



The Official Publication of the HackMaster Association



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## From the Editor's Desk

Well here we are, another exciting issue of HackJournal!

This is the first issue where you will begin to see the fruits of my taking over document tracking duties from the Dwarf. I hope these fruits will be tasty and not sour!

I have a few goals in mind for the next few issues, one of which is to cover all the bases.

I would like to be able to include articles under all the major headings in each issue. A little something for the players, a little something for the GMs and a little something for both. For this to work, we need submissions. Which brings me to my next line...

How to submit and article in a manner that makes the lead editor happy.

1. Give your article a good name.
2. Include your name (and a pen name if you feel the need for one.)
3. Include your HMA information.
4. Specify what category you think your article fits best under.
5. If it is a group effort, list the author to contact first.
6. If possible, I prefer RTF format.

I would like to thank all the authors and editors who have helped to make this issue happen and put out a call for more editors. We recently lost a few due to something called "real world issues". I don't particularly understand this as everyone knows the "real

world" is Garweeze Wurld. Perhaps they were in danger of being eaten by trolls? Never the less, if you would like to be an editor and are currently a member of the HMA in good standing I invite you to contact the HackJournal staff about the openings in the editing department.

There is also a short list of articles that are not wanted...  
New PC races.

Major rules alterations.

Articles so bizarre you wouldn't want your grandmother to know you were reading them.

In general, the above items will simply not make it through the approval process for inclusion, so don't bother wasting your time. In closing I hope the changes made behind the scenes will allow for a smoother and more timely HackJournal. If they do not, well you know who to blame... me!

Stephen De Chellis

Lead Editor and Document Manager, HackJournal

## HackJournal Articles

The HackJournal needs 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](mailto: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.

## HackJournal Submission Guidelines

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

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## Traveller's Magic

Adventurers live a life filled with trouble and travel. They often find themselves in the wilderness, far from civilization, in temperature extremes with only their equipment to count on. Due to the nature of their trade, adventurers have invented a number of magical items that make life on the road more bearable.

Here follows a list of various magical items that have been created to make the lives of travelers more enjoyable.

### Bedroll of Healing

*By Heather O'Malley, HMGMA# TN-2-00809-02*

EPV: 350 per plus      GPV: 1000 / 1500 / 2000

This item is a gray green blanket of rough wool with the initials U.S. on it. These letters are the initials of the magic-user who created these wonderful items. Ulleye Synarath, a human magic-user created a number of these blankets through his life for various adventuring parties. The magic woven into the blankets helps speed the healing process. There are three types of this blanket. 70% of these are +1, 20% +2 and 10% +3. This is added to the characters hit points for an uninterrupted 8 hours of sleep. The Bedroll of Healing works once in a 24 hour period. If the Bedroll of Healing is used while a PC is fully resting, the bedrolls healing bonuses stack onto all other modifiers for healing.

### Drom's Ever Full, Pay-as-you-go, Decanter

*By Stephen De Chellis, HMGMA #CTI-1-00373-01*

Decanter:      EPV: 250xp    GPV:1,000gp  
Commemorative Beer Mug: EPV: 500xp    GPV:5,000gp

Drom Bladesmith was born the seventh son of a seventh son of the master weapon smith Gunthar Bladesmith. Although he was destined for greatness, his greatness did not materialize in the fashion hoped for by his father. No, Drom could not craft a blade to save his life, but he could brew some mighty fine ale.

In his quest to be the best brewer in his clan he spent many long years traveling the world to find the best hops, barley, honey and other fine ingredients for his brewing. One thing he discovered early on was that shipping was a real pain. What with brigands on the roads, and pirates on the high seas, not to mention the monsters that often attacked caravans. To this end he created a series of 'pay-as-you-go' decanters.

With the use of a highly specialized magical distribution system he created 10 magic decanters. Each decanter was the size of a small barrel, roughly 20 gallons, and was fitted with a special slot for coins. Beside the slot for coins was engraved a price list. By inserting a number of coins into the slot and then reading aloud the desired beverage, the decanter would fill to the brim with the requested beverage and the coins would be magically whisked away to Drom's treasury.

The first 10 decanters were given away to high-class establishments in the most affluent cities he had visited.

After these proved successful he began crafting more of the decanters, some estimates place the total decanters crafted at just under 1,000. It is also rumored that he crafted a few smaller items, in particular rumors circulate about a limited edition set of commemorative beer mugs that when a single gold coin is dropped in they fill to the brim with a very tasty dwarven beer.

Drom has since passed on but his brewery thrives. As new brews become available and old recipes are retired the engravings on the decanters change to match the current selections available and their prices.

### Pyramid of Fire

*By Heather O'Malley, HMGMA# TN-2-00809-02*

EPV: 400      GPV: 1200

This is a four-sided pyramid of obsidian with symbols of flames etched along the upper sides. The command word to turn it on is inscribed into the bottom of the pyramid, as the creator doubted the ability of users to remember such things. The pyramid will start a normal fire regardless of the state of the kindling. It will light dry or wet wood, and will allow rotted wood to burn long enough to catch better wood on fire. Once the fire has caught the pyramid stops burning. The fire can be put out normally.

The character must put the pyramid in the center of the fire and leave it there until the fire is doused. It does not use charges as it replenishes itself from the heat generated by the flames. If used in water the pyramid must be placed in a forge for a 24 hour period to replenish its heat.

### No-Fire Skillet

*By Heather O'Malley, HMGMA# TN-2-00809-02*

EPV: 100      GPV: 650

This is a cast iron skillet an inch deep, with wavy lines etched into the bottom. The command word is etched into the handle. This allows someone to cook using the skillet without a fire. The magic heats up the inside of the skillet. If used for an attack while the heating charm is active it does 1 extra point of damage to an opponent.

### Universal Tool

*By Heather O'Malley, HMGMA# TN-2-00809-02*

EPV: 750      GPV: 2000

This item is a rod about one foot in length, colored red with a white equilateral cross at one end. With use of the command word the item converts into any known hand tool that the wielder knows how to use. By saying the command word a second time the item reconverts to the rod. The tool runs on charges, with one tool counting as one charge. When found the item will have 1d20+20 charges in it. It can be recharged. The device can only be used to create medium or small sized tools. There have been no recorded sightings of a Universal Tool of large size.

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## Sqarjy's Occult Shop

By Andrew Franklin, HMGMA # OK-3-00193-01

In the HackMaster teraverse, acquiring magic items and spell components is a significant goal for most adventuring parties. Adventurers usually need spell components at the beginning and end of each adventure and often acquire at least a few token magic items during the course of an adventure. The adventurers could use substitute components in the field, or hire an elven identifier to identify their items, and sell their items immediately upon returning to the nearest hamlet, but these solutions each have their own problems. The Mage Advocates warn mages about the folly of improper components and many mage deaths occur because their advice is not heeded. Elven identifiers are not always reliable and you have to keep the pointy-eared guys and gals protected lest they die during your crawl. Selling your magic to the village yokels usually means your party loses money on the crawl.

So, sagacious adventuring parties prefer to deal with specialists in the occult. You can acquire that desperately-needed penguin saliva for your Icy Sphere spells, pick up a few healing scrolls, and sell off all those potions of Water Breathing you don't need, all in one place. Occult specialists can also fence your magic to others, maybe even getting you a magical item you want in return. Occult shops thus provide an important service for adventuring parties. While not as well stocked as a true alchemist in potions both mundane and magical, a herbalist in herbs, or a bookseller in tomes of knowledge, occult stores nonetheless tend to serve as a "magical" general store for adventuring parties. Occult stores are rarely found in any town with less than 10,000 residents, as they have a high upkeep cost and a highly unpredictable customer base. Those using the GriftMaster's Guide should use the base availability of an alchemist on Table 3A: Business Types (page 82 of that august tome) as the base availability. Cities with a magic-user academy should be more likely to have occult shops, as should cities with dungeons nearby which adventurers look to extract loot from. Cities in peaceful, quiet areas tend to have less need for occult shops. The frequency at which these stores appear can vary from one-third of the listed value for alchemists to thrice that at the discretion of the GM.

Occult shops stock spell components for common magic-user spells. Components that cost less than 10 gold pieces and are for spells of less than fourth level have a high availability code at an occult shop. Components for fourth level and higher spells or more expensive components are carried at the better occult shops at high prices. Occult shops will also stock small quantities of acids and bases for at least double the list price of such chemicals in HackJournal #4. Herbal healing potions, burn salve, sunscreen (for the many albino adventures), and antidotes to common plant and animal poisons of the area are often carried at medium availability (or small qualities if there is no availability code in a HackMaster tome). Most occult

shops will sell blank spell books, paper, ink suitable for spell scribing, and a few tomes on alchemy and other academic subjects. The availability code for these items is low to medium depending on the shop's capitalization. Finally, occult shops tend to carry weak miscellaneous magical potions and low-level utility spell scrolls such as Harpaang's Floating Cart, Cure Light Wounds, and Find Traps. Occult shops will buy and trade magic items if sufficiently capitalized; occult shops thus need a magic-user with the Detect Magic and Identify spells to be successful. As occult shops are a business with a limited customer base and high customer turnover, they need to charge high prices to make a profit. Occult shops can make their best profit on magical items-while concoctions are valuable the skills of Alchemy and Herbalism can be learned and performed by anyone with the right education. The ability to make magical items is much rarer, and adventurers desperately need those items. Given their love of commerce, proving their intellect to others, and magic, Millerite Goblins are the consummate occult shop owners and operators. For our example shop we will use the shop of Sqarjy, a Millerite Goblin-feel free to have a character of another race own the shop if it suits your campaign. Generate your occult shop owner like any other NPC.

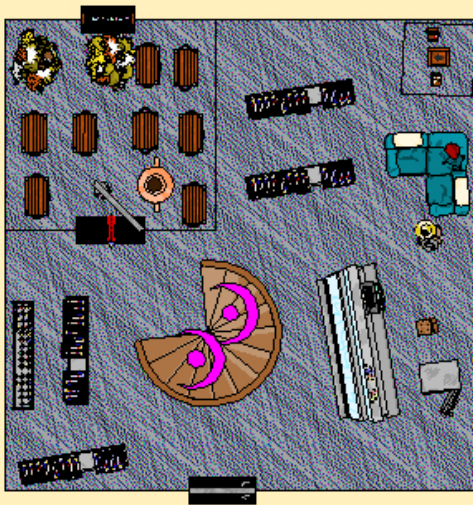
Our sample shop, Sqarjy's, is a medium-sized occult shop in a city of 10,000 residents which is near a dungeon famed for its large stashes of loot. Sqarjy's is a simple two-story stone building. The first story hosts the main shop and a small storage room plus sanitation facilities for the customers while the second story is where the occult shop's proprietor, Sqarjlheed McIntosh, a sixth-level Millerite Goblin magic-user, lives. Sqarjy is assisted by two human apprentices who run the counter and help with projects-they will only sell and buy at Sqarjy's base prices and summon the boss if there is to be negotiation. There is a small alchemy and herbal workshop worth 500 gold pieces on the second floor where Sqarjy makes his concoctions for sale. Sqarjy uses Detect Disease, Detect Magic, Gabal's Magic Aura, Identify, and Read Magic to examine all items brought to him for sale by adventurers. He also has the Alarm and Merge Coin Pile spell and any other spells of his level the GM finds appropriate. He has an Intelligence of 19/04, a Wisdom of 16/02, and the skills Arcane Lore at 85%, Spellcraft at 85%, Religion (General) at 50%, Divine Lore at 75%, Alchemy at 85%, Botany at 50%, Holistic Plant Identification at 76%, Herbalism at 76%, Appraising at 76%, Appraisal: Gemstone at 50%, Haggling at 95%, Bartering at 85%, and Bargain Sense at 76%. Sqarjy is true neutral and relatively avaricious. He starts offering one-fourth the book value of any items he notices and will only pay book value if the item is especially resalable or of direct use to him. Sqarjy marks everything up to twice book price at least, but can be haggled down to 125% of book price for the bulk of goods in his store. Parties who are especially rude to him will receive items with Gabal's

Magic Aura on them instead of the regular items if Sqarjy thinks they'll bite it in the dungeon-but otherwise he just doesn't deal with rude adventurers. Sqarjy always stocks 1d3 of each of the acid and base varieties, 1d4+1 herbal healing potions (equal chance of each type), and 1d2 antidotes for the poison of common monsters and plants in the area. He will have 1d3+1 randomly determined utility scrolls of 1<sup>st</sup> and 2<sup>nd</sup> level spells, always at the minimum caster level. Sqarjy carries all components under 10 gold pieces for level 1-3 magic-user spells, and he has a 10% chance of having components costing 200 gp or less for any magic-user spell of fourth or fifth level. He can special-order components for higher-level spells at very high prices. Sqarjy will have 1d3 books on occult and scholarly subjects for sale. Sometimes he has ink and other spellbook components; check at low availability for all of these but

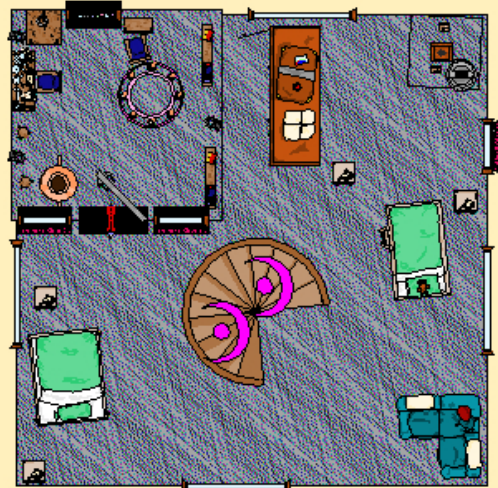
parchment which he has at medium availability. Sqarjy will not knowingly deal or purchase items that are cursed or highly evil. Sqarjy prefers to not keep a lot of cash on hand- he pays in banknotes or store credit for most items he buys. Nonetheless, some adventurers demand cash or gems, so he will have a mixture of 1d3000 gold pieces worth of gold and gems available for purchases. How much money Sqarjy makes depends on the campaign, but he has lean months and fat months-all depending on whether adventurers are going into the dungeons. An occult shop owner like Sqarjy can be a great lifeline for your PCs or a good way for you GMs to take those magic items off the PC's hands for cheap.

The map below details Sqarjy's shop-feel free to change the map to fit your occult shops.

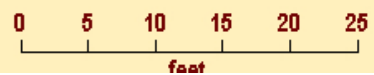
## first floor



## second floor



# Sqarjy's Occult Shop



## PC Remembrance Day Memorials 2004

By James B. Montney II, HMGMA MI-01-01463-03

Submitted by (a.k.a. Dude), HMA #1731

### **Verial Treewalker**

Level 1/2 Elf(?) Mu/Thief

Verial was my first HackMaster character. He was a level 1/2 Mu/thief, my favorite multi-class. He died on his way back from Quasqeton. He had enough \$\$\$ to pay for leveling, and enough EP to become 2/3, the highest registered MU/Thief at that time. He was ambushed, nay, slaughtered by vicious spiders. Unbeknownst to him, he also had 2 diseases and a parasitic infection in his system and would have infected the thieves' guild and/or university, had he lived that long. Oh, how we miss him. Well, not really. There's only one living member of the party that even knew Verial and he is absent minded.

Submitted by (a.k.a. ElectricBoogaloo), HMA #3738

### **Noc Ti'Vagus the Necromancer**

Level 1 Human(?) Necromancer

Died in the first game I played him. We somehow managed to defeat a hoard of Dire Parakeets and Noc decided to raise some of them being a necromancer and all. He raised a total of 6-9 or somesuch and one turned on him and attacked. The fell creature penetrated a bajillion times and alas Noc was destroyed by his own creations. His death has served a lesson to other young necromancers in the area though.

Submitted by (a.k.a. ElectricBoogaloo), HMA #3738

### **Viglaf Stonebrow**

Level (Unknown) Human(?) Zealot of Enlil

Viglaf was slaughtered by Johns Infamous War Poodles. Gromthag was his successor in X-Chaotica. Viglaf failed 1 resurrection survival roll and 1 system shock roll and now is either an NPC undead or close enough and resides in the Temple of Markovia outside Fishton.

Submitted by John Lonsway, HMA #2018

### **Seamus 'Hands' O'Keefe**

Level 1 Human Thief.

Born with an inherited debt, and no weapons. Tried to get work as a stone cutter's toadie, but the 2 cp a day didn't add up very fast (esp. when 1 cp went to gristle soup). Stole all of the stone cutter's tools and wandered away from Farzey at night looking to get to Frandor's Keep when he was overtaken by a pack of three wolves and eaten.

Submitted by Adam Keller, (a.k.a. JhiaxusHACK)

HMPA #719

### **Garish Stoneaxe**

Level 1/1 Dwarf Fighter/Cleric

Garish Stoneaxe: Level 1/1 Dwarf Fighter/Cleric, died when a Griffon landed on him after he killed it, his laundry list of bad flaws, he decided not to be raised for the good of the group. No one misses him, not even me as he hated everyone and everyone hated him. I loved him, I may not miss him. He was definitely fun to play.

Submitted by Chris Stoddard, (a.k.a. Carnifex),

HMPA #2140

### **Stromo**

Level 4 Half-Elf Thief

Stromo failed his find traps roll, failed his open locks roll, which set off the trap he didn't find. He then went on to fail the Dex roll the GM graciously gave him to avoid the 4 darts and his saving throw versus poison 4 times. Sadly it took him several turns to slowly, painfully and horrifically die.

Submitted by (a.k.a. Cworm), HMPA #2221

### **Wintercrest Brighthollow**

Level 2 Pixie Fairy Knight Errant

Wintercrest Brighthollow (I have since reused his name for NPCs in my adventures), a pixie fairy knight errant. Almost died in his first session as another player brought a grel battlemage to the table. He actually survived for a little while and had just gotten enough EPs to level when he was killed by group of undead animated hands. (The detect living creature!?!?!...It does nothing!!!)

Jason Root, HMPA # 1160

### **Elijah Brande**

Level 6 Human Fortune

Merciful and just. Brave and honest. A true servant of Kishijoten, cut down in his prime by giant toads.

Donny Gordon, HMPA #1571

### **Rembor Forom**

Level 5 Half Elf Ranger

A victim of his own good looks, breeding and sheer animal charm, Rembor found himself kidnapped by a randy minotaure. In a climactic encounter, said fell creature ripped the hapless half-elf's head clean from

his neck. He left to mourn his passing a loving protégé, Gruetal of Cleeve. The rest of Rembor's group, the Black Eyed Siouxians, though keenly feeling the lack of his deadly double attack in battle, barely paused long enough to kick the haughty half elf's body into a shallow grave before blithely moving along to divvy up the loot.

Submitted by Chris Box (a.k.a. Zavael), HMGMA #768

**Darrek "Chopin" DaBeers**

Level 7 Dwarf Knight-Errant

Let's hear it for Darrek DaBeers,  
the dumbest dwarf in all the land;  
He's slay a dragon in one breath,  
then snatch some candy from a  
baby's hand.

Once claimed dibs on all the  
treasure in a dungeon- he made it  
stick;

Oft drank till he fell down, then  
drank some more 'till he was sick.  
For glory, for honor, for gems and  
gold, for these he went to war;  
Thank gawds he's dead, but let it  
be said: "At least he was never a  
bore."



**PC Remembrance Day Memorials 2004**

"We Salute All Fallen Heroes!"

# Pipes and Pipeweeds of Garweeze Wurd: A Primer

By James B. Montney II, HMGMA MI-01-01463-03

## The Plant and the Blends

The many blends of Garweeze Wurd are made of Halfling pipeweed. The Halfling pipeweed plant, also known as the tabbac plant, was imported around the world thousands of years ago. The tabbac plant has been cultivated, propagated, and diversified



throughout many kingdoms and cultures. Subspecies of tabbac range in size from only 18" to 8 feet or higher when fully grown. Tabbac plants require full sunlight and plenty of water to grow successfully. The plant is poisonous if eaten, but the berries are edible in season. The entire plant is used in the production of smoking tabbac, but most blends do not include the stem. Leaves, roots, and berries are allowed to dry during the hot summer months and then are roughly ground and pressed into blocks or bales. These bales are then put in special curing barns for up to ten years. The humidity of the barns is controlled by special slats and windows on the exterior of these barns affects the curing process in some unknown way.

Most tabbac blends are comprised of multiple species combined in a secret ratio. The ratio of berries, leaves, and roots is another closely guarded secret. The blends often have extra indigenous ingredients added by local purveyors and users to improve or change the flavor and smokability. The list below represents blends that can be purchased at a herbalist shop and are the most common in Garweeze Wurd.

**Amadtey Mixture** (1sp/oz): A blend credited to the Halflings (though Gnomelings say it was their invention). This tabbac gives the smoker a very calm feeling, and some say that it can help a person collect their thoughts. Many magic users smoke this blend while studying their spellbooks. The smell of the smoke invokes a feeling of pastoral bliss.

**Buckhollow Mist** (3sp/oz): This tabbac is an attempt by the humans to weasel into the Halfling tabbac markets by using a misleading, Halfling-like name. Buckhollow is a mild to medium blend. Rumors say that it has over 100 secret ingredients, including bitumen and amaranth. Buckhollow is distributed through many of the Thieves' Guilds, which of course, want their members to exclusively smoke this blend.

**Blackhack Tabbac** (2sp/oz inside Goremunyan Empire, 8sp/oz elsewhere): Mostly used and found in the Goremunyan Empire, Blackhack is known for its irritating smoke and the almost unbearable lightheaded feelings that engulf the smoker. Some of this blend is smuggled out of the Empire every year, usually in winter. This blend is enjoyed by Grel and Drow Elves.

**Dumbarton Light** (2sp/oz): Well known throughout the human kingdoms, Dumbarton Light is an easy to smoke tabbac with a pleasing odor. Many dwarves consider this blend to be the best. Usually comes in a two ounce block that has to be crumbled in order to use.

**Fangaerian Pride** (5sp/oz): Ever popular amongst the middle classes in the Fangaerian City States. A full mixture, dark with southern tabbacs and spiced with fragrant xanthia. Its liveliness is a result of a secret flue-cured aging process, which makes it more expensive than most blends.

**Green Reef Island** (2gp/oz): An exotic blend smuggled out of the Goremunyan Empire. Green Reef is a milder blend of the Blackhack Tabbac. Some say that it can produce olfactory hallucinations in the user, and can also produce a feeling of "floating" in the smoker. Some of the more lawfully bent countries have outlawed Green Reef Island.

**Grubsworth Tabbac** (3cp/oz): A commonly smoked tabbac, the Grubsworth is the peasant's tabbac. The smoke has an acrid taste and smell to it, but is very cheap and easily found throughout the shops of Garweeze Wurd. The town of Grubsworth is the main supplier of this tabbac.

**MacCloud Silver** (4sp/oz): Mostly smoked by hearty Northerners. The leaves in this blend have a silvery cast to them. The smoke is cool and refreshing to the smoker, and leaves a minty taste in the back of the throat. Dwarves speak unkindly to others smoking the "wuss tabbac".

## All Things Magical

**Ol' D5** (1sp/oz): This is a rich, smooth and dark Halfling mixture. It's both full favored yet mild and sweet. Merchants and seafarers enjoy its taste, and are always attempting to get others to try it. It can usually be found in waterfront districts.

**Sabar Coast #3** (1gp/oz): Imported to the north from Barsara, this tabbac's common characteristic is a dusty, dry and sometimes slightly sourish aroma. It is said that certain predacious plants in the southern jungle can be lured into a sleep-like state by the smoke of this blend. Popular amongst the southern countries of the Edar Soutl.

**Thicket Morning** (1sp/oz): The true "average" Halfling blend. Smooth and even burning, with a subtle sweetness. Both smokers and non-smokers enjoy the aroma. Very popular. Every herbalist shop carries this blend.

**Warbler's Field Red** (1sp/oz in Gnome Protectorates): A well-known gnomish weed, also known as ABig Red' tabbac for its hot taste. Gnomes are known to pay in gold or gems for this tabbac if they run out of it outside of the Gnomish Protectorates. The hot taste supposedly comes from a small red plant called ruby weed that grows on old battlefield sites.

**Vurl Weed** (7cp/oz): An Orcish blend thought to have some extremely nasty ingredients added. Orcs, Half Orcs, and Half Ogres enjoy it. The smoke from this tabbac is easily recognizable by its dung-like odor. This type of tabbac will never go bad, but it can dry out and become even harsher. Other races smoking this blend, whether it is dry or not, are prone to coughing and sneezing fits (-50% to system shock roll).

## Purchasing and Using Tabbac

**Buying and Lighting:** Tabbac is sold by the ounce, and the buyer is expected to bring their own container. This could be a leather pouch or a fancy jar. Tabbac should not be allowed dry out. If it does, it will smoke harshly and lose its flavor. How long an ounce of tobacco lasts depends on how regularly the user smokes. On average, one ounce is good for 24 pipefuls. After a month or so, the tabbac has a chance (25%/month) of becoming unsmokable and will have to be thrown away (due to drying out or mold developing from it being too wet).

**Pipes and Other:** Pipes can be found at most outfitting stores and herbalists, and range in price from a few coppers to thousands of gold pieces. Clay pipes are the

most common and are sold in bundles of twelve for 1 copper piece. Many have designs or initials imprinted upon them. The most famous are the T.D. pipes, which have been around for so long that nobody knows what the initials stand for anymore.

Higher quality pipes are carved from the roots of certain trees in the Hulben Forest, with many coming from the Village of Hangnail. The exact type of tree is kept secret by the families of Halflings who make them. The most expensive pipes are created from exotic woods and inlaid with fine metals and gems. The Kingdom of Abos is known to export these types of pipes, but very few can afford one. A small number of pipes are magical in nature, and are discussed below. The cigar is the other main way to smoke tabbac in Garweeze Wurld. Tabbac blends are rolled up inside of large tabbac leaves and smoked without a pipe. Gnome Titans and Grunge Elves are notorious for smoking tabbac in this manner. Other races have begun the practice of smoking cigars, too. The Drow race has also developed the little cigar, called the cigar-ette, which they enjoy. Other races feel that this type of smoking is too wuss-like and promotes bad smoking habits. Dwarves have begun calling the small cigars "pimp-sticks".

In general it will take only a few seconds for an experienced smoker properly prepare the tobacco and then light the pipe, if they have a suitable light source. A torch is not suitable for lighting a pipe, but a small taper lit from a torch could be used. Flaming weapons will only burn the smoker and could cause the destruction of the pipe (saving throw vs. magical fire).

**Skills:** A character with the herbalist skill can quickly identify various types of tabbac and tabbac blends (after passing a check, of course). Herbalists can also prepare raw tabbac plants for smoking, but the process will take at least two months, or longer, and requires a skill check.

Characters with training in alchemy could attempt to come up with their own blends of tabbac, but reproducing a certain blend will be nearly impossible, due to the secret ingredients and ratios involved in their creation as well as variation in the individual varieties.

## Effects of smoking tabbac:

Smoking tabbac can cause numerous unwanted effects to the health of the smoker, and in Hackmaster, a few beneficial effects. Almost all Elves consider smoking a filthy habit and will voice their feeling towards smokers. Other effects are listed below.

## All Things Magical

**Coughing:** Fits of coughing and sneezing can affect some users of tabbac. Each time a pipe is smoked by a half-elf or an elf the GM should make a system shock roll for the character (See below for constitution negatives). Failure indicates a severe session of coughing, which lasts for 1D4 rounds.

**Bac-fits:** After using tabbac for more than one month, a character develops a reliance upon the weed. If they are ever without tabbac for more than one day, they receive the Jerk quirk until they procure more pipeweed. This problem will last for 2D4+2 days. Halflings, Gnomes, and Gnomelings are immune.

**Elvish Con/Com Penalty:** Constitution is reduced by one point as long as a Half-Elf, Pixie Fairy, or Elf is regularly smoking tabbac. Drow and Grel Elves are unaffected. Comeliness loses one point for good aligned elves, and gains one point for evil elves. These points are recovered if the character stops using tabbac for more than one week.

**Smelly:** A party with a smoker can be tracked far easier than a non-smoking party. Rangers and others with the tracking skill check at +30%, while random monsters appear at double the normal rate. More intelligent monsters will set up ambushes for the unwary smoker. A tabbac user can never gain surprise while smoking.

**Ingesting pipeweed:** All tabbacs should be treated as a type B ingested poison, due to the fact that Halfling pipeweed is very poisonous if eaten. Dwarves seem to be immune to this effect.

**Everlit Pipe** (500 ep 3000 gp): The *Everlit Pipe* resembles a normal non-magical pipe and is a offshoot of the everfull pipe. However, if the command word is known and the user is touching the pipe, the pipe will spontaneously ignite any tabbac placed within the bowl. If a second command word is spoken, the pipe will immediately extinguish. A third command word will summon the pipe to the hand of the owner, as long as the pipe is on the same plane as the owner. There is a 50% chance that the command words are inscribed upon the pipe, but are usually (78%) worked into other design motifs, invisible, or in a language unknown to the user. These pipes are very popular in Abos, and could even be found for sale there.

**Gnomish Lighting Apparatus Model "A-4"** a.k.a. "**Deathlight**" (100 ep 500gp): The first commercially available lighting apparatus in the Gnomish tradition. It first appeared in markets over 3500 years ago. The apparatus is a sealed brass tube about the same size as a small eating knife (~6 inches) with a small screw on one

**Calming effects:** The calming effect of tabbac are well know across the Wurld. A character in the act of smoking gain a +2 to their saving throws for any fear related spells or effects. A dwarf gains a +3 against any fear related spells or effects.

## Magical Pipes and their Effects

**Everfull Pipe** (400 ep 3000 gp): Eternally popular with students in magical art studies, the *Everfull Pipe* resembles a normal non-magical pipe with a small piece of tabbac at the bottom of the bowl. However, if the command word is known and the user loads the pipe with a small amount of non-magical tabbac, the pipe will spontaneously create a full bowl of tabbac. The magically created tabbac will last four times as long as regular tabbac and will stay lit in any environmental condition, including underwater or in a vacuum. If the bowl is smoked all the way to the bottom, the magic of the pipe will be lost and the pipe will revert to a regular pipe. Due to increasing pressure from various mercantile guilds, owning an Everfull Pipe is considered a felony in most civilized realms.

**Everlasting Pipe** (2000 ep 7000-10,000 gp): The everlasting pipe combines the effects of the *Everfull Pipe* and the *Everlit Pipe*. Many of these pipe are adorned with precious gems and enamel. Due to increasing pressure from various mercantile guilds, owning an Everlasting Pipe is considered a felony in most civilized countries.

end and a thumb wheel-wick assembly. The wheel-wick is covered by a sturdy cap when not in use. The cap is attached the body by a small brass chain. The user flicks' the wheel which ignites the wick that draws upon a reservoir of volatile liquid. This uses one charge. The apparatus has a nasty habit of exploding (1 in 8 chance) when it is used due to a leaking o-ring around the wick. The explosion causes 2D12 points of fire damage to anyone within 10 feet of the apparatus (save vs. wand for half effect). If the cap is removed and the apparatus is thrown against a hard surface there is a 64% chance that it will explode as described above. If the A-4 is damaged (e.g. crushing blow) it will explode causing 2D6 damage to everything in a 5' radius, no saving throw. The Model A-4 is highly sought by collectors due to its rugged construction and unpredictable character. Adventures especially seek the A-4 out for its use as a last-ditch covert weapon. The apparatus comes with 2D10 charges and can be recharged.

## All Things Magical

**Gnomish Lighting Apparatus Model "Cx-3"** a.k.a. "**Lucky**" (100 ep 600gp): Brought out for sale in 10,191 Fd, the *Cx-3* is a sealed brass tube about the same size as a small potato with a lighting mechanism and cap similar to the *A-4* at one end. Using the *Cx-3* expends one charge. The *Cx-3* was only a modest improvement over the *A-4*. The apparatus has a small chance of exploding (a 13 on a D20) when it is used due to the extreme pressures the volatile liquid is kept under inside the canister. An explosion causes 2D12+3 points of fire damage to anyone within 10 feet of the apparatus (save vs. wand for half effect) and destroys the *Cx-3*. If the *Cx-3* is damaged (e.g. crushing blow) it will explode causing 2D12+3 damage to everything in a 5' radius, no saving throw. The apparatus comes with 4D8 charges and can be recharged.

**Gnomish Lighting Apparatus Model "Jz"** a.k.a. "**The Torch**" (100 ep 500gp): The *Jz* is a sealed brass box about the same size as a small potato with a small screw on one end and a lighting mechanism and cap similar to the *A-4* at the other end. A flame 1 to 12 inches appears on the end of the wick 78% of the time and expends one charge. The other 22% of the time a flame 1 to 10 feet long leaps off of the wick for one round. This flame causes 1D12 points of damage to anything caught within and expends three charges. If the *Jz* is damaged (e.g. crushing blow) it will explode causing 3D6 damage to everything in a 10' radius, no saving throw. The apparatus is usually found with 4D10 charges and can be recharged.

**Gnomish Lighting Apparatus Model "Mx-466"** a.k.a. "**Gnomeflicker**" (400 ep 3200gp): Thought to be the "final word" in lighting apparatus design when it came out over 200 years ago, the *Mx-466* attempts to use design flaws from the *Cx-3* and *Jz* models as design features. The apparatus is a sealed brass and silver rounded box about the same size as a small potato with a small screw on one end and a lighting mechanism and cap similar to the *A-4* at the other end. The cap is attached the body with a small hinge. The body of the *Mx-466* has numerous inset screws, studs, and tiny pipes adorning its surface. In "basic mode" the user opens the cap and flicks the wheel to ignite the wick, which draws upon a reservoir of volatile liquid. A flame 1 to 12 inches appears on the end of the wick 85% of the time for one round and expends one charge. The other 15% of the time nothing at all happens. The flame can be adjusted by any gnome up or down randomly 1D4 inches from its previous position by turning the numerous screws. For every 12 inches of flame (rounded up), the apparatus expends one charge. The flame will cause 1-2 points of damage per round of exposure.

By depressing a Gnomish code into the studs upon the surface, "Enhanced mode" is invoked for 5 rounds. While in enhanced mode, the flame turns a bright green color when lit. Additionally, the flame will shoot out 1D12 feet from the wick for one round and will cause 3D6 burning damage. Each use of enhanced mode causes one charge per foot of flame to be expended. The enhanced flame can also be adjusted by a gnome in the same manner as the normal flame. If the *Mx-466* is hung from a string while the user is walking over land the apparatus will begin to spin if within 20 feet of a sizable amount of water. If the *Mx-466* is damaged (e.g. crushing blow) it will explode causing 6D6 damage to everything in a 10' radius, no saving throw. The *Mx-466* is usually found with 10D6 charges and can be recharged.

**Gnomish Lighting Apparatus Model "Superior-9000"** (100 ep [more in line with other Gnomish Lighting Apparati] 100gp): The *Superior-9000* is the most recent version of the lighting apparatus and has almost none of the problems that plagued earlier models. The *Superior-9000* can be found in large bazaars throughout the Edar Soult. Reliable and cleverly made to fit the hand, the *Superior-9000* is made of brass and silver and is only a 4" long rounded box. A hinged cap on one end falls back to reveal a thumb wheel-wick assembly. The user flicks the wheel to ignite the wick, which draws upon a reservoir of volatile liquid. The flame reaches only 1" from the wick and lights 93% of the time under normal conditions. Once the *Superior* fails to light it must be serviced by a Gnomish tinker at a cost of 45 gp. If a *Superior-9000* is damaged (e.g. crushing blow) it will explode causing 6D4 burning damage to everything in a 5' radius, no saving throw. A new *Superior-9000* comes with 200 charges and can be recharged by a qualified technician. If found, or bought used, the apparatus will have 2D100-2 charges left.

**Humidor Pouch** (200 ep 1800 gp): A simple looking leather pouch with green stitched plant motifs is in fact a boon to any tabbac smoker. Any tabbac (and only tabbac) placed within is kept at the perfect humidity and temperature. The results are that the tabbac will keep up to one year inside the pouch. Other plant materials kept in the pouch may (2%/day) mold and damage the pouch beyond repair.

**Peasant Pipe** (100 ep 2000 gp): This pipe always appears as a clay pipe. If smoked, the smoker will appear to be a peasant not worthy of attention, and will look poor, dirty, and weak. This effect begins as soon as tabbac is lit in the bowl, and lasts as long as the pipe remains lit. Magic that negates illusions will see through this glamour, as will attempts to disbelieve.

## All Things Magical

**Pipe of Almost Endless Vapors** (200 ep 4000 gp): This pipe has a damping lid of silver attached to the top of the bowl. When the lid is opened, the pipe produces a thick, greenish-gray smoke which completely obscures normal vision. The smoke will continue to emanate out of the pipe at the rate of 1000 cubic feet/round until the lid is closed. This effect uses one charge from the pipe. Tabbac is not required to produce the smoke. The pipe has 1D20 charges when found, and can be recharged.

**Pipe of Ashes** (- ep 2000 gp): A wooden pipe with geometric inlays in silver and gold. Smoking regular tabbac in this pipe will cause the smoker to be consumed by a magical fire unless a save vs. spell is made. The smoker and all of their equipment will be consumed and rendered into a pile of ashes. Magical tabbac can be smoked in this pipe without any harmful effects from the pipe.

**Pipe of Blasting** (1500 ep 17000 gp): A Pipe of Blasting can be used to smoke any of the magical tabbacs, but its real power is activated when the user blows into the mouthpiece. When blown, the pipe will produce a cone-shaped wave of sound issuing from the bowl, (20' wide at the end and extending 60'). The sound emanating from the pipe can be heard five miles away. Anyone within the cone takes 6D6 points of damage (no saving throw) and must save vs. petrification or be stunned for 1D4 rounds. All within 100' of the user must also make a saving throw vs. petrification or be struck deaf for 1D4 days. These pipes have 4D4 charges and cannot be recharged.

**Pipe of Fire and Brimstone** (600 ep 5000 gp): This pipe has six deep red garnets around the rim of the bowl, and has a hard silver rim. When filled with tabbac and lit, this pipe will produce a small (2") burning sphere that rests on the top of the bowl. The user can then direct the sphere with a pointed finger against anyone within a 90' radius. The ball will deliver 1D4 points of damage to those it sticks. The sphere consumes all of the tabbac in the bowl and also expends one charge. These pipes come with 1D30 charges and can be recharged.

**Pipe of Smoke Rings** (200 ep 2000 gp): A seemingly ordinary smoking pipe, the Pipe of Smoke Rings allows a

6th level or higher magic user to create perfect smoke rings when smoking. The smoke rings can be between 2" to 12" in diameter and each can be of any single color of smoke. The magic user can cause the rings to move anywhere within a 30' radius by mental command. Rings can be linked together to form chains, tubes, etc., and will last as long as the pipe is smoked, or until the magic user allows them to dissipate.

**Pipe of the Masters** (8000 ep 50,000 gp): Attributed to the Brotherhood of the Flame, the Pipe of the Masters has turned up occasionally in the Edar Sould. One of these magical pipes is known to sit on the mantle in the main dining room at their hall in Stenord. Although it has been stolen at least twice, the pipe is always recovered. Only magic users of 6th level or higher can utilize the magical powers of the pipe. Others may use it for smoking any type of tabbac.

Combining the powers of an Everlit Pipe and the Pipe of Smoke Rings, this magical pipe has a number of other features, most notably a number of spells that can be cast when smoked. Each spell has a command word that must be said while the pipe is lit.

The following cantrips can be cast on tabbac without using any charges being expended. If cast on other items, they cost one charge:

Dampen  
Dry  
Flavor  
Freshen  
Gather

The following spells can be cast with the expenditure of one charge:

Aerial Servant  
Affect Normal Fires  
Blindness  
Cloud of Pummeling Fists  
Color Spray  
Fog Cloud  
Olfactory Illusion  
Smoke Screen  
Smoky Servant  
Stinking Cloud

## All Things Magical

The following spells can be cast with the expenditure of two charges:

Cloudkill

Dream

Mist of Corraling

Solid Fog

Zargosa's Flaming Sphere of Torment

The following spells can be cast with the expenditure of three charges:

Demi Smoke Monsters

Illstiwilly's Great Smoky Dodecagon Veil

Smoking Sphere of Doom

A final effect of the pipe is to protect the smoker from any cursed tabbacs. Some sages also say that these pipes have their own personality, and may be able to communicate with their owner. Others say that some high level magi polymorph themselves into pipes as a form of disguise. A Pipe of the Masters, when found, contains 1D30+1D20 charges and can be recharged.

**Pixie Pipe** (500 ep 5000 gp): Created by Pixies in the Thicket, the Pixie Pipe has a number of magical effects. All of the effects can only be invoked by Pixies, Pixie Fairies, Halflings, or Fairies. Other races can smoke the pipe, but the pipe will function like Wand of Wonder on the smoker, so there is a minor market amongst tabbac-using Wild Mages for the "fey pipe."

Different substances burned in a Pixie Pipe have different effects. The list below is not exhaustive, and other effects may be found through experimentation. The pipe can be used for magical effect three times per day at sixth level ability.

**Tabbac:** Smokes normally, though a bowl of tabbac lasts twice as long as normal.

**Green leaves:** Smoking these in the pipe causes a smokescreen spell (see below).

**Dry Leaves:** Dry leaves or tabbac creates a strong, hot, white smoke that can be used to conceal strong odors.

**Flowers:** Smoking any type of flowers in the Pixie Pipe produces a very nice perfume odor to issue from the pipe.

**Edible Berries:** Burning berries in a Pixie Pipe causes a smooth sweet smoke that, if inhaled by the smoker, will heal 1D4 points of damage once a day.

**Lamp Oil and other Volatiles:** These cause the pipe to erupt in a jet of flame that does 1D12 points of damage to the user, and destroys the pipe.

The phrase APut that in yer pipe and smoke it!@ is attributed to the Pixie folk, who will try anything once.

## Magical Tabbacs

Tabbac is easily enchanted due to it being inhaled into the body of a sentient being and expelled. This fact makes it a good target for aspiring magic users wanting to create an easy magic item, for magical tabbacs are analogues to potions and thus low-level magic-user can make them. The

list below describes some of the many magical tabbacs and pipeweeds found in Garweeze Wurld. The following rules apply to all magical tabbacs. They are physically easy to distinguish from normal pipeweeds by their coloration, taste, and smell. The tabbac must be lit in a pipe and smoked to create the listed magical effect. The entire bowl of tabbac will be consumed by the magical effect. Each satchel of magic tabbac contains 24-2D6 bowlfuls.

**White Tabbac** (50 ep 300 gp): White tabbac is a strange, almost powdery, white pipeweed. When smoked, this magical tabbac produces a cloud of phosphorescent vapor that envelopes an area 10' in radius around the smoker. The soft white light functions in the same way as the magic user spell Light and moves with the user. The light lasts 2D6 turns before dissipating.

**Red Tabbac** (100 ep 1000 gp): Red tabbac is a heavy, very deep red, tabbac smelling of sulfur. After finishing the bowl, the smoker is able to breath fire in a 10' long by 3' wide cone, causing 4D4 points of damage. A saving throw vs. breath weapon applies to anyone caught in the flames. The smoker must use the breath weapon within one turn of finishing the bowl or the effect is lost.

**Green Tabbac** (50 ep 500 gp): Green tabbac is a vibrant green, sickly sweet smelling tabbac. The smoker will be healed 1D8+4 points of damage after finishing the bowl, but will have to sit down and rest for 1 turn due to the disorienting effect of the smoke.

**Blue Tabbac** (50 ep 400 gp): Blue tabbac is a deep, rich blue colored tabbac that tastes like powdered stone. This tabbac gives anyone within a 10' radius of the smoker a +2 to their armor class and to their saving throws for 2D6 turns.

**Black Tabbac** (50 ep 800 gp): This tabbac is a black, stringy tabbac smelling of a graveyard and death. The smoker is able to curse one person within a 10' radius. The curse must be cast within one round of starting the bowl. Roll 1D6 for effect:

1: Blindness

2: Gains AStrange Body Odor@ quirk

3: Turns hair, skin, and eyes an odd yellowish-green color

4: -2 AC penalty due to watery, stinging eyes

5: Leather items must make a saving throw vs. magical fire or turn to dust

6: -1 to constitution

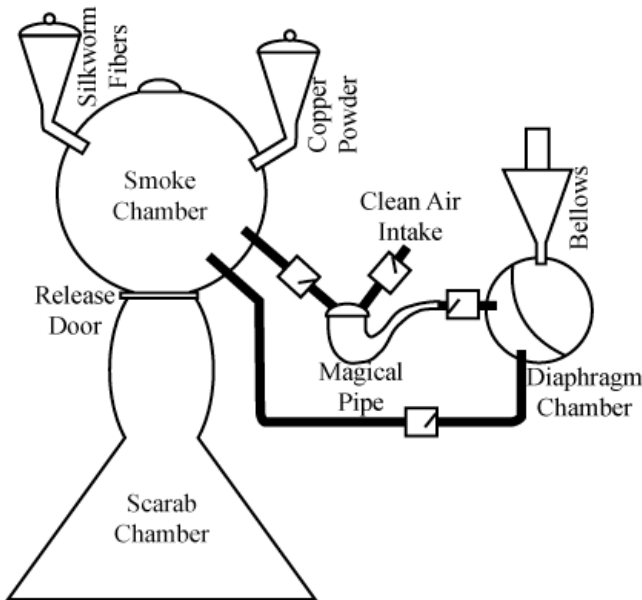
A remove curse or similar spell will dispel the curse, but will not restore any leather items destroyed.

**Yellow Tabbac** (50 ep 450 gp): This is a dry, fluffy, straw-like tabbac. After smoking this pipeweed, the smoker and anyone within a 10' radius will repel all monsters who can smell. Monsters will attempt to avoid the party as if they had been turned by a cleric for 2D6 turns.

**Copper Tabbac** (100 ep 1000 gp): This tabbac has metallic coppery leaves with small greenish-blue flecks that smell like blood. This pipeweed can only be used in a

magical pipe. When smoked, the pipe will emit a copper colored smoke with small motes of orange light. This smoke will cover a 10' x 10' x 40' area, and is lighter than air. The pipe will not exhibit any of its magical powers. However it will allow a magic user to cast spells two levels above their current level with no penalty while the pipe is lit. A pipe will stay lit for one turn.

**Silver Tabbac** (200 ep 2500 gp): This tabbac has metallic silver leaves that smell like a summer storm breeze. This pipeweed can only be used in a magical pipe. When lit and smoked, the tabbac allows a magic user to cast one spell that they have already cast that day. While using the Silver Tabbac, the pipe will not exhibit any of its usual magical powers.



**Gold Tabbac** (1200 ep 12,000 gp): Gold tabbac is made of metallic golden leaves that smell like tea with a little honey. This pipeweed can only be used with a magical pipe. While using Gold Tabbac, the pipe will not exhibit any of its usual magical powers. Gold Tabbac is difficult to use without an alchemical laboratory. The smoke is only magically charged if it is lit during a double quarter waxing moon. Then the smoke must be collected in a special container before it dissipates. To do this properly involves the use of a specially constructed breathing apparatus to trap both in inhaled smoke and the smoke rising off of the bowl. Once all of the smoke is collected 18 drams of copper dust and 27 drams of silkworm strands per bowl of tabbac are slowly added into the smoke chamber. After three days the chamber of smoke will transform into golden metallic animated scarab beetles (as per metal bug spell). Each bowl of gold tabbac creates 100 animated scarabs worth 10 gold pieces apiece.

**Pipeweed of Stoning** (- ep 1000 gp): A cursed tabbac that appears to be any one of the beneficial magical tabbacs. Anyone inhaling any of the smoke through a pipe from this tabbac is turned to stone if they fail a saving throw vs. Petrification. Equipment remains unaffected.

## Tabbac-Related Spells

All tabbac-related spells can be wielded by magic users only. Clerics rarely smoke tabbac and no good gods, as yet, have granted clerics any spells in this sphere. There are rumors of shaman priests in the southern jungles using smoke magic. Numerous cantrips, such as freshen, flavor, dampen, and dry can help the taste, smell, and quality of pipeweeds. The gather cantrip is also very useful when a person accidentally drops their tabbac pouch upon the ground.

### Demi-Smoke Monsters:

Level: 4  
Range: 15'  
Duration: 1 turn per level  
Area of Effect: 20-ft cube  
Components: V,S,M  
Casting Time: 4 segments  
Saving Throw: Special

Demi-Smoke Monsters pulls energy and smoke from the Para-Elemental Plane of Smoke and forms it into a random 10HD monster. The monster will only obey commands given to it by the caster. The hit point total for the monster is 20% of its normal hit point total. The smoke monster performs as the real monster in respect to armor class and attack forms. Those who believe in the monster suffer real damage from attacks. Those who believe in the monster will also suffer from any special attacks that the monster may have. Those viewing the demi smoke monster are allowed to disbelieve with a -2 penalty.

Those who roll a successful saving throw see the monster as a transparent form overlaid upon a vague shadowy form. This form of the monster has an Armor Class of 10 and inflicts only 20% of normal melee damage.

The material component is a pipeful of tabbac, which must be smoked as the spell is cast.

### Greater Smoke Signals:

Level: 4  
Range: 100 ft per level  
Duration: 1 round per level  
Area of Effect: 1 phrase  
Components: V,S,M  
Casting Time: 4 segments  
Saving Throw: none

The caster inhales smoke from a lit pipe and expels it while saying a phrase no more than one breath long. One foot high letters of the language spoken will then form from the exhaled smoke. The entire phrase will stick together and will slowly rise into the air at the rate of 100 feet per minute. As the phrase rises it expands at a ratio of 10:1 per minute. The symbols created by the spell can be read up to ten miles away in good conditions. The letters, if touched, feel spongy and cannot be dispelled by wind, but can be blown away or ripped apart. The material component is a pipeful of Vurl Weed Blend tabbac, which must be smoked as the spell is cast.

### Illstiwilly's Great Smoky Dodecagon Veil:

Level: 6  
Range: Caster  
Duration: 1 hour per level  
Area of Effect: dodecagon, radius 10' per level  
Components: V,S,M  
Casting Time: 1 turn  
Saving Throw: none

## All Things Magical

This spell creates a blue, purple, and gray mottled, opaque dodecahedron of smoke with a radius of 10' per level of the caster. The dodecahedron's faces slowly rotate counterclockwise. The smoke can not be seen through from the outside. No spell, magic item, or ability can see into the veil. Instead, the spell creates a vision of millions of twelve-sided dice tumbling slowly through space. Inside the veil, a grayish light allows normal sight conditions. Creatures inside of the dodecahedron can see out normally. The smoke causes no damage if inhaled. The smoke can not be blown away except in winds over 100 miles per hour. The material component is a pipeful of at least two different types of magic tobaccos mixed together, which must be smoked as the spell is cast.

### Olfactory Illusion:

Level: 1  
Range: 10' per level  
Duration: 1 turn per level  
Area of Effect: 1000 cubic feet per level

Components: V,S,M  
Casting Time: 1 segment  
Saving Throw: negates

By casting this spell, the magic user can create an olfactory illusion to manifest itself in their immediate area. The magic user can choose any smell that they have smelt before, from a dung heap to an apple pie. The material component is a pipeful of Green Reef Island blend tobacco, which must be smoked as the spell is cast.

### Smoke Bomb:

Level: 3  
Range: 30'  
Duration: Instantaneous  
Area of Effect: Special

Components: V,S,M  
Casting Time: 3 segments  
Saving Throw: 2

The caster can hurl the small ball of smoke up to 30' where it will explode for 1D6 points of damage to anyone within a 1' radius. The explosion also causes smoke to fill a 10' radius sphere around the impact spot. The material component is a pipeful of tobacco, which must be smoked as the spell is cast.

### Smoke Screen:

Level: 2  
Range: 5' per level  
Duration: 2 rounds per level  
Area of Effect: 1000 cubic feet per level

Components: V,S,M  
Casting Time: 2 segments  
Saving Throw: none

The spell creates a wall of smoke 10' thick, 10' high, with a length of 10' per level of the caster. The smoke will block all normal vision and will give a -2 to hit rolls. Winds over 15 miles an hour, or a Gust of Wind or similar spell will disperse the Smoke Screen, as will a dispel magic spell. The material component is a pipeful of tobacco, which must be smoked as the spell is cast.

### Smoke Signals:

Level: 3  
Range: 5'  
Duration: 1 hour per level  
Area of Effect: 1 phrase

Components: V,S,M  
Casting Time: 1 segment  
Saving Throw: none

The caster inhales smoke from a lit pipe and expels it while saying a phrase no more than one breath long. One foot high letters of the language spoken will then form from the exhaled smoke. The entire phrase will stick together and will stay put 5' off the ground for the duration of the spell. Any wind over 5 miles an hour will disperse the phrase. The material component is a pipeful of tobacco, which must be smoked as the spell is cast.

### Smoke of Visions:

Level: 3  
Range: 5'  
Duration: 1 turn  
Area of Effect: 5' x 5' x 1'

Components: V,S,M  
Casting Time: 3 segments  
Saving Throw: none

Upon casting this spell the smoke from a lit pipe will form a smoky scene 5' x 5' x 1' in front of the caster. The smoke will form a small stage and will portray actors playing out a story, but no sound will be present. The scene will show an event in the caster's past (70%), a present scene depicting an associate of the caster (20%), or an event in the caster's future (10%). The scene always appears in a cryptic manner that must be interpreted by the caster. For example, the action may be set as a kabuki theater, a strange shadow puppet display, or as a surreal juggling act. The material component is a pipeful of tobacco, which must be smoked as the spell is cast.

### Smoking Sphere of Doom:

Level: 5  
Range: 300 Yards  
Duration: 1 round per level  
Area of Effect: 10' diameter per level

Components: V,S,M  
Casting Time: 5 segments  
Saving Throw: see below, 2

Attributed to Grimlon Grothbauer, Magus Extraordinaire, who was tired of all of the magic users who used fireball spells, and felt the need to create a very powerful spell that used smoke as its main component. Once cast, a small smoke ball appears on the caster's fingertip, which, with a mere flick of the finger, can be launched unerringly against a target up to 300 yards distant. Once the sphere hits it immediately releases a sphere of orange toxic smoke 10' in diameter per level of the caster. Any creature within the smoke must save versus paralysis at -2 or fall to the ground unable to move. Each round a creature is within the smoke it must also make a saving throw versus poison or take 3D4 points of damage from contact with the smoke. All equipment inside the sphere of smoke must also save versus acid each round or be destroyed. A gust of wind or similar spell will disperse the sphere. The material component is a pipeful of tobacco mixed with a grain of sulphur, all of which must be smoked in a pipe as the spell is cast.

### Smoky Servant:

Level: 1  
Range: 0  
Duration: 1 hour per level  
Area of Effect: 30-ft radius

Components: V,S,M  
Casting Time: 1 segment  
Saving Throw: none

When cast, the smoke from a lit pipe forms itself into a vague man-shaped form cloud. The form can be instructed to perform minor tasks, such as set a table, carry firewood, or open a window. The smoky servant is not very strong, and can be easily overpowered by anyone with a strength of 10 or higher. The smoky servant can only carry items that weigh 20 pounds or less. The smoky servant cannot fight and cannot be killed. It is a force not a creature. Winds over 15 miles an hour, or a Gust of Wind or similar spell will disperse the smoky servant, as will a dispel magic spell. The material component is a pipeful of tabbac, which must be smoked.

## Other Smokables

There are other smokable herbs, weeds, and fungi in Garweeze Wurld. Without proper knowledge they can be dangerous or even fatal to the user. These are not covered here, but are discussed in certain ancient texts and are known by various alchemists and apothecaries across Aldrazar.

He passed by the control center where two more of his brood mates lounged in front of monitors viewing the outside world. He took a glance at one of the monitors that was displaying the newest eligible females who had reached maturity back on Gahigwyl instead of the outside feed that it was supposed to be showing. The female that was on the screen was fairly attractive with light blue skin and lavender hair. From what he could see of the dowry,

neither of his brood mates could afford to pay. Knowing that he should reprimand them for laziness, he simply sent a signal of disgust in their general direction. Only one of them picked it up, turning to yawn with a signal of complete apathy.

Iziriat turned from the insubordinate gagwaller and headed down the hallway that led to the clinic. The door opened on his arrival, sliding up into the ceiling with a slight hiss. He closed the filtering membrane of his eyes as he walked into the glaring light of the medical lamp. A lone human was stretched out on the medical table, trying in vain to keep his eyes closed. His skin was already turning red from being under the lamp for the hours since his capture. As Iziriat walked up to the metal gurney, the human opened his eyes and began to plea pitifully in his slow and barbaric language. He ignored the whining creature as he flipped on the diagnostic monitors. He then unlatched the medical tool from above the gurney, making sure its cutting digits and lasers were in working order.

The spider-like device practically quivered with anticipation as it came online. Trying to decide what to do to the specimen, Iziriat walked around the gurney, still ignoring the cries of the human. Suddenly getting an inspiration Iziriat lunged at the helpless test subject, grabbing him under the chin and forcing the human to look into the watery black depths of his eyes. "This will hurt you much more than it will hurt me." he sneered in the human's language as the medical device descended at his command.

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# Skills, Talents and Proficiencies (Update of PHB Appendix F)

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What follows is an update of Appendix F of the HackMaster Player's Handbook that replaces an earlier update published in HackJournal #3 ('02). Class Availability uses codes of F = Fighter, C = Cleric, T = thief and M = magic-user and indicates the generic class not a specific class unless indicated (like Bar. = Barbarian). For page location reference PHB = Player's Handbook, SSG = SpellSlinger's Guide, CG = Combatant's Guide, GrG = Griftmaster's Guide, ZG = Zealot's Guide, HJ# = HackJournal (issue #), GMG = GameMaster's Guide, and KODT # = Knights of the Dinner Table magazine (issue #).

## Academia

Subject Matter	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Administration	1	PHB p.313	(INT+WIS)/2	1d6	Y	475 gp	+10%	
Agriculture	1	PHB p.313	WIS	1d10		250 gp	0%	
Alchemy	7	PHB p.313	INT	1d6		400 gp	+5%	
Anatomy, Basic	3	PHB p.313	(INT+WIS)/2	1d8		500 gp	+5%	
Anatomy, Vital	1	PHB p.313	(INT+WIS)/2	1d6	Y	750 gp	+5%	
Ancient History	1	PHB p.313	INT	1d6		750 gp	0%	
Animal Lore	2	PHB p.313	INT	1d10		200 gp	+5%	
Appraisal: Gemstone	3	PHB p.314	INT	1d6	Y	500 gp	+15%	
Appraising	6	PHB p.314	INT	1d8		400 gp	0%	
Art Appraisal: Subset: Painting	3	PHB p.314	INT	1d6	Y	275 gp	+15%	
Art Appraisal: Subset: Sculpture	3	PHB p.314	INT	1d6	Y	250 gp	+15%	
Art Appreciation: Subset: Painting	1	PHB p.314	WIS	1d20		350 gp	0%	
Art Appreciation: Subset: Sculpture	1	PHB p.314	WIS	1d20		300 gp	0%	
Astrology	1	PHB p.314	(INT+WIS)/2	1d8		550 gp	+5%	
Botany	1	PHB p.314	INT	1d8		250 gp	+10%	
Civil Administration	2	PHB p.314	(INT+WIS+CHA)/3	1d4	Y	500 gp	+20%	
Culinary Arts	1	PHB p.314	WIS	1d10		300 gp	+10%	
Culture	1	PHB p.314	WIS	1d4		175 gp	+10%	
Current Affairs	1	PHB p.315	INT	1d6		100 gp	0%	
Customs and Etiquette	1	PHB p.314	WIS	1d6		275 gp	+15%	
Engineering	2	PHB p.315	(INT+WIS)/2	1d4		1750 gp	+20%	
Engineering: Fortifications	2	PHB p.315	(INT+WIS)/2	1d6	Y	950 gp	+15%	
Engineering: Public Works	2	PHB p.315	(INT+WIS)/2	1d4	Y	650 gp	+10%	
Forestry	1	PHB p.315	INT	1d6		300 gp	0%	
Geology	1	PHB p.315	INT	1d6		300 gp	+5%	
Heraldry	1	PHB p.315	INT	1d6		165 gp	0%	
Herbalism (Prepare Poison)	6	PHB p.315	INT	1d6	Y	250 gp	+5%	
History, Local	1	PHB p.314	(CHA+WIS)/2	1d10		100 gp	0%	
History, Military	1	CG p.51	INT	1d4		400 gp	0%	
History: World	1	PHB p.315	WIS	1d6	Y	150 gp	+5%	
Identify Poison	2	GrG p.66	INT	1d8		500 gp	+5%	T
Know Ability	5	SSG p.53	WIS	1d8		100 gp	+5%	M
Leadership: Basic	3	PHB p.316	(CHA+WIS)/2	1d5		225 gp	+5%	
Leadership: Committee	2	PHB p.316	(CHA+WIS)/2	1d5	Y	275 gp	+5%	
Military: Battle Sense	9	PHB p.316	(INT+WIS)/2	1d4		350 gp	+10%	
Military: Campaign Logistics	1	PHB p.314	INT	1d6	Y	1200 gp	+15%	
Military: Leadership	4	PHB p.316	(INT+WIS+CHA)/3	1d4	Y	275 gp	+5%	
Military: Operations	2	PHB p.316	(INT+WIS)/2	1d4	Y	325 gp	+10%	
Military: Small Unit Tactics	5	PHB p.316	(INT+WIS)/2	1d6	Y	375 gp	+15%	
Plant Identification: Holistic	2	PHB p.316	(INT+WIS)/2	1d8	Y	300 gp	+5%	
Religion (general)	1	PHB p.316	WIS	1d12		100 gp	0%	
Religion Specific	2	PHB p.316	WIS	1d6	Y	250 gp	+5%	
Spirit Lore	2	SSG p.54	(INT+WIS)/2	1d8	Y	300 gp	+10%	M, C
Weather Sense	1	PHB p.316	(INT+WIS)/2	1d4		150 gp	+5%	
Woodland Lore	1	PHB p.316	(INT+WIS)/2	1d8	Y	200 gp	0%	

Player's Advantage

## Arcane

Arcane Knowledge	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Arcane Lore	5	PHB p.313	INT	1d6		500 gp	+20%	
Divine Lore	5	PHB p.313	WIS	1d6	Y	450 gp	+20%	
Spellcraft	2	PHB p.313	INT	1d4	Y	500 gp	+25%	

## Artisan and Performing Arts

Art	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Artistic Ability	1	PHB p.320	(DEX+INT)/2	1d20		500 gp	+5%	
Chanting	1	GrG p.63	CON	1d12		250 gp	-10%	
Dancing (Ballroom)	1	PHB p.321	DEX	1d6		400 gp	+10%	
Interpret/Perform Mime	1	PHB p.321	INT	1d12		240 gp	0%	
Juggling	1	PHB p.321	DEX	1d8		100 gp	+10%	
Manu Weasel Dance	5	PHB p.321	DEX	1d12		250 gp	+5%	
Mocking Jig	10	PHB p.321	DEX	1d10		120 gp	+5%	
Poetry, Writing and Comprehension	1	PHB p.321	(INT+WIS)/2	1d8		200 gp	+10%	
Singing	1	PHB p.321	CHA	1d4		500 gp	+15%	
Whistling/Humming	1	GrG p.68	CHA	1d10		80 gp	-15%	

## Barbarian Skills

Barbarian Talent	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Holistic First Aid	3	CG p.8	WIS	1d6		150 gp	+5%	Bar.
Makeshift Small Craft, Paddled	2	CG p.8	INT	1d8		400 gp	+10%	Bar.
Makeshift Small Craft, Rowed	2	CG p.8	INT	1d8		450 gp	+10%	Bar.
Outdoor Craft	4	CG p.8	(INT+WIS)/2	1d4		200 gp	+5%	Bar.
Sound Mimicry	1	CG p.8	INT	1d8		150 gp	0%	Bar.
Wild Animal Handling	2	CG p.8	WIS	1d8		400 gp	0%	Bar.
Wilderness Running	2	CG p.8	CON	1d6		50 gp	-5%	Bar.

## Combat Procedures

Combat Procedure	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Angawa Battle Cry	2	PHB p.319	(STR+CHA)/2	1d6		225 gp	0%	
Art of Beating	2	PHB p.319	(STR+INT)/2	1d4		275 gp	+5%	
Attitude Adjustment	1	PHB p.319	(STR+CHA)/2	1d8		200 gp	+5%	
Bilodo	8	CG p.109	(DEX+WIS)/2	1d6		580 gp	+6%	
Brawler	2	PHB p.319	(STR+DEX)/2	1d8		175 gp	+5%	
Chi-Star	8	CG p.109	(DEX+WIS)/2	1d5		650 gp	-5%	
Crane	2	PHB p.319	DEX	1d4		215 gp	+10%	
Cricket-in-the-Pea-Pod	1	PHB p.319	DEX	1d5		275 gp	+15%	
Curlamo	8	CG p.109	(DEX+WIS)/2	1d10		600 gp	0%	
Dirty Fighting	1	PHB p.319	INT	1d6		225 gp	0%	
Disarm	2	CG p.50	DEX	1d8		400 gp	+5%	F, C, T
Entrenchment Construction	4	PHB p.319	WIS	1d6		425 gp	+5%	
Establish Ambush Zone	8	PHB p.319	WIS	1d6		225 gp	+5%	
Expert Disarm	3	CG p.50	DEX	1d6	Y	1000 gp	+15%	F, C, T
Eye Gouge	1	PHB p.319	DEX	1d8		125 gp	+5%	
Eye of the Tiger Advantage	5	PHB p.319	DEX	1d5		325 gp	+10%	
Fast Draw (KODT)	3	KODT 64	DEX	1d8		200 gp	0%	

## Player's Advantage

		p.38						
Feint	4	ZG p.72	(DEX+WIS)/2	1d6		225 gp	+5%	F, C
Flying Combat	3	CG p.51	(DEX+WIS)/2	1d6	Y	1500 gp	+10%	F
Fung-Chi	7	CG p.109	(DEX+WIS)/2	1d6		600 gp	+5%	
Groin Punch	10	PHB p.320	STR	1d4		75 gp	+5%	
Gung-fu	9	CG p.109	(DEX+WIS)/2	1d8		525 gp	+7%	
Hoohah	8	CG p.109	(DEX+WIS)/2	1d8		600 gp	+5%	
Improve Cover	4	ZG p.72	(DEX+WIS)/2	1d6		200 gp	0%	
Improved Charge	4	CG p.51	DEX	1d6		300 gp	+10%	F
Improved Overbearing	2	ZG p.72	(STR+WIS)/2	1d8		250 gp	+5%	F, C
Improved Subdual	3	ZG p.72	(CHA+WIS)/2	1d4		300 gp	0%	F, C
Improved Unarmed Combat	2	ZG p.72	(DEX+WIS)/2	1d6		150 gp	0%	F, C
Jousting	1	KODT 64 p.38	(STR+DEX+CON)/2	1d8	Y	550 gp	+10%	
Jugular Swipe	10	PHB p.320	DEX	1d4		275 gp	+5%	
Ka-Bob Maneuver	3	KODT 64 p.38	STR	1d6		130 gp	+5%	
Kidney Bruiser	15	PHB p.320	STR	1d6		255 gp	+5%	
Mortal Combat	9	PHB p.320	CON	1d4		435 gp	+5%	
Muster Resolve	8	PHB p.320	CON	1d6		325 gp	+10%	
Pimp Slap (Wuss Slap)	1	PHB p.320	STR	1d6		95 gp	+5%	
Press the Attack	6	CG p.51	(STR+DEX)/2	2d4		400 gp	0%	F
Pugilism	7	PHB p.320	(STR+DEX+INT)/3	1d6		125 gp	+5%	
Round House Groin Kick	10	PHB p.320	DEX	1d6		125 gp	+5%	
Shield Bash	2	CG p.52	STR	1d6	Y	500 gp	+10%	F, C
Shield Punch	1	CG p.52	STR	1d8		375 gp	+5%	F, C
Sung Hoy	9	CG p.109	(DEX+WIS)/2	1d6		550 gp	+7%	
Trip Attack	2	CG p.52	(STR+DEX)/2	1d8		300 gp	0%	
Who's Yer Mamma Ankle Wrench	6	PHB p.320	(STR+DEX)/2	1d6		225 gp	+5%	

## Languages/Communication

Language	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Arcane Speak	2	SSG p.53	INT	1d8		800 gp	+10%	M
Dimple Runes (Braille)	2	PHB p.317	DEX	1d3		200 gp	+5%	
Dragon Speak	10	PHB p.317	(INT+CHA)/2	1d2		800 gp	+5%	
Evil Speak	5	PHB p.317	INT	1d4		450 gp	+15%	
Glersee (Trail Markers)	2	PHB p.317	INT	1d6		275 gp	+5%	
Language, Ancient/Dead	2	PHB p.317	INT	1d8		200 gp	+10%	
Language, Modern	1	PHB p.317	INT	1d10		150 gp	0%	
Language, Undead	2	PHB p.317	INT	1d8		300 gp	+5%	

## Martial Arts

Maneuver	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
All-around sight (M. & P. Train. 2)	6	CG p.115	WIS	1d6	Y	750 gp	+6%	
Meditation (M. & P. Training 1)	3	CG p.114	WIS	1d8	Y	400 gp	+3%	
Backward Kick (Kick 3)	9	CG p.110	DEX	1d4	Y	1000 gp	+9%	
Choke Hold (Lock 1)	3	CG p.110	DEX	1d8	Y	400 gp	+3%	
Circle Kick (Kick 1)	3	CG p.110	DEX	1d8	Y	400 gp	+3%	
Concentrated Push (Push 1)	3	CG p.113	WIS	1d8	Y	400 gp	+3%	
Crushing Blow (Strike 2)	6	CG p.113	STR	1d6	Y	750 gp	+6%	
Distance Death (Vital Area 4)	12	CG p.114	WIS	1d4	Y	1300 gp	+12%	
Eagle Claw (Strike 3)	9	CG p.114	STR	1d4	Y	1000 gp	+9%	

### Player's Advantage

Fall (Throw 1)	3	CG p.114	DEX	1d8	Y	400 gp	+3%
Feint (Movement 1)	3	CG p.112	DEX	1d10	Y	400 gp	+3%
Flying Kick (Kick 2)	6	CG p.110	DEX	1d6	Y	750 gp	+6%
Great Throw (Throw 4)	12	CG p.114	DEX	1d4	Y	1300 gp	+12%
Hurl (Throw 3)	9	CG p.114	DEX	1d4	Y	1000 gp	+9%
Immobilizing Lock (lock 4)	12	CG p.112	CON	1d4	Y	1300 gp	+13%
Immovability (Movement 3)	9	CG p.112	DEX	1d8	Y	1000 gp	+9%
Incapacitator Lock (Lock 3)	9	CG p.112	DEX	1d4	Y	1000 gp	+9%
Instant Stand (Throw 2)	6	CG p.114	DEX	1d6	Y	750 gp	+6%
Iron fist (Strike 1)	3	CG p.113	CON	1d8	Y	400 gp	+3%
Ironskin (M. & P. Train. 4)	12	CG p.115	CON	1d4	Y	1300 gp	+12%
Leap (Movement 5)	15	CG p.112	DEX	1d6	Y	1600 gp	+16%
Levitation (M. & P. Training 5)	15	CG p.115	WIS	1d4	Y	1650 gp	+17%
Locking Block (Lock 2)	6	CG p.110	DEX	1d6	Y	750 gp	+6%
Mental Resist. (M. & P. Train. 3)	9	CG p.115	WIS	1d4	Y	1000 gp	+9%
Missile Deflection (Movement 4)	12	CG p.112	DEX	1d6	Y	1300 gp	+13%
One Finger (Push 3)	9	CG p.113	WIS	1d4	Y	1000 gp	+9%
Pain Touch (Vital Area 1)	3	CG p.114	DEX	1d8	Y	400 gp	+3%
Paralyzing Touch (Vital Area 3)	9	CG p.114	WIS	1d4	Y	1000 gp	+9%
Prone Fighting (Movement 2)	6	CG p.112	DEX	1d8	Y	750 gp	+6%
Slow Resistance (Movement 7)	20	CG p.112	DEX	1d4	Y	2300 gp	+20%
Speed (Movement 6)	17	CG p.112	DEX	1d4	Y	1950 gp	+18%
Sticking Touch (Push 2)	6	CG p.113	WIS	1d6	Y	750 gp	+6%
Stunning Touch (Vital Area 2)	6	CG p.114	DEX	1d6	Y	750 gp	+6%

### Mundane

Mundane Task	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Armor Maintenance	1	PHB p.318	(INT+DEX)/2	1d0		75 gp	-5%	
Maintenance/Upkeep (General)	1	PHB p.318	WIS	1d0		50 gp	-20%	
Shaving/Grooming	1	PHB p.318	INT	1d0		25 gp	-15%	
Weapon Maintenance	1	PHB p.319	WIS	1d0		75 gp	-5%	

### Musical Instrument Skills

Musical Instrument	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Brass Instrument	2	PHB p.317	(WIS+DEX)/2	1d6		600 gp	+5%	
Exotic Instrument	2	PHB p.317	(WIS+DEX)/2	1d8		500 gp	+5%	
Percussion Instrument	2	PHB p.318	(WIS+DEX)/2	1d6		300 gp	0%	
Stringed Instrument	2	PHB p.318	(WIS+DEX)/2	1d6		600 gp	+5%	
Wind Instrument	2	PHB p.318	(WIS+DEX)/2	1d20		500 gp	+5%	

### Named Fighting Styles

Fighting Style	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Axe Storm Style	na	CG. p53	(INT+DEX)/2	1d4	Y	2300 gp	+10%	
Hammer and Anvil Style	na	CG p.55	(STR+WIS)/2	1d6	Y	1000 gp	+15%	
Shield of Death Style	na	CG p.55	(STR+INT)/2	1d4	Y	200 gp	+5%	
Striking Staff Style	na	CG p.54	(STR+WIS)/2	1d8	Y	500 gp	+5%	
The Anvil Style	na	HJ8 p. 10	(STR+DEX)/2	1d4	Y	400 gp	+15%	

Player's Advantage

## Proficiencies

Weapon/Proficiency	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Advanced Two-Weapon Fighting	1	CG p.58	NA	NA		850 gp	+10%	F
Advanced Two-Handed Fighting	1	CG p.58	NA	NA		850 gp	+10%	F
Advanced Single Weapon Fighting	1	CG p.58	NA	NA		850 gp	+10%	F
Advanced Weapon and Shield Style	1	CG p.58	NA	NA		850 gp	+10%	F
Basic Proficiency (per Weapon)	1	PHB p.102	NA	NA		600 gp	+5%	
Grand Mastery	na	PHB p.102	NA	NA	Y	4200 gp	+20%	Fighter
Grenade-like Missiles	1	ZG p.75	NA	NA		600 gp	+5%	C
Improved Backstab	1	GrG p.69	NA	NA		600 gp	+5%	T
Quick Draw	1	CG p.58	NA	NA		600 gp	+5%	F
Shield Proficiency	5	GrG p.69	NA	NA		850 gp	+10%	T
Specialization (one only)	1	PHB p.102	NA	NA	Y	850 gp	+10%	F
Shield Specialization	1	CG p.59	NA	NA		850 gp	+10%	F
Two-Shield Style	1	GrG p.69	NA	NA	Y	1500 gp	15%	T
Weapon Mastery	na	PHB p.102	NA	NA	Y	1500 gp	15%	Fighter

## Social Interaction

Social Skill	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Begging (General)	1	GrG p.62	CHA	1d6		350 gp	-10%	
Begging (Panhandling)	2	GrG p.63	CHA	1d4	Y	400 gp	0%	
Berate	1	PHB p.333	CHA	1d6		200 gp	+5%	
Calling Dibs	3	PHB p.333	WIS	1d8		100 gp	+15%	
Craft Instrument	3	GrG p.64	WIS	1d8	Y	1600 gp	+5%	
Crowd Working	2	GrG p. 64	(WIS+CHA)/2	1d8		100 gp	+0%	
Diplomacy	2	PHB p.334	CHA	1d8		150 gp	+10%	
Disguise	6	GrG p.64	(INT+CHA)/2	1d6		900 gp	+10%	
Distraction	1	ZG p.72	(CHA+WIS)/2	1d8		100 gp	+15%	
Fast Draw (GG)	2	GrG p.65	CHA	1d6		175 gp	+5%	
Fast-Talking	1	GrG p.65	CHA	1d8		200 gp	0%	
Feign Toughness	2	PHB p.334	CHA	1d10		250 gp	+5%	
Flex Muscle	2	PHB p.334	STR	1d8		170 gp	0%	
Fortune Telling	2	GrG p.65	CHA	1d8		550 gp	0%	T
Graceful Entrance/Exit	1	PHB p.334	CHA	1d6		100 gp	+10%	
Idle Gossip	1	PHB p.334	CHA	1d12		185 gp	0%	
Intimidation	2	PHB p.334	WIS	1d4	Y	250 gp	+5%	
Joke Telling	1	PHB p.334	(INT+CHA)/2	1d4		50 gp	+10%	
Juggling	2	GrG p.66	DEX	1d6		400 gp	+5%	
Knowledge of Courtly Affairs	2	PHB p.334	WIS	1d8		400 gp	+5%	
Locksmithing	3	GrG p.66	(STR+DEX+WIS)/3	1d6	Y	800 gp	+10%	T
Mingling (Balls, Parties)	2	PHB p.334	CHA	1d6		300 gp	+10%	
Observation	2	GrG p.67	(WIS+INT)/2	1d8		250 gp	+5%	
Oration	2	PHB p.334	(INT+CHA)/2	1d4	Y	190 gp	+20%	
Parley	4	PHB p.334	CHA	1d4		150 gp	+15%	
Poker Face	3	PHB p.334	WIS	1d6		80 gp	+10%	
Resist Persuasion	1	PHB p.334	WIS	1d8		90 gp	+5%	
Rousing Speech	3	PHB p.335	CHA	1d6		270 gp	+20%	
Rules of Fair Play	1	PHB p.335	WIS	1d6		150 gp	+5%	
Secret Persona	2	PHB p.335	WIS	1d4		600 gp	+5%	
Set Traps, Advanced	2	GrG p.67	DEX	1d8	Y	250 gp	-5%	T
Snappy Comeback	1	CG p.52	(INT+WIS)/2	1d8		125 gp	+5%	
Social Etiquette	1	PHB p.335	(WIS+CHA)/2	1d6		170 gp	+5%	

Player's Advantage

Street Cred	1	PHB p.335	(STR+WIS+CHA)/3	1d8		150 gp	+10%	
Taunting, Major	3	PHB p.335	WIS	1d6	Y	200 gp	+10%	
Taunting, Minor	2	PHB p.335	WIS	1d8		100 gp	+5%	
Threat Gesture (Nonverbal gestures - body and hand)	1	PHB p.335	WIS	1d8		175 gp	+5%	
Trailing	2	GrG p.67	DEX	1d8		300 gp	+5%	
Ulterior Motive	2	PHB p.335	CHA	1d4		100 gp	+10%	
Voice Mimicry	2	GrG p.68	CHA	1d6		700 gp	+15%	T

Sophisticated Tasks

Task	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Acting	2	GrG p.62	WIS	1d10		800 gp	0%	
Animal Handling	1	PHB p.321	WIS	1d10	Y	300 gp	+5%	
Animal Noise	1	GrG p.62	WIS	1d8		100 gp	0%	
Animal Training	2	PHB p.321	(INT+WIS)/2	1d8	Y	500 gp	+10%	
Armor Repair, Advanced	4	PHB p.322 / CG p.49	(INT+DEX)/2	1d8	Y	575 gp	+10%	
Armor Repair, Basic	3	PHB p.322 / CG p.49	(INT+DEX)/2	1d10	Y	375 gp	+5%	
Armor Repair, Expert	8	CG p.49	(INT+DEX)/2	1d6	Y	875 gp	+10%	
Armorer	10	PHB p.321	INT	1d6	Y	600 gp	+5%	
Bargain Sense	5	PHB p.322	WIS	1d8		100 gp	0%	
Bartering	1	PHB p.322	WIS	1d8		100 gp	0%	
Blacksmithing	1	PHB p.322	STR	1d8	Y	100 gp	0%	
Boating	1	GrG p.63	WIS	1d8		120 gp	-5%	
Bowyer/Fletcher	1	PHB p.322	DEX	1d8		450 gp	+5%	
Brewing	1	PHB p.322	INT	1d12		75 gp	0%	
Calligraphy	1	SSG p.53	DEX	1d10		100 gp	+5%	
Camouflage	2	CG p.50	WIS	1d10		275 gp	+5%	F, C, T
Carpentry	1	PHB p.322	STR	1d10	Y	150 gp	+5%	
Cartography, Dungeon	2	PHB p.322	INT	1d8	Y	200 gp	+5%	
Cartography, Hasty Mapping	2	PHB p.322	INT	1d10	Y	75 gp	0%	
Cartography, Overland	2	PHB p.323	INT	1d6	Y	225 gp	+10%	
Charioteering	1	PHB p.323	DEX	1d8		165 gp	+5%	
Clever Packer	3	PHB p.323	WIS	1d8		80 gp	0%	
Cobbling	1	PHB p.323	DEX	1d12		85 gp	+5%	
Coin Pile Numerical Approximation	2	PHB p.323	INT	1d6		200 gp	+10%	
Complex Geometric Estimation	2	PHB p.323	INT	1d4		350 gp	+10%	
Construction: Defense Works	2	PHB p.323	(STR+DEX+WIS)/3	1d6		400 gp	+5%	
Construction: Fortifications	2	PHB p.323	(STR+DEX+WIS)/3	1d6		450 gp	+5%	
Construction: Hasty Defense Works	4	PHB p.323	(STR+DEX+WIS)/3	1d10		300 gp	0%	
Construction: Siege Works	2	PHB p.323	(STR+DEX+WIS)/3	1d4		500 gp	+5%	
Cooking	1	PHB p.323	INT	1d12	Y	75 gp	0%	
Dig Hasty Grave	1	PHB p.323	STR	1d0		5 gp	-2%	
Dig Proper Grave	1	PHB p.323	WIS	1d20		15 gp	0%	
Distance Sense	1	CG p.50	WIS	1d12		125 gp	0%	
Endurance	4	PHB p.323	(WIS+CON)/2	1d6		400 gp	+10%	
Farming	1	PHB p.324	WIS	1d8	Y	100 gp	+5%	
Fire-building	1	PHB p.324	WIS	1d6		75 gp	+5%	
First Aid: Caulterize Wound	2	PHB p.324	INT	1d8		350 gp	+5%	
First Aid: Sew Own Wounds	2	PHB p.324	INT	1d4		200 gp	+5%	
First Aid: Sew Wounds	2	PHB p.324	INT	1d6	Y	350 gp	0%	
Fishing	1	PHB p.324	WIS	1d10		100 gp	+5%	
Fondling (Covert Appraisal)	3	PHB p.324	(DEX+WIS)/2	1d4		325 gp	+10%	
Forage for Food	1	PHB p.325	WIS	1d8		245 gp	+10%	

Player's Advantage

Forgery	10	PHB p.325	(DEX+INT)/2	1d4		350 gp	+20%
Gaming	3	PHB p.325	CHA	1d6		200 gp	+10%
Gem Cutting	2	PHB p.325	DEX	1d4	Y	700 gp	+10%
Glean Information	3	PHB p.325	CHA	1d8		300 gp	+10%
Haggle	2	PHB p.325	(CHA+INT)/2	1d6		375 gp	0%
Healing	2	PHB p.325	WIS	1d4	Y	400 gp	+5%
Hunting	1	PHB p.326	WIS	1d6	Y	370 gp	+5%
Identify Animal by Tracks	1	PHB p.326	WIS	1d6		230 gp	+15%
Intelligence Gathering	4	PHB p.326	(INT+WIS)/2	1d6	Y	575 gp	+10%
Interrogation	4	PHB p.326	(STR+WIS)/2	1d6	Y	400 gp	+10%
Jeweler	2	PHB p.326	INT	1d6	Y	670 gp	+5%
Jumping	2	PHB p.326	STR	1d4		200 gp	+5%
Laborer, General	1	PHB p.326	(STR+WIS)/2	1d0		50 gp	-20%
Leatherworking	3	PHB p.326	(STR+INT)/2	1d8		300 gp	0%
Liar, Skilled	3	PHB p.327	(INT+CHA)/2	1d6		400 gp	+10%
Looting, Advanced	4	PHB p.327	WIS	1d4	Y	550 gp	+10%
Looting, Basic	2	PHB p.327	WIS	1d6		350 gp	+5%
Maintain Self-Discipline	2	PHB p.327	WIS	1d4		300 gp	+5%
Map Sense	1	PHB p.327	WIS	1d6		200 gp	+5%
Mapless Travel	3	PHB p.327	WIS	1d8		150 gp	+10%
Metalworking	2	PHB p.327	(STR+DEX+WIS)/3	1d6	Y	500 gp	+5%
Mimic Dialect	2	PHB p.327	INT	1d6		200 gp	+10%
Mining	2	PHB p.327	WIS	1d6		500 gp	+5%
Mountaineering	1	PHB p.327	(STR+DEX+INT)/3	1d8		400 gp	+5%
Navigation, Nautical	2	PHB p.327	INT	1d6		300 gp	+10%
Orchestrate Task	3	PHB p.328	(INT+CHA)/2	1d6		400 gp	+15%
Penmanship	1	SSG p.53	(INT+DEX)/2	1d12		125 gp	0%
Pinch	1	PHB p.328	DEX	1d0		0 gp	0%
Pottery	1	PHB p.328	DEX	1d10		75 gp	-1%
Reading Lips	2	PHB p.328	INT	1d6		400 gp	+15%
Reading/Writing	2	PHB p.328	INT	1d4		350 gp	+10%
Recruit Army	2	PHB p.328	CHA	1d8		300 gp	+5%
Riding, Airborne	2	PHB p.328	(DEX+WIS)/2	1d10	Y	550 gp	+10%
Riding, Land-based	1	PHB p.328	(DEX+WIS)/2	1d6		350 gp	+5%
Riding, Sea-based	2	CG p.51	(DEX+WIS)/2	1d6		500 gp	+10%
Riding, Warhorse (Dwarven)	2	PHB p.329	(DEX+CHA)/2	1d4		400 gp	+10%
Rope Use	1	PHB p.329	DEX	1d8		85 gp	-5%
Running	1	PHB p.329	CON	1d8		100 gp	0%
Seamanship	5	PHB p.329	DEX	1d6		700 gp	+10%
Seamstress/Tailor	2	PHB p.330	DEX	1d12		200 gp	0%
Seduction, Art of	1	PHB p.330	(COM+CHA)/2	1d6		750 gp	+15%
Set Snares	1	PHB p.330	DEX	1d8		250 gp	+5%
Shield Repair, Metal	3	PHB p.330	(INT+DEX)/2	1d8	Y	275 gp	+15%
Shield Repair, Wood	3	PHB p.330	(INT+DEX)/2	1d10	Y	175 gp	+15%
Skinning	1	Web Errata	(STR+WIS)/2	1d8		650 gp	+5%
Slaughter: Game Animal	1	PHB p.330	(STR+WIS)/2	1d8		300 gp	+5%
Slaughter: Livestock	1	PHB p.330	(STR+WIS)/2	1d10		385 gp	0%
Sleight of Hand	4	SSG p.53	DEX	1d6		450 gp	+15%
Slip Away into Shadows	1	PHB p.330	DEX	1d6		450 gp	+10%
Speed Reading	2	SSG p.53	(INT+WIS)/2	1d10	Y	300 gp	+10%
Spell Tattooing	4	SSG p.54	DEX	1d6	Y	500 gp	+15%
Stealthy Movement	4	PHB p.331	DEX	1d6	Y	370 gp	+10%
Stonemasonry	1	PHB p.331	(STR+INT)/2	1d10		170 gp	+5%
Survival Skill Suite	10	PHB p.331	(INT+CON+WIS)/3	1d6	Y	1500 gp	+5%
Survival, Desert	3	PHB p.331	(INT+CON+WIS)/3	1d6		450 gp	+10%
Survival, Jungle	2	PHB p.331	(INT+CON+WIS)/3	1d8		250 gp	+5%
Survival, Underground	3	PHB p.331	(INT+CON+WIS)/3	1d4		275 gp	+5%

### Player's Advantage

Survival, Winter	3	PHB p.331	(INT+CON+WIS)/3	1d4		450 gp	+10%
Swimming	3	PHB p.331	(STR+DEX+CON)/3	1d6	Y	175 gp	+5%
Swimming: Dog Paddle	1	PHB p.331	(STR+CON)/2	1d10		50 gp	0%
Tightrope Walking	1	PHB p.331	DEX	1d4		375 gp	+15%
Torture	3	PHB p.332	(STR+INT)/2	1d6		250 gp	+5%
Track Game	1	PHB p.332	WIS	1d6	Y	300 gp	+10%
Tracking	2	PHB p.332	WIS	1d4		350 gp	+10%
Trap Sweep (Full Sweep)	1	PHB p.332	(DEX+WIS)/2	1d8		375 gp	+20%
Tumbling	2	PHB p.332	DEX	1d6		125 gp	+10%
Vandalism/Deseccration	2	PHB p.332	STR	1d12		200 gp	+5%
Ventriloquism	3	PHB p.333	INT	1d4		300 gp	+15%
Veterinary Healing	3	ZG p.72	WIS	1d6		350 gp	0%
Weaponsmithing	4	PHB p.333	(DEX+INT)/2	1d6	Y	700 gp	+10%
Weaving	2	PHB p.333	(DEX+INT)/2	1d8		100 gp	+5%

### Tool Skills

Tools	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Assaying/Surveying Tools	1	PHB p.335	(DEX+INT)/2	1d8		4200 gp	0%	
Blacksmith Tools	1	PHB p.335	(STR+DEX+INT)/3	1d6		600 gp	+5%	
Carpentry Tools (Wood Working)	1	PHB p.336	(STR+DEX+INT)/3	1d8		4200 gp	0%	
Construction Tools	1	PHB p.336	(STR+DEX+INT)/3	1d8		4200 gp	0%	
Drafting Tools	1	PHB p.336	DEX	1d6		4200 gp	0%	
Jeweler Tools	1	PHB p.336	(DEX+WIS)/2	1d8		4200 gp	0%	
Leather Working Tools	1	PHB p.336	DEX	1d6		400 gp	+5%	
Mining Tools (stone working)	1	PHB p.336	STR	1d8		400 gp	+5%	
Peg Leg (left)	1	PHB p.336	DEX	1d0		0 gp	+10%	
Peg Leg (right)	1	PHB p.336	DEX	1d0		0 gp	+10%	
Surgery Tools/Suture Kit	1	PHB p.336	(DEX+INT)/2	1d8		4200 gp	0%	

### Skill Suites

Skill Suite	BP	Page	Relevant Ability	Mastery Die	Course Prereq.	Course Cost	Course Difficulty	Class Avail.
Administrator/Politician Skill Suite	10	GMG p.71	(WIS+CHA)/2	1d5	Y	2075 gp	+15%	
Artist Skill Suite	8	GMG p.71	WIS	1d10	Y	1850 gp	+15%	
Blacksmith Skill Suite	4	GMG p.71	STR	1d6	Y	1400 gp	+10%	
Carpenter Skill Suite	5	GMG p.71	(STR+DEX+INT)/3	1d8	Y	5300 gp	+10%	
Cartographer Skill Suite	7	GMG p.71	INT	1d8	Y	935 gp	+15%	
First Aid Skill Suite	5	PHB p.324	INT	1d6	Y	1000 gp	+10%	
Farmer's (Daughter) Skill Suite	9	HJ2 p.2	(WIS+CON)/2	1d10		?	?	
Merchant's (Daughter) Skill Suite	10	HJ2 p.2	(WIS+INT)/2	1d8		?	?	
Noble's (Daughter) Skill Suite	8	HJ2 p.2	(WIS+CHA)/2	1d8		?	?	
Healer/Doctor Skill Suite	8	GMG p.71	INT	1d8	Y	6270 gp	+15%	
Historian Skill Suite	4	GMG p.71	(INT+WIS)/2	1d8	Y	1375 gp	+15%	
Limner/Painter Skill Suite	7	GMG p.71	INT	1d6	Y	5555 gp	+15%	
Missionary Skill Suite	12	GMG p.71	WIS	1d10	Y	2750 gp	+10%	
Navigator Skill Suite	6	GMG p.71	INT	1d8	Y	1180 gp	+15%	
Sailor Skill Suite	11	GMG p.71	DEX	1d8	Y	1550 gp	+15%	
Scribe Skill Suite	3	GMG p.71	INT	1d6	Y	700 gp	+15%	
Shipwright Skill Suite	8	GMG p.71	DEX	1d10	Y	5775 gp	+15%	
Tailor/Weaver Skill Suite	4	GMG p.71	(DEX+INT)/2	1d12	Y	500 gp	+10%	
Teamster/Freighter Skill Suite	4	GMG p.71	(INT+WIS)/2	1d10	Y	1000 gp	+15%	
Thug Skill Suite	10	GMG p.71	(STR+WIS)/2	1d6	Y	1400 gp	+10%	
Trader/Barter Skill Suite	13	GMG p.71	(STR+WIS)/2	1d8	Y	1250 gp	+15%	
Trapper/Furrier Skill Suite	5	GMG p.71	WIS	1d8	Y	1100 gp	+10%	

Player's Advantage

## Talents

Task	BP	Page	Racial Availability	Class Avail.
Acrobatic Skill Suite	5	PHB pg 337	Humans, Elves, Half-elves, Pixie fairies	
Active Sense of Smell	5	PHB pg 337	Half-orcs, Half-ogres	
Acute (high) Alertness	5	PHB pg 337	Any but Half-ogres	
Acute Taste	5	PHB pg 337	Half-orcs	
Ambidextrous	5	PHB pg 337	Any	
Animal Companion	10	PHB pg 337	Elves	
Animal Friendship	10	PHB pg 337	Gnomes, Gnomelings	
Aquatic Background	4	CG pg 57	Any but Dwarves	
Arcane Swindler	6	SSG pg 54	Half-elves, Gnomes, Humans	M, Bards
Astute Observation	5	PHB pg 337	Any but Half-orcs and Half-ogres	
Attack Bonus	5	PHB pg 337	Half-orcs, Humans, Pixie fairies	
Attack Higher Bonus	5	CG pg 57	Dwarves, Elves, Gnome Titans, Half-orcs, Half-ogres, Humans	F
Axe Bonus	5	PHB pg 337	Dwarves	
Balance Bonus	10	PHB pg 337	Humans, Halflings, Half-elves	
Blind Casting	10	SSG pg 54	Any	M
Blind Fighting	10	PHB pg 337	Any	
Blood Turning	10	ZG pg 73	Any	C
Bloodline	5	SSG pg 54	Elves, Half-elves, Humans	M
Bow Bonus	5	PHB pg 337	Half-elves, Elves	
Breath Weapon Bonus	4	GrG pg 68	Any	
Brewing	5	PHB pg 337	Dwarves, Halflings, Gnomes	
Burst of Speed	10	ZG pg 73	Any	
Called Shot Bonus	5	CG pg 57	Any	F
Close to the Earth	5	PHB pg 338	Dwarves, Gnomes	
Cold Resistance	5	PHB pg 338	Half-elves, Elves	
Concentration	20	ZG pg 73	Any	C
Constitution/Health Bonus	10	PHB pg 338	Dwarves, Drow	
Counter Speller	15	SSG pg 55	Elves, Half-elves, Gnomes, Humans	M
Courage	4	ZG pg 73	Any	
Cower	5	GrG pg 68	Any	
Critical Hit Bonus	4	CG pg 57	Dwarves, Gnome Titans, Half-orcs, Half-ogres, Humans	F
Crossbow Bonus	5	PHB pg 338	Dwarves	
Curse Resistance	6	ZG pg 73	Any	
Dagger Bonus	5	PHB pg 338	Gnomes, Gnomelings, Halflings	
Damage Bonus	5	PHB pg 338	Half-orcs, Half-ogres	
Damage Cap Bonus	5	CG pg 57	Dwarves, Gnome Titans, Half-orcs, Half-ogres, Humans	F
Dart Bonus	5	PHB pg 338	Gnomes, Gnomelings	
Deadeye	5	KODT 64 pg 38	Any but Half-orc or Half-ogre	
Death Magic Bonus	6	ZG pg 73	Any	
Defend Bigger Bonus	5	CG pg 57	Dwarves, Elves, Gnome Titans, Half-orcs, Half-ogres, Humans	F
Defensive Bonus	5	PHB pg 338	Gnomes, Gnomelings	
Dense Skin	10	PHB pg 338	Dwarves, Half-orcs, Half-ogres	
Detect Evil	5	PHB pg 338	Dwarves, Halflings	
Detect Poison	5	PHB pg 338	Dwarves	
Detect Secret Doors	5	PHB pg 338	Humans	
Determine Age	5	PHB pg 338	Dwarves	
Determine Stability	5	PHB pg 338	Dwarves	
Divination	13	ZG pg 73	Anyone capable of using divination magic	C
Divine Shield	6	ZG pg 73	Any cleric	C
Divine Smite	11	ZG pg 74	Any cleric	C
Eagle Eye	4	SSG pg 54	Elves, Half-elves, Gnomes, Humans	
Elemental Resistance	5	ZG pg 74	Any	
Endurance	5	PHB pg 338	Dwarves, Humans, Half-orcs, Half-ogres	

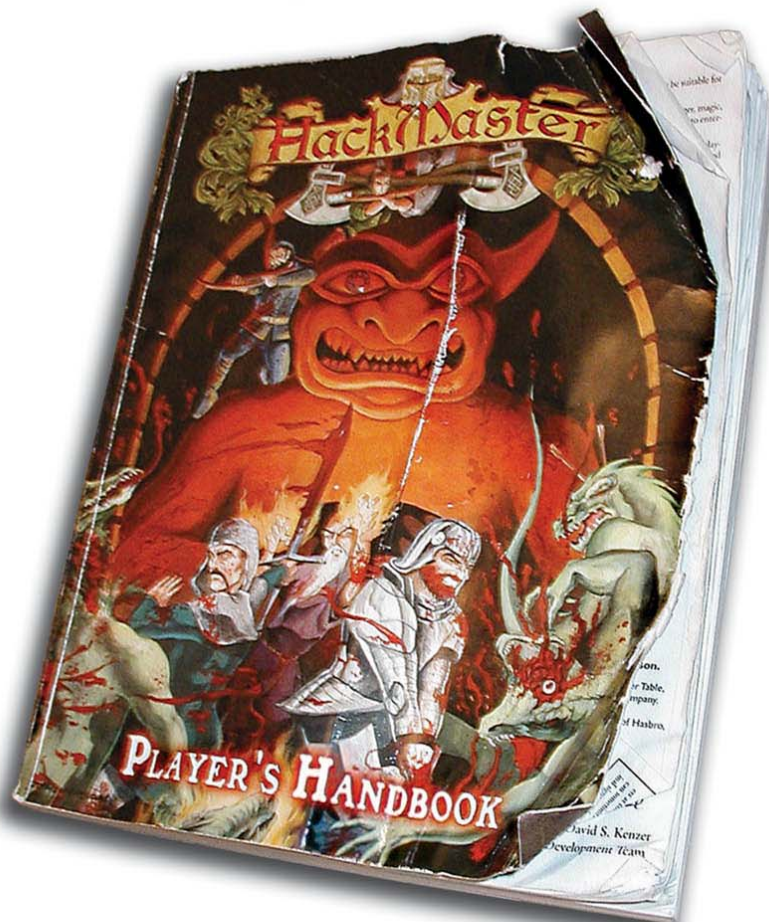
### Player's Advantage

Engineering Bonus	5	PHB pg 338	Gnomes, Gnomelings	
Enhanced Turning	7	ZG pg 74	Any	C
Evaluate Gems	5	PHB pg 338	Dwarves	
Experience Bonus	10	PHB pg 338	Humans, Gnomelings	
Expert Cheater	5	GrG pg 68	Elves, Gnomes, Half-elves, Humans	T
Expert Haggler	5	PHB pg 338	Dwarves, Halflings	
Faerie Kind Martial Arts	5	PHB pg 338	Pixie fairies	
Fast Cast	10	SSG pg 54	Half-elves, Humans	M
Fast Turning	7	ZG pg 74	Any	C
Fireborn	15	CoB pg 123	Half-orcs, Humans	
Flutter	2	PHB/Website	Pixie fairies	
Follow-Through Healing	4	ZG pg 74	Any	C
Forest Fighting	3	CG pg 57	Elves, Halflings, Half-elves	
Forest Movement	10	PHB pg 339	Gnomes, Gnomelings, Elves	
Forgettable Face	5	GrG pg 69	Half-elves, Humans	
Freeze	10	PHB pg 339	Gnomes	
Good Immune System	5	GrG pg 69	Dwarves, Halflings, Half-ogres, Humans	
Grace Under Pressure	5	PHB pg 339	Humans, Elves, Half-elves, Pixie fairies	
Hardy Traveler	5	CG pg 57	Dwarves, Elves, Half-orcs, Half-ogres, Humans	
Heat Resistance	5	PHB pg 339	Elves, Half-elves	
Hide	10	PHB pg 339	Gnomes, Gnomelings, Halflings	
High Spell-Jacker	5	SSG pg 54	Half-elves, Humans	M
High Tolerance	5	GrG pg 69	Dwarves, Half-orcs, Half-ogres, Humans	
Hit Point Bonus	10	PHB pg 339	Dwarves, Humans, Pixie fairies	
Illusion Resistant	5	PHB pg 339	Dwarves	
Item Savant	5	SSG pg 54	Gnomes, Humans	M
Javelin Bonus	5	PHB pg 339	Elves	
Keen Sight (Long Distance)	5	PHB pg 339	Humans, Elves, Half-elves, Pixie fairies	
Knack for Languages	3	GrG pg 69	Humans	
Ladies Man	5	KODT 64, pg 38	Any	
Legacy	10	ZG pg 74	Any	
Less Sleep	5	PHB pg 339	Humans, Elves, Half-elves	
Life Smite	6	ZG pg 74	Any	C
Lucky	5	CG pg 57	Humans	
Mace Bonus	5	PHB pg 339	Dwarves, Half-orcs, Half-ogres	
Magic Bonus	5	PHB/Website	Pixie fairies	
Magic Identification	10	PHB pg 339	Elves	
Magic Trap Sense	1	GrG pg 69	Any	T
Magically Efficient	4	SSG pg 54	Humans	
Martial Tradition	4	SSG pg 54	Dwarves, Gnome Titans, Humans	M
Mass Turning	7	ZG pg 74	Any	C
Meld into Stone	10	PHB pg 339	Dwarves	
Mining Sense	5	PHB pg 339	Dwarves, Gnomes, Gnomelings, Drow	
Mnemonically Gifted	15	SSG pg 54	Half-elves, Humans	
Mountain Fighting	3	CG pg 58	Dwarves, Gnomes, Half-orcs	
Multiattack Bonus	5	CG pg 58	Any	F
Opportunist (skill/trait)	5	PHB pg 339	Humans, Gnomes, Halflings	
Pain Resistance	6	CG pg 58	Dwarves, Gnomes, Halflings, Half-elves, Half-orcs, Half-ogres, Humans	
Paralyzation Bonus	4	ZG pg 74	Any	
Perfect Grooming	2	GrG pg 69	Elves, Half-elves, Humans	
Photographic Memory	5	PHB pg 339	Humans, Elves, Half-elves	
Pick Bonus	5	PHB pg 339	Dwarves	
Poison Bonus	5	ZG pg 74	Any	
Potion Identification	5	PHB pg 339	Gnomes, Gnomelings	
Precise Targeting	5	SSG pg 55	Dwarves, Elves, Half-elves, Gnomes, Humans	M
Precision Casting	5	ZG pg 74	Any	C

### Player's Advantage

Prophecy	12	ZG pg 75	Human	C
Prudish	5	ZG pg 75	Gnomes, Halflings, Humans	
Puritanical	10	ZG pg 75	Halflings, Humans	
Quick Casting	5	ZG pg 75	Any	C
Quick Change	4	CG pg 58	Any	
Quick Learner	5	SSG pg 55	Half-elves, Gnomes, Humans	
Quick Movement	5	GrG pg 69	Any	
Quick Thinking	4	SSG pg 55	Humans	
Reaction Bonus	5	PHB pg 339	Halflings	
Receptive Healer	6	ZG pg 75	Any	
Reduced Facing	4	ZG pg 75	Any	
Resistance	5	PHB pg 339	Dwarves, Humans, Elves, Half-elves	
School Resistant	8	SSG pg 55	Humans	M
Second Sight	5	ZG pg 75	Any	
Seeking Grasping Hands	5	PHB pg 340	Elves, Humans	
Shortsword Bonus	5	PHB pg 340	Dwarves, Gnomes	
Sibling Empathy	10	PHB pg 340	Any	
Simultaneous Backstab Attacks	2	GrG pg 69	Any	T
Sixth Sense	5	PHB pg 340	Any but Half-orcs and Half-ogres	
Sling Bonus	5	PHB pg 340	Gnomes	
Speak With Plants	10	PHB pg 340	Elves	
Spear Bonus	5	PHB pg 340	Elves	
Spell Abilities	15	PHB pg 340	Elves	
Spell Razor	15	SSG pg 55	Half-elves, Humans	M
Stealth	10	PHB pg 340	Dwarves, Gnomes	
Still Casting	15	SSG pg 55	Elves, Half-elves, Humans	M
Stone Tell	10	PHB pg 340	Dwarves	
Superior Meditation	3	SSG pg 55	Humans	M
Sword Bonus	5	PHB pg 340	Half-elves	
Take After	30	GMG pg	Gnomelings, Half-elves, Half-orcs, Half-ogres	
Taunt	5	PHB pg 340	Halflings	
Thick Blood	5	ZG pg 75	Any	
Thick Headed	5	CG pg 58	Dwarves, Gnome Titans, Half-orcs, Half-ogres, Humans	
Touched by Yurgain	0	PHB pg 340	Dwarves	
Tough Hide	5	PHB pg 340	Half-ogres	
Track Game Animal	10	PHB pg 340	Grunge Elves	
Trident Bonus	5	PHB pg 340	Elves	
Unyielding	10	CG pg 58	Dwarves, Gnomes, Halflings, Half-orcs, Half-ogres, Humans	F
Vigor	9	ZG pg 75	Any	
Voiceless Casting	20	SSG pg 55	Elves, Half-elves, Humans	M
Warhammer Bonus	5	PHB pg 340	Dwarves	

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## The Elves of the Waylands, part 2

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

In the first part of this article I discussed the foundation of the two Elven kingdoms in the Waylands and the fall of the High Kingdom of *Ar-Toreidór* (now known as Estarlinn). This part will cover the other kingdom, *Lindór*, which the rest of Garweeze Wurld knows as Aelidea.



### LINDÓR/AELIDEA

When the High Elves under Hadrûn arrived on Aelidea, they found it uninhabited but already cultivated, with many relics of an earlier civilization recently (to the Elves, that is) abandoned. They fell in love with their new land, naming it *Lindór*, “lost home” in the High Elven tongue, and also *Olidoea*, “land of the ancients.” Unfortunately this latter name happened to correspond closely to the Common term *aelf-lidea*, meaning “flotsam of the elves,” and this is how their nation is known today.

The Aelidean Elves, as they came to be known, naturally assumed that the island’s prior inhabitants were of an Elvish race, and called them the *Olinyári*, “the ancient ones.” The presumption of Elvishness was reinforced when, soon after their arrival, many Aelideans reported sightings of Elves with blue or green skin and yellow eyes. Most of these sightings were in the region of Nan Olinyár, the Valley of the Ancients, a tiny vale near the eastern coast of the island. Whatever evidence these stories gave of a prior Elvish civilization, nothing could be further from the truth. In fact, the *Olinyári* belong to a race of high Orcs, very Elvish in appearance but Orcs nonetheless, who had been virtually wiped out by a plague and who dwell now only in Nan Olinyár, afraid to venture forth for fear of reawakening the epidemic that nearly destroyed them. The Aelideans, for their part, avoid the Valley of the Ancients, believing it to be haunted by wraiths and evil spirits.

Among the relics found by the elves were the Scepter of the Ancients (which would be taken up by the High King in *Ar-Toreidór*), the Ring of True Divination, and the Crown of Seven Stars, which would be used to crown the King of Aelidea.

Unlike his brother, Hadrós, the High King, Hadrûn would never receive members of other races into his service. In fact, soon after the elves arrived on the island the King ordered its shores closed to non-elves and cut off all

trade with the outside world except for the occasional ship to *Ar-Toreidór*. A small number of elves from *Ar-Toreidór* who could prove a pure bloodline make up *Lindór*’s only immigrant community. The fall of *Ar-Toreidór* and the house of Hadrós seemed to confirm the wisdom of this decision.

With civil unrest in *Ar-Toreidór* and the failing of the line of Hadrós, the High Kingship passed to the line of Hadrûn, and the Scepter of the Ancients was returned to its former home, reunited with the Crown of Seven Stars.

### Hooks:

1. The High King has asked a party of adventurers to explore the Valley of the Ancients, with promises of a vast reward.
2. An Elf who claims to be of the line of Hadrós has suddenly appeared out of nowhere, building a rival faction among the small immigrant population and demanding the “return” of the Scepter of the Ancients.
3. One of the missing gems of the Crown of Seven Stars has been located — in the horde of Mavroskouliki, an elder black dragon. Who will dare to face the dragon and retrieve the gem?



### THE RING OF TRUE DIVINATION

The wearer of this ring can cast some of the most powerful divinations ever practiced, both clerical and arcane. The ring itself is a plain white gold band, about 1/2 inch wide, set with a green marble, on the face of which is carved four runes denoting the powers of the ring. Each of the powers (and its command phrase) is detailed below:

1. *Detect evil* as the 1<sup>st</sup>-level Cleric spell. This can be done once per day.
2. *Find traps* as the 2<sup>nd</sup>-level Cleric spell. This can be done up to three times per week.
3. *True sight* as the 6<sup>th</sup>-level Magic-user spell. This power can be used only once per week.
4. *Find the path* as the 6<sup>th</sup>-level Cleric spell. This power can be used once per week.

## Waylands: Lindor (Aelidea)

If the use of all of the above powers is forgone for one full week, the wearer may cast *vision* as the 7<sup>th</sup>-level Magic-user spell. For each additional week that the wearer refrains from using the powers of the ring, he may add +1 to his die roll for the spell, to a maximum of +3. Note that to gain the maximum bonus to the vision power, the wearer must refrain from using all powers of the ring for four full weeks.

The sale value of the *Ring of True Divination* is estimated to be about 20,000 gold pieces.

**EP Value: 2,000**

### ORC, OLINYÁR

AKA: High Orc, Goblinus Excelcius

HACKFACTOR: 4

EP VALUE: Variable

CLIMATE/TERRAIN: Subterranean/Forests

FREQUENCY: Very rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Nocturnal

DIET: Omnivore

INTELLIGENCE: High to Genius (11-18)

ALIGNMENT: Lawful neutral

NO. APPEARING: 10-100

SIZE: M (5-6')

MOVEMENT: 12"

PSIONIC ABILITY: Possible

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6 (10)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 2

**DESCRIPTION:** Physically, the Olinyári resemble Elves. They are slightly taller with longer arms and a more muscular build; their complexion is pale green or blue; and their eyes are yellow, with no "white" at all. Their hair ranges from deep brown to blue-black, and they usually wear it long, females in gentle braids, males caught in a silver ring at the shoulder. High Orcs have neither tusks nor facial hair.

**COMBAT/TACTICS:** Regardless of class, Olinyár Orcs fight with footman's maces (+1 to hit and damage), flails, or clubs. Magic-users among them (who are always blood mages) fight with daggers if they enter battle at all.

Olinyári may be clerics, fighters, thieves, assassins (rarely), or blood mages. They may also be multi-classed cleric/assassins, fighter/thieves, or fighter/assassins. Those of 3<sup>rd</sup> level or higher may cast the following spells once per day: *blood missile*, *silence*, *15' radius*, and *darkness*. Those of 10<sup>th</sup> and higher levels may cast the following spells once per day: *blood mark*, *blood thirst*, and *dispel magic*. They may cast these spells in armor with no chance of mishap.

High Orcs who adopt the blood mage class lose these spell abilities, as well as the ability to cast spells in armor.

For every 10 Olinyári encountered, there will be a fighter (35% chance of being multi-classed) of 3<sup>rd</sup>-5<sup>th</sup> level. For every 20 encountered, there will be a fighter of 7<sup>th</sup>-10<sup>th</sup> level, in addition to a blood mage of 6<sup>th</sup>-9<sup>th</sup> level.

High Orcs have ultravision as well as infravision in the 60' range. They are not at all resistant to *sleep* and *charm* spells. They have double the normal chance of being psionic.

**HABITAT/SOCIETY:** Olinyár Orcs have a very advanced and refined civilization. All of their less-refined cousins are considered "low Orcs" and are generally despised by the Olinyári. However, they resent any harm done to their Orcin relations and, if push came to shove, would unite with them to defeat a common enemy.

Those High Orcs remaining on Aelidea have withdrawn into one tiny valley — Nan Olinyár, the Valley of the Ancients — from which they greatly fear to venture forth. Many of these live in caves or underground, and only venture forth after dark. Despite their reduced numbers, the High Orcs of Aelidea are divided into two tribes, one on the western side of Nan Olinyár and one on the east. These two tribes do not communicate except under the gravest of circumstances. Both tribes are led by multi-classed cleric/blood mages (at least 12<sup>th</sup> level in each class), the only ones of their kind.

**ECOLOGY:** Scholars have long postulated a link between the Orcs and the Elves, and the existence of the Olinyári would seem to lend some credence to that theory, even though — just like their less-refined cousins — the Olinyár Orcs cannot cross-breed with Elves. Nor do they speak an Elvish tongue; their language is a dialect of Orcish. Olinyári will not willingly cross-breed with any creature of a non-Orcish race.

The Olinyári were the original inhabitants of Aelidea, but they were virtually wiped out by a mysterious plague and have retreated into the Valley of the Ancients. The nature of this plague is unknown, but the Olinyár Orcs believe that it perdures and that it will attack them again if they leave their vale.

**YIELD:**

**Medicinal:** Nil

**Spell components:** The prostate gland of a High Orc can be used to increase the efficiency of a Vengeance-class spell by 10-40%.

**Hide/Trophy Items:** Nil

**Treasure Type:** Nx5, Qx2

**Other:** Nil

## A Day in the Life of a Gagwaller

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

Iziriati awoke to the sound of his brood mates squabbling over a stupid card game. He opened his eyes and his filtering lenses to scan the room, rubbing his temples as the anger signals from his companions intruded upon his skull. Zizhral and Mifitixl continued to yell at each other, both accusing the other of cheating and completely ignoring their sleeping brood mate. Cards fluttered through the air as the two gagwallers snarled and snapped at each other like wild animals.

Iziriati had been stationed on this primitive planet for six months, and he still hadn't found any of the theta focusing devices that the natives had crafted. He was beginning to think that these magical items were merely myths. The newest human that had been captured showed a promising amount of residual theta radiation, but had no items of power with him except for a book that had a very low background count of the biological energy he was seeking. The book defied all attempts at deciphering its text but seemed to have no other powers. The book was hardly the potential weapon that he had been sent to hunt down.

While he laid in his bunk contemplating the new capture, the sounds from the nearby table escalated and the signals of anger and hate pounded into his skull. The bickering became too much for the newly awakened gagwaller to stand, so he unsheathed the claw on the side of his left foot. He could have used the prosthetic, metallic right leg as a weapon, but he felt like drawing blood with his own flesh instead of the mechanical limb that he was given. A kick later and Zizhral clutched at the wound left by the drawn claw. Sluggish green blood oozed from between his fingers like gelatin as he turned his attention to the bunks with a snarl. Having suitably displayed his annoyance, Iziriati left the room and its occupants and headed for the clinical lab where the new test subject awaited probing. Neither gagwaller felt that it was prudent to follow him out, resuming their game despite having to chase down the loose cards.

He passed by the control center where two more of his brood mates lounged in front of monitors viewing the outside world. He took a glance at one of the monitors that was displaying the newest eligible females who had reached maturity back on Gahigwyl instead of the outside feed that it was supposed to be showing. The female that was on the screen was fairly attractive with light blue skin and lavender hair. From what he could see of the dowry, neither of his brood mates could afford to pay. Knowing that he should reprimand them for laziness, he simply sent a signal of disgust in their

general direction. Only one of them picked it up, turning to yawn with a signal of complete apathy. Iziriati turned from the insubordinate gagwaller and headed down the hallway that led to the clinic. The door opened on his arrival, sliding up into the ceiling with a slight hiss. He closed the filtering membrane of his eyes as he walked into the glaring light of the medical lamp. A lone human was stretched out on the medical table, trying in vain to keep his eyes closed. His skin was already turning red from being under the lamp for the hours since his capture. As Iziriati walked up to the metal gurney, the human opened his eyes and began to plea pitifully in his slow and barbaric language. He ignored the whining creature as he flipped on the diagnostic monitors. He then unlatched the medical tool from above the gurney, making sure its cutting digits and lasers were in working order.

The spider-like device practically quivered with anticipation as it came online. Trying to decide what to do to the specimen, Iziriati walked around the gurney, still ignoring the cries of the human. Suddenly getting an inspiration Iziriati lunged at the helpless test subject, grabbing him under the chin and forcing the human to look into the watery black depths of his eyes. "This will hurt you much more than it will hurt me." he sneered in the human's language as the medical device descended at his command.