PHB 320 ,(STR+DEX+INT)/3), d6, Combat Procedures 7]

Push 1. Concentrated Push (Requires Chi-star)

Push 2. Sticking Touch (Requires Chi-star)

Push 3. One Finger (Requires Chi-star)

Reading Lips [PHB 328 ,(INT), d4, Sophisticated 2]

Reading/Writing [PHB 328 ,(INT), d6, Sophisticated 2]

Speed Reading [SG 53 ,(INT+WIS)/2), d10, Sophisticated 2]

Recruit Army [PHB 328 ,(CHA), d8, Sophisticated 2]

Religion (general) [PHB 316 ,(WIS), d12, Academia 1]

Divine Lore [PHB 313 ,(WIS), d6, Arcane , 5]

Spirit Lore [SG 54 ,(INT+WIS)/2), d8, Academia 2] (Also Requires Spellcraft)

Religion Specific [PHB 316 ,(WIS), d8, Academia 2]

Resist Persuasion [PHB 334 ,(WIS), d8, Social Interaction 1]

Riding, Land-based [PHB 328 ,(DEX+WIS)/2), d8, Sophisticated 1]

Jousting [KODT 64 38 ,(STR+DEX+CON)/2), Combat Procedures 1]

Riding, Airborne [PHB 328 ,(DEX+WIS)/2), d6, Sophisticated 2]

Flying Combat [CG 51 ,(DEX+WIS)/2), d6, Combat Procedures , 3]

Riding, Sea-based [CG 51 ,(DEX+WIS)/2), d6, Sophisticated 2]

Riding, Warhorse (Dwarven) [PHB 329 ,(DEX+CHA)/2), d4, Sophisticated 2]

Rope Use [PHB 329 ,(DEX), d8, Sophisticated 1]

Round House Groin Kick [PHB 320 ,(DEX), d6, Combat Procedures 10]

Rousing Speech [PHB 335 ,(CHA), d6, Social Interaction 3]

Oration [PHB 334 ,(INT+CHA)/2), d4, Social Interaction 2]

Rules of Fair Play [PHB 335 ,(WIS), d6, Social Interaction 1]

Running [PHB 329 ,(CON), d8, Sophisticated 1]

Seamanship [PHB 329 ,(DEX), d6, Sophisticated 5]

Seamstress/Tailor [PHB 330 ,(DEX), d12, Sophisticated 2]

Secret Persona [PHB 335 ,(WIS), d4, Social Interaction 2]

Seduction, Art of [PHB 330 ,(COM+CHA)/2), d6, Sophisticated 1]

Set Snares [PHB 330 ,(DEX), d8, Sophisticated 1]

Set Traps, Advanced [GG 67 ,(DEX), d8, Social Interaction 2]

Shaving/Grooming [PHB 318 ,(INT), Auto, Mundane 1]

Shield Punch [CG 52 ,(STR), d8, Combat Procedures 1]

Shield Bash [CG 52 ,(STR), d6, Combat Procedures 2]

Shield Repair, Metal (Requires Leatherworking and Metalworking)

Shield Repair, Wood (Requires Leatherworking, Carpentry Tools)

Singing [PHB 321 ,(CHA), d4, Artisan and Performing Arts 1]

Skinning [Web Errata ,(STR+WIS)/2), d8, Sophisticated 1]

Slaughter: Game Animal [PHB 330 ,(STR+WIS)/2), d8, Sophisticated 1]

Slaughter: Livestock [PHB 330 ,(STR+WIS)/2), d10, Sophisticated 1]

Sleight of Hand [SG 53 ,(DEX), d6, Sophisticated 4]

Slip Away into Shadows [PHB 330 ,(DEX), d6, Sophisticated 1]

Stealthy Movement [PHB 330 ,(DEX), d6, Sophisticated 4]

Intelligence Gathering [PHB 326 ,(INT+WIS)/2), d6, Sophisticated 4] (Also requires Disguise or Tracking or

Skilled Liar)

Snappy Comeback [CG 52 ,(INT+WIS)/2), d8, Social Interaction 1]

Social Etiquette [PHB 335 ,(WIS+CHA)/2), d6, Social Interaction 1]

Sound Mimicry [CG 8 ,(INT), d8, Barbarian 1]

Speed Reading (Requires Read/write)

Spell Tattooing (Requires Art Appreciation: Subset: Painting and Artistic Ability)

Player's Advantage

Spellcraft (Requires Arcane Lore)
Spirit Lore (Requires Spellcraft and Divine Lore)
Stealthy Movement (Requires Slip Away Into Shadows)
Stonemasonry [PHB 331 ,(STR+INT)/2), d10, Sophisticated 1]
Street Cred [PHB 335 ,(STR+WIS+CHA)/3), d8, Social Interaction 1]
Strike 1. Iron fist (Requires Fung-Chi or Gung-fu or Bilodo)
 Strike 2. Crushing Blow (Requires Fung-Chi or Gung-fu)
 Strike 3. Eagle Claw (Requires Fung-Chi)
Stringed Instrument [PHB 318 ,(WIS+DEX)/2), d8, Musical Instrument 2]
Sung Hoy [CG 109 ,(DEX+WIS)/2), d6, Combat Procedures 9]
 Throw 1. Fall [CG 114 ,(DEX), d8, Combat Procedures 3]
 Movement 1. Feint [CG 112 ,(DEX), d10, Combat Procedures 3]
 Vital Area 1. Pain Touch [CG 114 ,(DEX), d8, Combat Procedures 3]
Mental and Physical Training 1. Meditation [CG 114 ,(WIS), d8, Combat Procedures 3]
 Throw 2. Instant Stand [CG 114 ,(DEX), d6, Combat Procedures 6]
 Vital Area 2. Stunning Touch [CG 114 ,(DEX), d6, Combat Procedures 6]
 Movement 2. Prone Fighting [CG 112 ,(DEX), d8, Combat Procedures 6]
 Movement 3. Immovability [CG 112 ,(DEX), d8, Combat Procedures 9]
 Mental and Physical Training 3. Mental Resistance [CG 115 ,(WIS), d6, Combat Procedures 9]
 Throw 4. Great Throw [CG 114 ,(DEX), d4, Combat Procedures 12]
Surgery Tools/Suture Kit [PHB 336 ,(DEX+INT)/2), d8, Tools 1]
Survival Skill Suite [PHB 331 ,(INT+CON+WIS)/3), d6, Sophisticated 10]
Survival, Desert [PHB 331 ,(INT+CON+WIS)/3), d6, Sophisticated 3]
Survival, Jungle [PHB 331 ,(INT+CON+WIS)/3), d8, Sophisticated 2]
Survival, Underground [PHB 331 ,(INT+CON+WIS)/3), d4, Sophisticated 3]
Survival, Winter [PHB 331 ,(INT+CON+WIS)/3), d4, Sophisticated 3]
Swimming: Dog Paddle [PHB 331 ,(STR+CON)/2), d10, Sophisticated 1]
 Swimming [PHB 331 ,(STR+DEX+CON)/3), d6, Sophisticated 3]
Taunting, Minor [PHB 335 ,(WIS), d8, Social Interaction 2]
 Taunting, Major [PHB 335 ,(WIS), d6, Social Interaction 3]
Threat Gesture (Nonverbal gestures - body and hand) [PHB 335 ,(WIS), d8, Social Interaction 1]
Throw 1. Fall (Requires Sung Hoy or Curlamo)
 Throw 2. Instant Stand (Requires Sung Hoy or Curlamo)
 Throw 3. Hurl (Requires Sung Hoy or Curlamo)
 Throw 4. Great Throw (Requires Sung Hoy or Bilodo or Curlamo)
Tightrope Walking [PHB 331 ,(DEX), d4, Sophisticated 1]
Torture [PHB 332 ,(STR+INT)/2), d6, Sophisticated 3]
Track Game (Requires Identify Animals by Track)
Tracking [PHB 332 ,(WIS), d4, Sophisticated 2]
 Intelligence Gathering [PHB 326 ,(INT+WIS)/2), d6, Sophisticated 4] (Also requires Disguise or Stealthy move or Skilled Liar)
Trailing [GG 67 ,(DEX), d8, Social Interaction 2]
Trap Sweep (Full Sweep) [PHB 332 ,(DEX+WIS)/2), d8, Sophisticated 1]
Trip Attack [CG 52 ,(STR+DEX)/2), d8, Combat Procedures 2]
Tumbling [PHB 332 ,(DEX), d6, Sophisticated 2]
Ulterior Motive [PHB 335 ,(CHA), d4, Social Interaction 2]
Vandalism/Desecration [PHB 332 ,(STR), d12, Sophisticated 2]
Ventriloquism [PHB 333 ,(INT), d4, Sophisticated 3]
Veterinary Healing [ZG 72 ,(WIS), d6, Sophisticated 3]
Vital Area 1. Pain Touch (Requires Curlamo or Sung Hoy)
 Vital Area 2. Stunning Touch (Requires Curlamo or Sung Hoy)
 Vital Area 3. Paralyzing Touch (Requires Curlamo or Hoohah)
 Vital Area 4. Distance Death (Requires Curlamo or Chi-star)
Voice Mimicry [GG 68 ,(CHA), d6, Social Interaction 2]
Weapon Maintenance [PHB 319 ,(WIS), Auto, Mundane 1]
Weaponsmithing (Requires Blacksmithing)
Weather Sense [PHB 316 ,(INT+WIS)/2), d4, Academia 1]
Weaving [PHB 333 ,(DEX+INT)/2), d8, Sophisticated 2]
Whistling/Humming [GG 68 ,(CHA), d10, Artisan and Performing Arts 1]
Who's Yer Mamma Ankle Wrench [PHB 320 ,(STR+DEX)/2), d6, Combat Procedures 6]
Wild Animal Handling [CG 8 ,(WIS), d8, Barbarian 2]
Wilderness Running [CG 8 ,(CON), d6, Barbarian 2]
Wind Instrument [PHB 318 ,(WIS+DEX)/2), d8, Musical Instrument 2]
Woodland Lore (Requires Forestry)

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HackMaster Tournament Dos and Do Not Dos

From the writing team of Linda Shippert, HMPA WA-03-00543-01 and Joe Shippert, HMGMA WA-03-00544-01

Sanctioned tournaments are one of the best parts of belonging the HMA. They provide juicy UPS points, fabulous prizes, the chance to meet other HackMaster players, and the opportunity to convert new players to the fold. Unfortunately, it only takes a few folks who are Wuss-of-Heart to really take the sails out of a good tourney adventure. Here are some suggested Dos and Do Not Dos of tournament play.

Time is Money

Most tournament adventures are scored based on the number of encounters completed and the number of goals achieved. Most of these tips boil down to just one point – don't sideline the game. Keep the action moving. Those orcs aren't going to kill themselves, you know.

Tips for Everyone

Right now, nobody cares about your home game. There may be opportunities before or after the tournament to brag about your level 18 battle mage or explain how you once had a vorpal sword +20, but don't sideline play to tell stories of your famous battles.

Pay attention to HMA levels. You may be seated at a table with GMs and players of higher level than you. You can probably learn from them. Nobody likes a level 1 player who tries to tell a level 4 player how things work. That'll get you sent on a snack run to the next state over.

Know who's who. Make a point to learn everybody's name. It shows respect and will make communication much easier. Be sure to proudly wear your HMA badge so that everyone knows who you are, too.

Now is not the time for romance. If there's a really cute player of your preferred gender playing at your table, treat them just like everybody else. You don't want to scare them off by making unwanted advances during play. Wait until after the tournament to try out your smooth moves.

Tips for the GMs

Lay down the law. Take a few minutes at the beginning of the tournament to explain to the players how you'll run things. If they know what to expect from you, and what you expect from them, things will go smoother.

Show the players who's boss. Give players an inch and they'll debate Garweeze Wurld units and measures all day. Don't be afraid to use the HackMaster Smartass Smackdown Table. Pull out version 2.1 if you have to. Usually just the threat is enough, but go ahead and smack 'em down if they don't straighten up.

Tips for the Players

The GM is always right. So shut up and listen.

The GM is always right, pt.II. Your home GM may interpret the rules differently from the tournament GM. For the duration of the tourney, you're doing things the tourney GM's way. And don't tell tales on your home GM. It's bad for group honor and a good way to have your own GM smack you down.

Be a team player. HackMaster isn't an individual event. Your half-ogre fighter may kick asphalt, but he can't do the healing or the trap-checking. You need your teammates to help you out, even if you've never seen them before. Make sure that everyone gets the opportunity to contribute to decision-making and that everybody gets to take their actions during combat. It may help to have a party leader or to have an established order for people to take their initiative.

Say it loud. Tournaments can be pretty chaotic, so if you have something to say make sure that the GM can hear you. Everybody on the team is important, and you taking your initiative to heal a comrade may make all the difference. If you're shy or have a quiet voice, you may want to make a point of sitting next to the GM so that you can get their attention easily.

Stay on target. Don't lose focus on the goals of the tournament adventure. Avoid taking bathroom breaks during combat, flirting with passersby, or starting non-HackMaster conversations. Those swack-iron dragons won't kill themselves, you know.

Tips for Players with GM Credentials

Take off your GM hat. Remember all those techniques in the GMG for screwing over the players? You're on the other side of the screen now, Dorothy, and the GM is your enemy. Don't hand the GM any extra ammunition.

The GM is always right. Right now, that's not you.

The GM is always right, pt.II. If the GM asks for your help in deciding or finding a rule, feel free to give it. But you should wait until asked unless you want to find yourself on the wrong end of the HackMaster Smartass Smackdown Table.

Have Fun!

With a little common sense and the above suggestions, you should be well on your way to an excellent tournament experience. Game on!

The Dwarves of Sveslinn

By Steve “bloodymage” Willett HMGMA# CA-2-00856-02

You say you’re headed south? Well, sit down here and rest your feet for a moment whilst I regale you with tales of the Cleft Dwarves. Sadie, get this young man a tankard o’ dwarven ale. Story tellin’s a thirsty work. Why thank you youngster, much beholdin’. Don’t order board here, though. It’s passable, but the “Fisherman’s Widow” serves much better. The “Dire Barnacle” just can’t compare. But if it’s libation ya want, nuthin’ better than Fargon’s place here. That runt takes great pride in his exotic refreshments. Gets shipments all the way across the Waylands and barrels from the mainland too! For my coin, though, our neighbors provide the best of the house. Fargy’s got a special contract with the Barreldrider clan. Best brewmasters in the Waylands. Oh. Reminds me. Dwarves. You’re wantin’ to hear about the folk in your path. Well then.

Some say the dwarves were birthed from stone! I don’t believe that, though some of the doughty folk will tell you otherwise. And people say dwarves don’t have a sense of humor! Nay, they came from somewhere else like the rest of us. They *were* here before the likes o’ you an’ me. I’ve an old friend by the name of Burlig Stonemasher who comes in the “Barnacle” from time to time and we like to talk history. Burlig says his people have been here for all time. Don’t see as how I believe *that*, either!

They call themselves, “Gust’lar’ne Atan.” Means “rock people” in Dwarvish. The first king in their memory was one Clander Axedancer. He unified all the clans and was crowned Axeregis I. Now the Dwarfking isn’t like our own Hector, gawds protect him. The Axeregis doesn’t have a minister to run things for him. The dwarves wouldn’t think of voting on anything. No, they talk and argue amongst themselves until the one in charge makes a decision. So, Axeregis XIV is on the Stone Throne today and his utterings and mumblings are law!

So, Burlig tells me that an ancestor of his, one Olig Stoneturner, had the unnatural habit of wanderin’ about the Waylands. The dwarves tend to be homebodies like most us Sveslinnians be. Anyways, this Olig is pokin’ around in the Cleft Mountains south o’ here, but what’s he find but rich veins o’ platinum an’ mithral! Now who would believe that? Ain’t nothin’ but rocks in those ol’ crags an’ the dwarves are welcome to it! Everybody knows the only thing worth any thing in Sveslinn is fish an’ food from the farms! So’s anyway, this dwarf Olig figures he’s struck it rich, but he can’t pull the wealth from the ground his self. He lights back to the Noutlind to collect up his family an’ relatives an’ any friends o’ his that wants to get in on his hair-brained scheme.

So’s a whole passel o’ dwarves packs up and trudges down here to our poor country. They sets up shop in the

Cleft Mountains an’ start arguin’ an’ minin’ their little hearts out, like good dwarves are apt to do. ‘course the arguin’ is what got ‘em a king. Ol’ Burlig tells me they’re still pullin’ wealth out o’ those rocks but I don’t believe ‘im. Ain’t no one round here seen any platinum or mithral comin’ out o’ those mountains. Now ale, that’s another story. Best ale in the Waylands is from out o’ the Clefts. You’ve had a swig or two. Am I truth-tellin’ or what?

I hear people tell that the Cleft Dwarves are a suspicious lot. Guess they’re afraid o’ thieves jumpin’ their land rights or somethin’. Some say there’s folk the dwarves won’t let travel in their mountains for no good reason. Burlig says they gotta protect their families and mineral deposits. Families, yeah, but deposits? In their chamber pots maybe!

Folk hafta pay to get across those mountains. Helps the dwarves keep the riff-raff out. But you seem like a nice enough fella. You don’t need to worry ‘bout all that. I’ll tell ya how.

When you’s come up on the dwarves in the mountains, just drop the name o’ Sted Barreldrider. Tell ‘em you tasted some o’ that Barreldrider ale an’ it’s the best in the Waylands. Naw, tell ‘em it’s the best in all o’ Garweeze Wurd! Butter ‘em up real good. They love praise almost as much as they love their ale. Say how wise the Axeregis is. Tell ‘em kings everywhere could learn a thing or two from Caldor Axedancer. That’ll get their attention. An’ if you can say it in dwarvish, they’ll take you in like a long lost cousin! You’ll still hafta pay the price o’ passage, but they might alter the terms a bit. In fact, if you drink with ‘em, they might alter the terms a lot! Just don’t you go gettin’ in any drinkin’ contests with ‘em. Lose one an’ you’ll pay full price. And don’t go askin’ about no platinum or mithril or anything else sparkly. That’ll just get you thrown out o’ their mountains faster than anything!

Hey, Sadie! Another round here. Oh not for you friend? You say you’ll spot me another, though? You’re too kind, too kind. Hey, Sadie, ya hear that? Bring me another o’ Sted’s best! My name? Oh. Well, no harm in that, I guess. I’m Sven Harlson. Me? To old to fish any more and I’m too stiff to be mendin’ nets. Mostly I just sits in the “Barnacle” and listens to folks tales and pass ‘em on. Well then, good day sir an’ luck in your travels. I hope you find what you’re lookin’ for in Yuttin. Gawdspeed to you, son.

Sadie, you ever come across such a fine young man? I am *not* sayin’ that ‘cause he bought me two Steds. You could jus’ tell by his manner and bearing. Aw, whaddyou know girl? Go away an’ leave an old man in peace.

Talionshire: the Halfling Republic

By Heather O'Malley HMGMA # TN-1-00809-02

To the north of the Gnomish Alliance of the Waylands lie the dual islands of the Republic of Talionshire. The islands are named Talion and Delvar, with Delvar being the more northern of the two islands. The lands are rocky hills, verdant grasslands with some forests, and a few smaller mountain ranges. The inner section of the ocean between the islands they call the inland sea. The Republic is formed of halflings, gnomes, dwarves, with a smattering of other races about. There are also a few pirate towns along the eastern coast, which the kingdom has not been able to eradicate.

The halflings originally arrived on these islands around –841 TR. They were not great sailors when they arrived and took the first section of land they were able to find. They set up various smaller shires about the islands where they lived the simple halfling life. Around –627 TR local pirates and slavers discovered that there were prime grade halflings on these islands. These raids helped the halflings decide to band together, although it was more for mutual defense. The two islands formed separate governments, those of Talionshire and Delvar. This pulling together helped the halflings keep the slavers mostly at bay, however coastal towns were more at risk than any others were.

Around –475 TR there was a minor immigration of gnomes from the island to the south. They were mostly based on the island of Talion and what began as merchant trading posts became integrated parts of the society. This influx of new people and ideas helped the halflings come up with new tactics and approaches in dealing with the slavers. This established a sort of status quo with the slavers.

Things changed around –429 TR. A large storm swept portions of a gnome titans fleet from the Carnelian Swords, trying to follow up on the trip by the Gnomish Doom Lord Bilork, onto both islands. These gnome titans knew nothing of the success of Bilork's travels and of their settling on the island to the south. The aggressive and militant nature of these gnome titan families made some trouble for the normally peaceful halflings and their gnomish allies. What followed was a bitter warfare between the allies and the new comers. The slavers took advantage of this chaos and renewed their raids on the villages. After twenty years of chaos, a halfling by the name of Bilovus tried a different approach.

Bilovus was a thief, and a very skilled one at that. He figured that the groups would keep fighting and the slavers would continue to capture people for generations to come. Bilovus gathered together some of the thieves from various guilds together to aid him on his quest. They then proceeded to kidnap each of the battling groups' leaders. Bilovus then gave them an ultimatum; they either would stop this fighting and work together in peace or be sold to the slavers. The leaders wisely exerted their sage like advice and went with the plan to become one people.

Bilovus told them that he and his people would make sure they would keep the peace. Ten years later Bilovus was invited to become a Hacksassin.

This truce allowed the halflings to become a more unified kingdom. By –235 TR the halfling kingdoms had become one kingdom instead of two and instituted the Republic. The Carnelian Swords became more integrated with society and the house took on a looser organization, eventually fading as a major source of power. The richer city of Talionshire became the center of the kingdom. The University of Talionshire was founded in the year –265 TR. The university became a source of unity between the kingdoms, as halflings, gnome, and gnome titans worked together for the betterment of the kingdom. Their work helped drive the slavers to the edges of their kingdom. The pirates were driven from the inner sea and only trolled along the outer coast.

In the year –209 TR a group of Dwarves immigrated to the islands from the mainland. They asked to move into a section of mountains and become a part of the Republic. They built the city of Duarnilheim at the base of the mountains, where they encountered fierce groups of cave dwelling gnomes. The Dwarves, with the help of their new countrymen, were able to drive the cave gnomes deeper into the caverns, although the battles were bitter and bloody. Over the next twenty-five years the dwarves have slowly driven them deeper and continue their mining. The dwarves have become a very strong part of the Republic despite having only one city.

Their mining helped the economy of the island nation; however this growing economy attracted attention. Due to the civil war in the Gnomish Highlands, money for battle funding was necessary. Troops hired by the Jade Spears came across the strait in –170 TR to see if they could raid the area for disposable wealth. The Jade Spears' mercenaries fought against the joint forces and were driven back into the sea. It was the first time the mixed forces fought against any gnomish forces. The Jade Spears kept up their raids for the next ten years, but due to their consistent losses they ceased their harassing raids. The wealth they had hoped to gain never materialized.

Also during this time, House Topaz had heard of the dwarvish mining and their troubles with deep gnomes. They sent several spies into the region to try to find out if the Dwarves had somehow found a way to reach the vein of diamonds they had so carefully hoarded. The spies were not very successful, the dwarves caught several of them. These spy missions as well as the raids sowed the seeds of distrust toward the Gnomish Highlands.

When the Gnomish Alliance was founded, the Shire Republic sent a trade and peace alliance over. Mutual defense alliances and trade arrangements were made which

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helped served the economies of both nations. This wealth brought in an era of peace and prosperity for both nations. The Shire economy received another boost when Duarnilheim found a vein of mithril in -16 TR. The regular shipping and the growing wealth attracted the attention of the Ginge pirates, who had been increasing their raids on both ships and coastal cities. The problem grew until the year -7 TR when the Dread Pirate Fishbone, a halfling privateer, and his crew started raiding back. He had been given Letters of Marquis from the government of Talionshire to raid any Ginge ship he came across, and in return the Dread Pirate was allowed free access to the countries harbors. However, the Ginge Pirates and Gnomish slavers had already established firm footholds on the southeastern portion of Talion, including the city of Grullar.

Several factors drive the Talionshire economy. First is the farming and brewing practices of the halfling people. They brew a great number of excellent ales and wines as well as growing several different types of pipeweed. These goods are exported all over the Waylands and even as far as the mainland. Secondly, the dwarven made goods from Duarnilheim fetch a fair price in foreign markets. Thirdly, the Shire and the Alliance both have many skilled captains and admirals. In addition, the University of Talionshire is an excellent school, almost on par with the renowned University of Tilan. Finally, the school of the Short Sword Grand Master, Corwyn Greyson, attracts a good number of students eager to pay the tuition costs for a chance to study with Corwyn.

Being a nation of the not so tall, a fairly good-sized portion of the community goes off to work as torchbearers and other hirelings. As a result the Torchbearers Union was formed. The Union is a powerful force within the Republic and is trying to spread itself all across the Waylands. One of their selling points is they provide better service for a slightly higher cost. The Union has also added animal handlers to provide a more complete hireling package deal for adventurers.

Some of the mountainous sections of the islands are not under direct control of the Shire, and it is rumored to contain various monstrous lairs. The center of Talion has some volcanic activity. Also, several dragons call the islands home, occasionally raiding the villages for food and such. Two of the dragons have made arrangements with some of the villages to avert the raiding. The dragons are given several cattle and sheep monthly in exchange for peace. This arrangement seems to work out fine for the dragons, so the halflings are trying this approach with the other dragons.

The Republic is patrolled by troops known as the Green Cloaks, which is the military's general uniform. The military is well supported and consists of both ground troops and a navy. The navy is supplemented with mages from the university, this allows them to hold their own against the Ginge pirates and any other navies. The ground forces and navies guard the various entrances to the inland sea to keep any hostiles out. There are also patrols in force

along the border area where the gnolls and Ginge pirates operate.

The Naval Academy of the Shire lies along the coast of the inland sea on the shores of Delvar and is considered one of the best, if not the best, in the Waylands. Here, aspiring naval and merchant captains from both the Shire and the Gnomish Alliance train vigorously in the sheltered waves of the inland sea. Their graduation cruises are always with anti-pirate vessels and help give the captains some experience with the waters of the islands. The graduates end up working for the navies of several countries.

The halfling kingdom is run as a republic. Each shire sends an elected representative, known as a burgher, to the council. The head of the council is known as the Mayor. The Mayor is the voice of the council and in times of emergency the default leader of the Republic. Elections are held every five years.

Within the Republic are various religious organizations. The worship of the halfling and gnomish gods are the most common. The temple of Pangrus is linked to the temples in the Gnomish Alliance, recognizing the head of the alliance temples as the head of their church. They are not as militant about Gnomes only worshipping Pangrus, this creates some friction between the two churches. The Dwarves in Duarnilheim follow the tenets of the Dwarfish faiths. There are also some temples to Draper, Marlog, and Nudor.

The Republic has a few gladiatorial games similar to the games in the Gnomish Alliance. Like the Alliance, this was a perfect way to redirect the aggressive tendencies of the gnome titans. The more popular fighters travel between the Alliance and the Republic, these fighters are treated in a fashion similar to celebrities. They also have sailing races, the most important of which is the Delvar Cup. This is a race around the island of Delvar; although not all of the contestants manage to finish the race. The halflings of the Shire are also big swimmers.

The future of the nation looks wonderful; they have an alliance with a more powerful nation, their borders are secure for the most part, and there is harmony within their land. There are still spots of wilderness on their islands and the mountains are filled with unexplored cave complexes. Occasionally, forays of gnolls or pirates attack and raid the coasts for wealth and slaves. Drow and deep gnome raids have also been seen, mostly against Duarnilheim. All in all, the people of Talionshire are happy and content.

Geography

Talionshire is composed of two islands in close proximity, separated by what seems more an inland sea than a continuation of the surrounding oceans. The Northern island is named Delvar and is 76.92 miles long and 38.46 miles wide. The Southern island is Talion and is 38.46

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miles long and 48.075 miles wide. The inland sea is 48.075 miles long and 19.23 miles wide at its widest.

Both islands have similar geographic features. Both are temperate climates with a great deal of the terrain given over to hills and a few very small mountainous regions, which mostly amounts to hills greater than 1000 feet. Both also have several swamps, both fresh and saltwater. There is some geothermal activity on Talion, with several geysers, mud pits, and a small, inactive volcanic area. There are also vast forested areas, mostly concentrated in the hills.

Delvar is the larger of the two islands. There are two mountainous areas with the highest peak, Grallar's Spire rising 1345 feet in the westernmost section. The mountainous areas are very rugged terrain to travel through. These areas have all sorts of hollows and caves which house all sorts of creatures. The hilly and forested areas consist of rugged terrain, making travel difficult. Along the Northern shore there is a fairly good sized salt water swamp. There is also a freshwater marsh on the southern side of the westernmost range, following the course of the river. Towards the center of the island is Delvar Trace, a trade road which travels through a less difficult section of the hills. This is, of course, a favorite area for halfling thugs to ambush trading caravans.

Delvar has six cities as well as the Naval Academy and its surrounding town. They are Delvarshire, the capitol of Delvar, Levan, Feldarn, Therandil, Gnobby and Pharmor. The Academy is at the head of the bay of Berlon and is usually just referred to as the Academy.

Talion is the smaller of the two islands. There are three mountainous areas on the island. The north western section is volcanic and is known as the Valley of Fire. An Albino Scoria Dragon named Sharreliezz makes its lair within the Valley. The area is very rugged and is rarely ventured into. At the northern foot of the Valley is a freshwater swamp which has a river leading to Lake Therlish. The middle range of Mountains is the most vast in Talionshire. This chain has peaks reaching almost 2000 feet. The highest peak in the range is Drake's Peak, which is home to the Swack Iron Dragon Ch'ar Ashweaver. There are several rivers that well out of the mountain traveling in different directions. At the mouth of one of these rivers to the east is a salt water marsh.

There are seven cities on Talion. They are Talionshire, the capitol of the Republic, Durarnilheim, Arielos, Talios, Derry, Pharon and Cali. Talionshire is at the head of the Bay of Bilovus.

At either side of the entrances to the inland sea are these massive stone structures similar to lighthouses. These are the Pillars of Thelarax. Built by a Gnomish magic user named Thelarax, he wanted to help keep the inland sea safe from the Ginge Pirates, in -198 TR. The Pillars, when activated, fill the narrow channels with the illusion of waves going wild and a whirlpool forming. The illusion has been honed over the years to the point where the Academy uses the effect to test midshipmen's reaction to such drastic changes. Ships are actually tossed about the waves while

the wind howls. Each one of the Pillars has three naval vessels ready to deal with any vessel who tries to force its way past the Pillars. This is also where vessels are boarded and inspected by customs agents. Since their completion, the number of Ginge raids into the inland sea has dropped to almost nothing. The fact that the effect is an illusion is a closely guarded state secret, not even their Gnomish allies are aware it is an illusion.

The third mountainous area is to the southeast and is held by forces allied to the Ginge Pirates. To the north of this area in a freshwater swamp known as the Fens, a great number of Trolls make their home. On the Southeastern shore of the Fens is the Nightstone Monastery, home of the Black Robe monks. Their monastery is named after the large rectangular monolith of Obsidian which stands there. Within the safety of the mountains is the city of Grullar, the center of the slaver missions into the halfling lands. This city is ruled by a group known as the Triad, who are greatly feared. There are also three thieves guilds vying for power, the strongest of which is the Bloody Thumbs, run by a human named Ryehu Hamada. To the south is the Ginge town of Freeport. The Ginge Pirates run the town as a supply base and as a slave loading area. To the East of the Fens is the town of Wayrest, this is the main base for the slaver Gnolls and other groups to strike north into Talionshire. The main Gnoll tribe here is known as the Festering Femurs.

The weather is fairly good for the raising of crops. The hardest of the storms rages across the islands in the winter, although an occasional hurricane does strike. The halfling holes take little damage; it is the above ground wooden structures that suffer the most. After the hurricane hits, the military helps the locals with clearing the debris and rebuilding.

Chosen of the Sacred Flame

Name of Members: Chosen, Phoenix Children

Location: Chapters throughout Talionshire and spreading through the Waylands, Mother Chapter in the Valley of Fire, Talion.

History: Sometime in antiquity the Chosen were founded when the high elf ranger, Weisin Liao, freed a Phoenix from demonic possession. This Phoenix had been attacking elven cities, and he risked traveling through the Valley of Fire so that he could face her. The battle between Liao and the demonic Phoenix was epic, lasting for hours. Finally, the ranger defeated the demon and freed the Phoenix, which burned itself and continued its cycle of rebirth.

The Chosen began as an order dedicated to the protection of the Phoenix. The Chosen grew to become an order dedicated to protecting those who were unable to protect themselves and to work for the greater good. This lasted for centuries, with the order protecting all races, not just the elves.

After years of this protection a cataclysm hit the island, destroying the elven kingdom and breaking open the barrier

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that held back the ocean which lay waste to the people. Members of the Chosen gave their lives to protect those they could, but in the end they failed. The greatest of the Chosen, Faearis, gave her life to stop the cataclysm from engulfing Aldrazar. Only one member of the order remained, the HackFighter Marlis, who had gone to the Mother Chapter to tend to the Phoenix while the others worked to preserve life and order. No one returned.

The Phoenix kept Marlis alive until such a time as the order could be reformed and some one could replace him. For centuries he waited. A plan set in motion by the Black Cloak Monks started the reaction that would result in the reoccurrence of the cataclysm. Members of the adventuring party, Damascus Steel, came across a ruined temple of the Order in their quest to avert this disaster.

The walls of the temple were broken and all that remained was a marble brazier with a flame burning weakly inside. They thought they saw the faint outline of a sword blade within the fire. Several of them reached in to pull it free, and with that, the Order was reborn.

The members of this adventuring party have started other chapter houses, visited the Mother Chapter, and met with Marlis. Students make their pilgrimage from the chapter houses to the mother chapter to acquire their necklace, showing their membership, as well as to train with Marlis. When these new heroes are ready to take over for Marlis, he will finally be able to die.

Purpose: To protect the nest of the Phoenix; to protect the helpless and the weak, to strive for the greater good.

Master of the Organization: Marlis, a high elf HackFighter of 10th level who cannot leave the grounds of the Mother Chapter, is sustained by an unknown enchantment which emanates from the Phoenix. He is a fierce fighter who fights with an intelligent long sword named Star Fury. He wears a red magic robe with armor-like properties. He is a wily fighter who takes no guff from anyone, being well versed at smacking others down.

He is working to find and train a replacement for himself so that he may finally pass on. All of those he has known and cared about died centuries ago, but he is still haunted by sadness which stems from duty -- a duty keeping him from fighting and dying with the rest of the order. He has high hopes for the order and hopes that soon he will be able to die.

Alignment: NG preferred, otherwise any good.

Days of Import: 16th of Sirin'sa- the Day of Salvation- This day the members drink in remembrance of the day when Weisin Liao freed the phoenix from its possession. They also recite the code of the order again at this time to formally rededicate themselves to the cause.

Uniform/Society Markings: All members wear a red gold Phoenix feather necklace. The necklace glows faintly as they have all been touched by the Phoenix.

Special Gestures/ Movements: A bow of the head when members meet each other.

Advancement: There is no formal rank given by the organization. Members rank themselves based on their skill. Whoever is best qualified to accomplish a given task is given precedence over another. After reaching 8th level the

Chosen can go to the mother chapter and request from Marlis some of the Relics of the Order, specifically weapons and armor. (Note: Relics of the Order should not be confused with HackMaster Relics, i.e. artifacts.)

Members: The society currently has a diverse membership aligned with no particular race. This is very different than in the past when the order was predominantly elvish. Though the main ideals are the same, the protection of others and the protection of the common good is the purpose of the order.

Marlis is trying to teach the new members about the long view and ways of increasing the common good. As such, members of the order will be found helping almost anyone who asks, they are known to help fight fires in the cities they live in or are passing through. They can be found helping those in need and tending to those who have need. They also assist in running charities.

The head of the order would prefer the members to fight against whatever threatens anyone, be it gnolls, orcs, hobgoblins, dragons, liches, or other evil creatures. He is pushing to risk more in the name of the order, something he was known to do before the destruction of the order. Marlis definitely believes in the code of death before dishonor but he is also heavily aware that doing one's duty sometimes comes in conflict with that code. Marlis' problems are becoming a part of the way the order acts, for good or for ill.

The code of the Chosen is this: not for just my people but for all; not just for today but for tomorrow; not just for victory but for honor do I draw this blade, do I tend this flame.

STPs: Various Weapon Proficiencies, Diplomacy,
Weapons Favored: Any

Armor Favored: Any, but prefer light armor to heavy. When they can earn one of the armored robes they move to that.

Ability Restrictions: Constitution 13, Intelligence 12, must remain in Great Honor, must be 3+ level.

Powers: All Chosen become immune to normal Fire. They save versus fire-based breath weapons at a +2 and magical fires at +3. They get a -1 to saving throws versus water-, cold- and ice-based spells and effects.

The members receive training free of charge once they have joined. A spirit of a fallen member of the order comes through the fire and trains them every night for a week. It does give them a small range of skills available however. (GMs Note: Any result on table 14H for training above an 11 when training in this fashion is treated as an 11).

All Chosen, upon death, have their bodies returned to the Mother Chapter house, to be consumed by the flames of the Phoenix.

Friends/ Allies: The Government of Talionshire, the Greyson family, Sharreliezz

Foes/ Enemies: The Black Robe Monks, the Ginge Pirates

Sayings: Not for one but for all, - May the Flames purify you, - Don't worry, I'll save your cat from the burning building little girl.

The Elves of the Waylands

By David Smith, HMGMA #PA-1-00712-02

Three thousand years ago, the blind Elven sage Saratos wrote the *Leaves of the Forever Year* and predicted the fall of Elven magic in a ‘year of long shadows.’ A few dozen years later, a group of elves of the purest blood set out from their homeland in longships of white, roarbaran oak and settled upon the island they named Aelidea. Their goal was to preserve the best of their race and prepare for what would come. In –2356 TR, Sarator’s vision came to pass – all magic on Adrazar ceased to work and the spires of light of Saratar faded. Although the magic returned around –2100 TR, the elves of Aelidea have long memories and decided to preserve a pure bastion of Elven civilization to stand against the untold hazards of the future.

It is in the nature of some people to seek new experiences and see the world for themselves. So it came to pass with many high elves in Aelidea. While most grey elves were content in their seclusion, the high elves began to feel stifled. This pressure came to a head when King Pera’Hadh had two sons, Hadrhôn by his grey elf wife and Hadrhós by his high elf mistress. Hadrhós soon found himself at the forefront of a movement to create an Elven land on the main island. King Pera’Hadh saw an opportunity to rid himself not only of an embarrassment, but also of the most troublesome of his subjects.



AR-TOREIA (ESTARLINN)

The Elven land of *Ar-Toreia*, “the High Kingdom,” in the place some maps label “Estarlinn”, was founded in –1700 TR and Hadrhós was installed as its leader. Although Hadrhós’ official title was “Prince of Aelidea, Regent of Ar-Toreia,” he was often sarcastically referred to as the ‘High’ king. Eventually, this became a term of affection

used by the Ar-Toreian high elves when referring to their leaders.

King Pera’Hadh made gifts to his sons upon his death; Hadrhós received the Scepter of the Ancients while Hadrhôn received the Crown of Seven Stars. Since their passings, these items have symbolized the rule of the two nations.

Humans eventually came to the Waylands, refugees and wayward ships from the migration of those travelling from Mystara in the east to the Raakor isles southwest of the Waylands. For the most part, these humans had rejected the corrupt and imperial rule of their government, indeed, many had been slaves. While at first tentative after encountering the elves of the Ar-Toreia, they eventually came to welcome the leadership of the High King because he gave them leave to govern their own affairs. As human numbers grew, many were received into his service, particularly in the military.

The humans prospered and created settlements along the entire eastern coast of the Waylands, including a shining and prosperous city in the far south, with an amazing tower at its center. However, the southern settlements were mysteriously destroyed around –450 T.R. [See Jeroldskald, HJ 4.03]

As centuries passed, more humans came to the Waylands. Some from Harpania began to arrive in the north and west, others from the Eder Soult came to the south and west. These put additional pressures on Ar-Toreia, a pressure strongly felt by the humans and feared by the elves.

Many Ar-Toreian humans began to be raised without respect for the high king and many grew resentful over the generations. Those in the military found their advancement limited in the king’s service, and they were never permitted to have elves under their command. This became a greater and greater problem as human numbers expanded. Many men among them found themselves falling in love with the beautiful elven women, but the Law of Hadrhós did not permit intermarriage.

Seventy years ago (102 T.R.), things came to a head during the reign of Anthrós, seventh king to bear the Scepter. The human village of Ranok on the border of Yuttin and Ar-Toreia (there was no Mydlonn at the time) was entirely destroyed – men, women, and children. The blame was laid at the feet of the elves, thanks in no small part to the work of a human bard. The tale-teller Mo’reh composed a sad poem linking other events to this: the destruction of the city that was later rebuilt as Jeroldskald (~ -450 T.R.), the mysterious death of King Enos I (-120 T.R.), the burning of Jeroldskald in the Pirate War (-103 T.R.), and the destructive storms of 23 T.R. which destroyed much of that city and its royal court. Making insinuations about the mysterious Aelidean elves and allegations about their magic

The Waylands: Ar-Toreia

powers, Mo'reh implied a connection between all these events and the recent destruction of the village. The tale spread rapidly and resonated with many humans.

While other historians have since speculated that the massacre was actually plotted and carried about by humans in the king's service, no proof of this has ever been found and the extent of the humans' duplicity is still unknown. Regardless, the elves were blamed, and the humans of Ar-Toreia rose up to contest their elven rulers.

The elves held out for several years, but the humans' superior numbers and support from the south gave them victory. The Ar-Toreian royal palace was stormed, and the entire household taken hostage. All male members of the line of Hadhrós were assassinated, and all of the king's high councilors put cruelly to death. Only the king's esquire escaped, carrying the Scepter of the Ancients. He made his way to the coast of Ar-Toreia where an Aelidean ship waited.

The victorious humans immediately established military rule and declared a new government, "The Republic of Ar-Toreia" in 105 T.R. The country has since come under martial law due to infighting and incursions from Cenland.

In the following year, most of the remaining elven men would be killed or imprisoned. Many elven women were forcibly married to the human men who had coveted them while in the service of the king. As a result, the bloodlines of the elves of Ar-Toreia are not pure. Though the terrors of this time soon ended, today these elves (half-elves, really) live as second-class citizens. They are officially tolerated and free to worship their own gawds in private, as long as they do not prosyletize and pay an "elf tax" in addition to the taxes they pay as citizens of Ar-Toreia. They are generally not permitted to serve in the military. Most of them are unable to emigrate to Aelidea because they cannot prove a pure bloodline. While the vast majority of these folk have fled the land for other places in the Waylands, a tiny pocket remain in the capital city of Oestarl.

Hooks:

The Military Governors have decided to increase the taxes of the elves. A small party of adventurers sympathetic to the elves' plight has been asked to intercede on their behalf. A party of Elven assassins has been commissioned to enter Cenland by stealth and kill the Commanding General. A party of adventurers has been asked to hinder (or help) them.

