



The Official Publication of the HackMaster Association



Those Held Responsible...

Project Manager: Steve Johansson
Layout: D. M. Zwerg
Head Editor: Steve De Chellis
Assistant Editors: Chuck Boswell
..... Steve Willett
..... Donald W. MacVittie
..... Joe Stevenson
..... Brad Todd
..... R. T. Berryman
..... Jason Zavoda
..... Benjamin Pierce
..... Face777

To Be Found Herein...

Armor Repair Spells	3
The Shadowblades.....	5
Varturus Academy of Magic	7
Castle Maps: Pentfire Castle	8
Rustlers of the Night: Pickerberry Bush	9
Seasickness Rules	11
Acts of Desperation	13
Talents for the Active Caster	14

From the Editor's Desk

Hello all. Just wanted to mention that this will be the last edition of HackJournal with Steve DeChellis as Head Editor and Document Manager. This is not a commentary on his abilities, in fact he has revolutionized the process with a new document handling system he has created, but rather due to additional pressures on his time as he has taken on the monumental tasks of revising the Kenzer & Company Web Site, running the Kenzer & Company Forums, and so forth. He is even setting things up for multiple programmers to work on the HMA Website (which is in dire need of a revision) Steve has done an excellent job in times of very low article submission rates. I think we have almost as many articles in this issue as we have had submissions so far this year, which makes this a good time to plug for more article submissions!

Next thing I wanted to mention is that as of this issue I have added a new "feature" ... a castle map on page 8! I think this will help fill HackJournal out a bit more as will a number of other ideas we are working on implementing. One idea is having a person in charge of "drumming up" interest and collecting individual submissions (such as new spells, magic items, equipment, and so forth) into two

page articles (or larger) to be printed once or twice a year. One article would just be new spells, another magic items, and so forth. We are also looking into the concept of official spell licenses. Heather O'Malley has volunteered to head those projects up. We are also looking into group editing first to try and get article turnaround down to around two months. If it pans out Joe Tolman will be "the guy" answerable to the Head Editor is the first edits are late. That leads us to who the new Head Editor will be. Donny Gordon (blatant_beast on the K&C Forums) will head up the HackJournal editorial volunteers. He is a good guy, is a professional, and I have gamed with his brother for years. I expect things to start moving rapidly in the upcoming months.

-D. M. Zwerg

HMA Manager

(and person guilty for any and all delays due to layout, etc)

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) 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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Armor Repair Spells

By Bruce Carson HMGMA MA-1-00933-02, Andy "Battle Mage Bob" Fuellemann HMPA MA-1-01928-04 and Troy "Mooch" Runkel HMPA MA-1-1925-04

Bob and Mooch's Armor Repair, aka "Bondo Spell"

(Alteration)

Level: 3

Range: Touch

Duration: Until dispelled

Area of Effect: 1 Item

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

By means of this spell, the caster is able to effect crude repairs to damaged metallic armor. The specific types of armor that can be repaired are: Banded, Brigandine, Bronze Plate Mail, Field Plate, Full Plate, Plate Mail, Scale Mail, and Splint Mail. Additionally, this spell is only effective when applied to non-magical armor constructed from ordinary steel or bronze. The spell repairs 1D4 armor hit points for each level of experience of the caster.

Armor subject to this spell will have rough and splotchy gray patches over the areas that have been repaired. Even if the repaired armor hit points are subsequently destroyed in combat, the tell-tale signs of a ghetto repair job remain. These cosmetic defects last until the spell is dispelled or an armorer grinds and polishes them out (a process that will set you back half as much as actually repairing the armor. For example, a suit of full plate is repaired by means of this spell for 10 hp. Whether or not those points are subsequently destroyed in combat, when the armor is taken in to be properly repaired the armorer will charge 500 gp to scrape and buff out the patch [in the process removing all hp the patch restored]. Only then will he be able to properly repair the armor.)

The maximum number of armor hit points that were patched at any given time determines the difficulty a skilled armorer will have removing the patchy gray material. An additional amount of time equal to 10% + 2% per hit point will be required.

Multiple *Armor Repair* spells can be used on the same suit of armor to mend exceptionally heavy damage, however since the spell cannot substitute for the underlying structural integrity of the armor, no more than 1/3 of the total armor hit points can be bondoed at any given time with the use of this spell. In addition, the repaired portions of the armor are more fragile – every hit that would normally cause one armor hit point of damage actually damages two armor hit points that were repaired with this spell (though it only absorbs 1 hp of potential damage). The repaired sections of the armor are always destroyed first.

If a dispel magic targeted at the wearer is successful the beneficial effects of the spell are eliminated. Even though the gray patches are still visible, all repaired armor hit points are immediately destroyed.

Any person wearing bondoed armor and associating with NPCs of lower middle class or higher social standing will suffer the loss of two points of temporal honor per day.

The material components for this spell are a small bit of clay and some pinesap that are consumed in the casting. A small trowel (not consumed) must be used to apply the mixture.

Bob and Mooch's Leather Armor Repair

(Alteration)

Level: 2

Range: Touch

Duration: Until dispelled

Area of Effect: 1 Item

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

By means of this spell the caster is able to repair damaged leather armor. The specific types of armor that can be repaired are: Hide, Leather, Padded, and Studded Leather. The spell repairs 1D3 Armor Hit Points for each level of experience of the caster. If examined closely, repaired armor will appear to be patched in a rough manner. The patches remain until the spell is dispelled or a leather-worker removes them. A leather worker will need 10% more time to repair a suit of armor that has been patched with this spell due to the effort of removing the tallow and pinesap. Even if the repaired spaces are again destroyed in combat, the patchy appearance remains.

The wearer will have a 50% chance per day of someone noticing the patching. Any person wearing the repaired armor in public has a 50% chance to lose 2 temporal Honor per day.

Multiple *Armor Repair* spells can be used on the same suit of armor to repair exceptionally heavy damage without any additional penalties. Repaired Armor Hit Points are always destroyed first in combat. Whenever a repaired box is hit there is a 50% chance that another repaired Hit Point of damage will be suffered. If a second Armor Hit Point is dealt, there is a 50% chance of a third Armor Hit Point being destroyed, and so on.

If a dispel magic targeted at the wearer is successful the beneficial effects of the spell are eliminated. Even though the patching can still be noticed, all repaired Armor Hit Points are immediately lost.

The material components for this spell are a small bit of matching leather, tallow and some pinesap that are consumed in the casting. A small heated trowel (not consumed) must be used to apply the mixture. Heating the trowel prior to casting the spell takes an additional round. Wearing the armor while it is being repaired is not recommended.

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New Secret Society: The Shadowblades

By Chuck Boswell HMGMA #IL-2-00766-02

Name of Members: Shadowblades

Class Restriction: Illusionist/Thief

Location: Midland caves in the Gnome Alliance of the Waylands

History: When the Gnome Titans came from the main continent to the Waylands, the gnomes that had resided there were awestruck by the prowess and ferocity of the militant newcomers. The Church of Pangrus sought to conscript the native gnomes and gnomelings into the army, but the army commanders refused to mix their Titan brigades with lowly common gnomes. Some of these gnomes, however, showed a knack for reconnaissance work: they possessed both stealth and considerable skill with illusion. The Church Hierarchy decided to officially create a “covert operations” branch to the military and began the search for the most talented candidates to comprise this new elite reconnaissance division.

The Church of Pangrus dubbed the members of the new covert ops division “The Shadowblades” – the Church thought of them as a dagger in the dark, striking from the shadows those who attempted to undermine Pangrus’ will. However, the Shadowblades were not trained to be combatants, nor were they (often) used as assassins. The Church wanted operatives that could infiltrate enemy organizations, ferreting out secrets and information that the Church prized. So the Shadowblades learned how to disguise themselves, both physically and magically. They became experts in foreign languages, and learned the customs of foreign countries so they could blend in. They also became experts in deciphering and breaking codes. But most importantly, they became experts at being *invisible*. It wasn’t long before the Shadowblades were deployed into nearly every nation of the Waylands, acting as intelligence for the Church of Pangrus.

When the War of the Midlands began, there was a schism amongst the Shadowblades, much like there had been within the Church itself. Some Shadowblades allied with Lord Blennheim and House Topaz; the others allied with The High Command. The younger, more impressionable Shadowblades (who vastly outnumbered the rest) sided with the High Command. ShadowMaster Crandok and most of the Shadowblade leadership sided with House Topaz (as they were completely aware of the resources of Lord Blennheim and wanted their cut of diamonds from the mines.) Crandok and his Shadowblade allies were able to conceal from the Shadowblades operatives within the High Command a massive mercenary army that had been purchased by House Topaz using Lord Blennheim’s wealth. When the battle of Algore was joined, Crandok and his men sought out the other Shadowblades and began to cut them down, one by one. In the end, many of the Shadowblades

on the other side were killed. Some others fled to other nations, and the rest saw which way the wind was blowing and joined with Crandok.

When it became apparent that the war would not end quickly, the Shadowblade leadership decided to concentrate on external affairs – many amongst the Shadowblades worried that with the nation weakened as a result of the civil war, other nations would take advantage and consider attacking the Alliance. The Shadowblades once again dispatched operatives into foreign countries and had them disseminate disinformation regarding the strength of the Alliance, while making sure no one considered plans to invade.

When at last the war ended, the Shadowblades once again joined the Church of Pangrus, and they were once again made whole. However, the Shadowblades now possessed more autonomy than they had when they were first created. The Shadowblades now report only to the ShadowMaster, and he keeps his operatives’ identities secret even to the Church Hierarchy.

Purpose: To gather intelligence for the Church of Pangrus and the Gnome Alliance about their enemies...and allies.

Master of the Organization: The current ShadowMaster, as the leader of the Shadowblades is called, is a gnomeling by the name of Percy Tumblebottom. Almost no one outside of the Shadowblades knows that Percy is the ShadowMaster, and that’s the way he prefers it. He spends a great deal of time in the Capital, Grunsch, and is an advisor to the President, although most who look on him assume he’s a minor functionary. The rest of the time he resides in the Shadowblade headquarters, hidden inside deep caves in the Midlands. Percy does not look it, but he is one of the most powerful and dangerous men on all of Garweeze Wurd. In addition to his duties as the head of the Shadowblades, Percy Tumblebottom is a member of the Circle of Sequestered Magicks, although due to his myriad responsibilities he seldom sits in on COSM meetings.

Alignment: Shadowblades cannot be any Lawful or Chaotic Evil.

Symbol: The silhouette of a dagger inside a dark gray circle.

Days of Import: The 9th Day of Yurn’Sa, the *Day of Remembrance*, which honors those troops and Shadowblades which were killed during the *Great Campaign* during the War of the Midlands. The only other important days are the convocation ceremonies for new Shadowblades, though these are irregular and kept secret.

Uniform/Society Markings: Shadowblades attempt to blend in, or even be invisible, whenever possible, so they

bear no markings whatsoever. At headquarters, Shadowblades all wear black robes. There are no marks of rank, as interaction between shadowblades is rare and often shadowblades only know their immediate superior

Special Gestures/Movements: Shadowblades do not greet each other openly, but acknowledge each other with tiny variances in the stresses of syllables upon meeting.

Advancement: Shadowblades are judged based on the quality of the information they supply headquarters and how expeditiously they accomplish particular tasks they are assigned. The ShadowMaster issues all promotions, sometimes based on need (the death of a Shadowblade) and sometimes based on accomplishments. There are no official ranks, but there is an unwritten hierarchy based on the importance of the assignment (the highest ranking Shadowblade other than the ShadowMaster is the one assigned to Talionshire, the Alliance's main ally.)

Members: The Shadowblade hierarchy, oftentimes without the would-be member's knowledge, handpicks Shadowblade candidates. The Shadowblades always keep an eye out for someone who possesses the skill at stealth and magic and has the intelligence to become a covert operative. Once selected, the initiation process is terribly long: the prospective Shadowblade is subjected to dozens of psychological tests to determine the strength of his regard for the Alliance and the Church of Pangrus, as well as his ability to withstand heavy interrogation. Both gnomes (excluding gnome titans) and gnomelings are capable of becoming Shadowblades, although gnomelings seem to have a particular knack for it. There have been some discussions about bringing some humans into the Shadowblades, but until the Pangrite hierarchy approves of it, the Shadowblades will remain a gnome-only organization.

STPs: Slip Away into Shadows (bonus), Intelligence Gathering (bonus), Stealthy Movement (bonus), Disguise (bonus), Language: Modern, Reading/Writing, Culture (race specific), Customs and Etiquette, Military: Battle Sense, Glean Information, Forgery, Camouflage, Local History, Maintain Self-discipline, Read Lips, Skilled Liar, Tracking, Trailing.

Weapons Favored: Dagger and Hand Crossbow

Armor Favored: None (Phantom Armor)

Ability Restrictions: Intelligence 17, Dexterity 17, Wisdom 13, Charisma 13

Powers: Shadowblades gain the following benefits as they rise in level (note: they must train under a Shadowblade tutor in order to gain the ability)

- at 2nd level, the Shadowblade's caster-affecting illusion spells (i.e. Change Self) are saved against with an additional penalty of -2
- at 4th level, the Shadowblade can cast Change Self as a 2nd-level spell; it functions in turns instead of rounds.
- At 6th level, the Shadowblade's alignment cannot be detected by magical means.
- At 8th level, the Shadowblade can cast Change Self as a 3rd-level spell; it functions in hours instead of rounds, and can increase/decrease the size of caster by 2 feet.
- At 10th level, an invisible Shadowblade can no longer be detected by observation.
- At 12th level, an invisible Shadowblade cannot be detected by life detection abilities and magic (Pixie-Fairies, Undead, etc.)
- At 14th level, an invisible Shadowblade cannot be detected by normal detection or even magical means. Even Detect Invisibility spells will not work. (Can only be observed by powerful magic items such as a Gem of Seeing, etc.)
- At 16th level, an invisible Shadowblade's sounds are also masked by the illusion. No sound coming from him, including speech (and therefore verbal components) will be perceived by sentient beings.
- At 18th level, the Shadowblade can turn invisible at will as a spell-like ability.

Note: Shadowblades joining the order after level two must first train to receive any abilities normally obtained at earlier levels. Each ability requires a week of training under the tutelage of another shadowblade.

Drawbacks: The art of the Shadowblade demands extreme caution; Shadowblades cannot Spell-Jack. Furthermore, their dedication to illusion is so great that they can never learn spells from schools other than Illusion, Divination, Enchantment/Charm, and Alteration, and learn all non-illusion spells at an additional -20% penalty. Anyone joining the order who already knows any abjuration spells cannot learn any of the special powers of a shadowblade until they have removed those spells from their spellbook.

Friends/Allies: No official Friends or Allies, although friends of the Church of Pangrus are unofficially treated as such.

Foes/Enemies: None officially, although enemies of the Church of Pangrus are unofficially treated as such.

Sayings: "Victory goes to the side whose intelligence is most accurate" – "We are everywhere, but nowhere" – "A Shadowblade could steal Gilead's Helm, and none would be the wiser."

Varturus Academy of Magic: Spell Theory Class, 3rd year

By Chris Stogdill, HMGMA ID-2-01339-03



"Today's lesson in Spell Theory will be on the 1st level spell Detect Magic. I know, I know, many of you would rather learn about how fireballs work, but Detect Magic is a very valuable spell for an aspiring young mage. You should consider yourselves fortunate if your mentor chooses to bestow you with this spell before sending you out into the world. The path to fame and glory is paved with riches and power. Detect Magic can help get you all the riches and power you need."

"Now that I've piqued your interest, I'll tell you why this spell is so desirable and a little bit about how it works. The ability to detect magical energies may very well help you distinguish between powerful and ordinary items, but it may also save your life by putting a little coin in your pocket when you need it most. Quite a few of your instructors, myself included, divined magical energies for food during the lean years after school."

"It is hard to accurately describe the effects of the Detect Magic spell, but we've come up with some training aids to make things a bit easier. In the boxes before you, go ahead and open them now, you'll find a set of dark goggles. Put them on and look around. You'll notice that the world has become a muted black and white, what we like to call "grayscale", and that you all now have tunnel vision. Detect Magic not only causes you to lose your color vision,

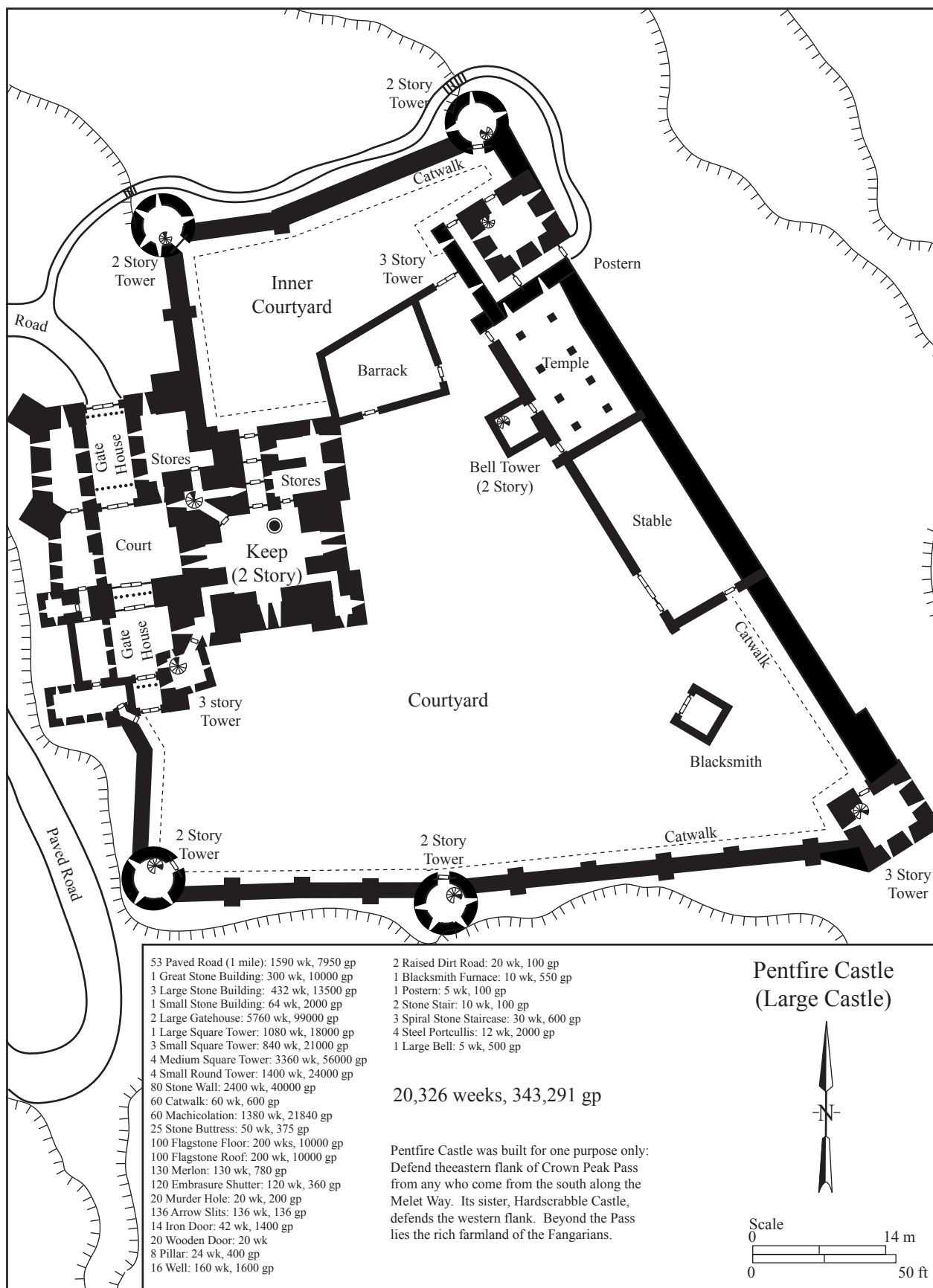
but it cuts off your peripheral vision and makes you nearsighted. Now class, take a look at the special hooded lanterns we've set up on the demonstration table. These lanterns replicate the appearance of magical energies. Notice how some seem to glow brightly while others seem rather faint. The strength of the magical fields surrounding items observed during a Detect Magic spell determines how bright the items appear. It is possible to detect these fields even if the item is blocked from normal view by a thick obstruction. An inch of metal or a foot of stone will effectively block these fields from view."

"A very common mistake for new graduates, especially those lucky enough to sign on to an adventuring party, is to have their group dump all their findings into a large pile. We will use these same lanterns to replicate that effort. Notice that when we group the lanterns closely you can only see the light from the brightest lantern. The same occurs with the spell. Stronger magical fields can mask the presence of weaker fields. I've always wondered how many magical items have gone undetected this way."

"Detect Magic lasts for at least a couple of minutes under normal circumstances, even for young Prestidigitators. Spread those items out and look around. You can scan a 60 degree arc of 10' by 60' in one minute's time. Any faster, and your vision will black out, almost as if what you see can't keep up with how fast your head is moving. The experience isn't a pleasant one and fortunately we cannot duplicate the effect with these goggles. Another aspect of the spell the goggles won't show is that you may be able to determine the specialty school of magic that your item is enchanted with. The ability to do so becomes more prevalent as the user grows in power, with the sensation most often described as a specific color for each school of magic. For reasons unknown, the specific color-school combination varies between individuals and is observable even in those who have been blinded or are normally color-blind."

"Obviously I feel that this is an essential spell for every magic-user's repertoire, but most of you are subject to your mentor's whims as to starting spells. I encourage those of you who do not learn Detect Magic at the onset of your career to do so as soon as possible. You never know when it might be needed."

"That's all for today class. Next time the lecture will be over another 1st level divination spell. Any guesses? Anyone? Anyone? Bueller? All right then, remember to bring in a personal item from home for when we go over the Identify spell."



Pickerberry Bush

By Charles Brown HMGMA MA-1-01384-03

Pickerberry Bush

AKA: Pilfer Shrub
HackFactor 1/HD
EP Value 30/HD
Climate/Terrain Forest, Any
Frequency Rare
Organization Pack (Guild?)
Activity Cycle Any
Diet Photosynthesis
Intelligence Animal (1)
Alignment Neutral
No. Appearing 2-16
Size S (Up to 3 cu. Ft.)
Movement 3
Psionic Ability Nil
Attack/Defense Modes Nil
Morale Timid
Armor Class 3
No. of Attacks 1d4
Damage/Attack 1d4-1 (each)
Special Attacks Theft
Special Defenses n/a
Magic Resistance Standard
Hit Dice 2-5

Appearance: Except on close examination, the Pickerberry Bush looks identical to a common Juniper Bush. A closer look, however, reveals that the berries that grow on these shrubs come in unusual clusters of five, and that each bush has a set number (2-5) of such clusters. Upon closer examination, these clusters are found resemble a humanoid hand. A Druid has a chance of recognizing such plants on sight equal to his or her level x10; a Ranger has half that chance.

Combat: If confronted by threat of harm or violence, a pickerberry bush will first attempt to "play dead," and ignore the attacker. If actually damaged, it attempts to flee, but having a movement rate of 3, it rarely ever gets very far. If cornered, the bush attacks with a flurry of blows from its "arms" - 1d4 branches randomly (re-roll each round) flail against the target, each inflicting 1d4-1 points of damage (1d4+1 vs. T, 1d4 vs. S, 1d4-2 vs. L or larger foes).

If communicated with in some manner, Pilfer Shrubs will always agree to turn over any stolen goods in

exchange for their life - though they are liable to take a few new items while doing so.

Habitat/Society: These bushes tend to grow in clusters (occasionally referred to as "guilds" by obnoxious individuals aware of their nature). Other than their limited mobility and penchant for kleptomania, there is nothing to differentiate them from other shrubbery, at least in a social sense.

Ecology: These bushes were bred by a druid driven insane after being the target of thieves every time he entered a city for supplies; this was his response. If one of these bushes gets behind or to the flank of an unsuspecting target, it attempts to pick the pocket of that target; each bush has a skill of (75+HD)% in the Pick Pockets Thief skill. If successful, the bush stows whatever it takes inside of its hollow trunk and then returns to its dormant state. Each bush can store up to 5 pounds of loot per Hit Die. There are reports that a gray elf thief attempted to cultivate these plants, both to protect her home and to sell to the local thieves' guild. This plan was abandoned after she returned home following an extended dungeon crawl to discover that not only had her hedge row vanished, but along with it everything inside her home that had not been nailed down (and a few things that had been) was missing as well...

Except as noted above, they perform the same ecological functions as does more traditional shrubbery. They just tend to be a little more obnoxious about it.

Yield:

Medical: A tea may be brewed from their seeds which tastes vile but is a purgative, granting a second save against poisons in a person who has already failed one.

Spell Components: The hand cluster may be used in any of the Zarba's Hand spells; this increases the duration of the spell, but adds 5% to the mishap chance, and has a 25% chance of granting the spell-created appendage the ability to Pick Pockets (75%) and the Kleptomaniac Quirk...

Hide/Trophy Items: Nil

Treasure: Incidental

Other: These fragrant shrubs make a nice addition to any landscaping endeavor. At least until they decide to steal everything and wander off. A particularly gullible nobleman may shell out up to 20 GP per viable seed cluster; the average pilfer shrub contains two seed clusters per Hit Die.

Sometimes you CAN
judge a book by its cover...



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Hurlmaster: Seasickness rules for HackMaster 4th Edition

By Jan Monk HMGMA #UK-2-00943-02

Whilst the GameMaster's Guide discusses many aspects of the perils of waterborne travel for hapless player characters, there is one circumstance common to real life that I (as a sufferer) find conspicuous by its absence ... seasickness! This came to my attention as I prepped the details of a month long sea journey for my group, two of whom were playing dwarves ... a race not noted for their love of the sea. As the single most realistic role-playing game ever devised by man there is a definite need for rules on the subject. Fortunately that man left us the foundations for those rules ... one of the "secrets of 4th edition" hinted at in his posthumous Introduction to the PHB (we miss ya GJ!). All page and table references below refer to the GMG, except where noted.

The GMG contains extensive rules and guidelines on sea-borne adventures (p 164) and sickness (p 22), all that remained was for a GM with a vested interest in the subject (yours truly) to bring the principle together. Seasickness can be considered a "General Affliction" with the effects and duration listed, obviously the condition is not a disease per se so no character can become a carrier. "Mal-de-mer" is a result of circumstance rather than contagion; thus the Virulence Roll is replaced by a percentage chance of suffering seasickness at any given time. It is left to the GM's discretion when seasickness should be checked for, as a rule of thumb the first time the ship ventures into the open sea or changes in the prevailing weather conditions (p 165) are suitable instances.

The Base Chance is a function of the speed of the ship the character is embarked upon and the weather conditions: simply multiply the vessel's current mph Speed (table 12G) by the prevailing Wind Force (table 12K). Each character's roll against this percentage is modified according to their Constitution, with those that fail entering stage 1 (p 24). The Virulence Factor is equal to the current Speed of the vessel, note that this means slowing the ship can ease the suffering. Obviously some races will be more susceptible to seasickness than others, particularly subterranean beings such as dwarves, gnomes and their kin, etc. These landlubbers (GM's discretion) count all Virulence Factors as double the vessel's Speed. Note that it is entirely possible for a sufferer on a long sea journey to die due to seasickness, though this more due to side effects such as being unable to eat and keep food down than the ravages of a particular disease. Once a character suffering seasickness is back on dry land the duration of each stage of seasickness is reduced to a mere twenty-four hours.

For example, we will assume that Tingar the thief recovered fully from his illustrative bone disease in the GMG and has gone on a cruise to celebrate! He has bought passage aboard a small merchant ship bound for the Port City of Linnard and a strong breeze has suddenly blown up, giving the GM cause to check for seasickness. The ship is travelling at 5 mph and the Wind Force is 14, thus Tingar's Base Chance of suffering is 70% (5x14). His Constitution of 9 accords him a -10% bonus to resisting the effects of seasickness (reducing the chance to 60%), unfortunately for poor Tingar he rolls a 46, enters stage 1

and begins to feel queasy. Assuming the ship maintains its Speed Tingar will need to roll a 4 or less (Constitution minus speed or 9-5) on a twenty sided die to avoid entering stage 2 once the duration of stage 1 has expired.

Characters with appropriate skills such as healing, herbalism and alchemy can ease the condition in the same manner as they can affect a disease (p 23). The Cure Disease spell will also work as described on that page. Clerics and Zealots of Marlog, Gawd of Sailors and Sailing count as double their normal level for this purpose (similar to Clerics of Nudor and Gazzar-Kree, p23) when attempting to cure seasickness aboard a ship under sail, they count their normal level on a ship under oars. Followers of Marlog have also developed a new spell to combat the condition. Scrolls carrying this spell provide a comfortable income for the church.

Alleviate Seasickness

(Alteration, followers of Marlog only)

Reversible

Level: 1

Range: Touch

Duration: Instantaneous

Area of Effect: 1 Creature

Sphere: Healing

Components: V,S,M

Casting Time: 1 round

Saving Throw: Special

The caster can relieve the effects of seasickness in an individual with this spell. The spell allows the target to immediately make a Constitution check as if the current stage of seasickness had expired, with a Virulence Factor equal to the vessel's current Speed less the caster's level (note that when cast by a high level Sea Dawg this penalty can become a bonus). If the sufferer passed the check their seasickness is reduced one stage in effect. If they fail however, they immediately enter the next higher stage. No saving throw is necessary for this use of the spell. Followers of Marlog can also use the reverse of the spell, Cause Seasickness to attempt to hinder enemies at sea. The caster must succeed at a touch attack, and victims may attempt a saving throw versus spell to avoid the effects. If they fail they must make an immediate seasickness check, the Base Chance is increased by a percentage equal to the caster's level with those who fail either entering stage 1 of seasickness or advancing to the next higher stage if they are already suffering.

The material component is the caster's holy symbol and a piece of fresh seaweed.

Whenever a character suffering seasickness rolls a natural "20" when attempting to save against fatigue as described in stage 1, he vomits uncontrollably for a number of rounds equal to the amount he failed the save by. In combat he will count as "stunned" and any melee opponents to his front (figure 8.1, p 96) must save versus breath weapon to avoid being blinded for 1d4 rounds.

Finally, characters suffering from seasickness are subject to a -1 penalty per stage of seasickness to Cabin Fever checks (p 165).

Bon Voyage!

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Acts of Desperation: Throwing Improvised Ranged Weapons.

By Jeff Hric HMGMA #OH-1-00777-02

In every character's life there comes a time when it seems the Gawds (or the dice) themselves have conspired against him. For some strange reason you find yourself in the position of having to throw a weapon that was never meant to be thrown. Perhaps your comrade just broke his weapon, or maybe your feet are stuck in quicksand, but for whatever reason your life, or that of a friend, depends on this completely unorthodox attack. Well it's your own fault. We have a name for adventurers who don't have a plan for every situation. Dead Adventurers! Well, since it's your only chance to live, you turn to your GM and say, "I throw my battle axe." GREAT, now you're committed did you even think about this at all? How far can you throw it? What kind of to-hit modifiers are we talking about? Neither did I until the situation arose.

Improvised Ranged Weapons

An Improvised Ranged Weapon is any crafted weapon or item not intended for thrown ranged attacks that is then thrown. So while a rock would fall under the normal ranged attack rules, a chair, long sword, or unconscious Halfling would be considered an Improvised Ranged Weapon. The following rules are not intended to be only an alternate attack form, but also a means of throwing an unarmed comrade a weapon.

Damage Adjustment

While it is entirely possible for the weapon to fly true, and strike with all the deadly force it was crafted to deliver, it is far more likely to inflict Glancing or Light damage rather than a Full Damage strike. For each successful hit with an Improvised ranged weapon roll a d6. A result of 1 or 2 indicates a Light Hit (1/4 damage rolled), a result of a 3 or 4 indicates a Glancing Hit (1/2 damage rolled), and 5 or 6 indicates a Full Hit (Normal Damage). Throwing a weapon to an ally can be nearly as dangerous if they are unable to catch it. As long as the catching character makes a Dex Check, no damage will be incurred. Should he miss his Dex. Check, the damage he takes will also be based on the quality of the hit as determined by a d6 roll. If you were throwing the weapon to an ally, a light hit indicates full damage unless a Dex Check -2 is made by the character attempting to catch the weapon. A Glancing hit indicates half damage unless a Dex Check -1 is made by the character attempting to catch the weapon. A Full hit indicates quarter damage unless a Dex Check is made by the character attempting to catch the weapon. All this assumes you actually hit your target, as normal rules for firing into melee apply.

Range Limits

To simplify matters weapons that do not have a range listed in the PHB or other official HackMaster product fall under these rules. Missile weapon ammunition, except sling stones, falls into this category if thrown. Range limits are always Short (10feet) /Medium (20 feet) /Long

Range (30 feet) respectively. The modifier to hit varies by the size of the weapon, compared to the size of the creature throwing it. No creature can throw a weapon that is more than one size category larger than they are. All normal non-proficiency penalties, or specialization bonuses to attack apply. All modifiers to hit are provided on the Range Modifier Table.



Rate of Fire

Like the to hit modifier, the Rate of Fire for improvised ranged weapons is based on weapon size vs. thrower size. Only one attack per round can be made with a weapon in the attackers size category. An additional attack can be made every other round for every size category the weapon is smaller than the thrower. Weapons one size category larger can only be thrown every other round. In this case a Human, size (M), could throw: one two handed sword every other round, one long sword every round, one short sword this round and two the next, or a pair of Petite Rapiers in one round. A detailed breakdown of the ROF for all size categories is provided on the ROF of Improvised Ranged Weapons Table.

ROF of Improvised Ranged Weapons Table						
Size of Thrower	Size of Weapon					
	T	S	M	L	H	G
T	1/1	1/2	N/A	N/A	N/A	N/A
S	3/2	1/1	1/2	N/A	N/A	N/A
M	2/1	3/2	1/1	1/2	N/A	N/A
L	5/2	2/1	3/2	1/1	1/2	N/A
H	3/1	5/2	2/1	3/2	1/1	1/2
G	4/1	3/1	5/2	2/1	3/2	1/1

Aerodynamics & Ammunition

None of the items on this chart were made to fly through the air with any kind of accuracy. In fact, if any of

these weapons were redesigned to provide aerodynamic stability they would become equally ineffective for melee use. That said, if a PC wishes to employ the immense team of engineers and craftsmen necessary to even attempt such a project.... that is completely up to them. The GM is expected to apply appropriate Skill check modifiers during the development process. Creation of an aerodynamic long sword or almost any other such weapon demands that the smith ignore almost every rule of good weapon smithing he has ever learned. Skill check modifiers of -85 to -115 are recommended for this process. Most weapon smiths will simply deem the job impossible. Should success actually occur, The resulting weapon will have ranges of Short 10 feet, Medium 20 feet, and Long 30 feet, with the standard attack modifiers for any other ranged weapon. If employed in melee the new weapon will have an automatic -5 to hit and damage due to the horrible balance and general instability of the weapon. The new weapon will be vastly different from the original, requiring a different weapon proficiency. Failure at any point in the developmental process should indicate a design flaw forcing a complete restart of the

developmental process, with a total loss of the previously invested assets. If reading the previous long-winded sentences was not enough deterrent, then they deserve the fleecing they're about to receive. Even if this unorthodox use of weaponry is employed in combat, it is highly unlikely that the thrower will have anything but an extremely limited ammunition supply. Of course if you wish to fling the contents of a weapon rack at your enemies like a little wussy that's up to you. Just keep in mind real heroes only resort to such tactics in extreme circumstances.

Effects on Honor

It should be noted that the use of Improvised Ranged Weapons can range from stupidity to cowardice to desperation to gallant heroics, and should be treated as such for purposes of determining Honor. The recommended honor swing for this type of attack is from -3 to +3, depending on the circumstances. However for exceptionally selfless or selfish acts, Game Master discretion is advised.

Range Modifier Table						
Size of Thrower	Size of Weapon, Short (10 yds) /Medium (20 yds) /Long Range (30 yds)*					
	T	S	M	L	H	G
T	-3/-5/-8	-4/-6/-9	N/A	N/A	N/A	N/A
S	-2/-4/-7	-3/-5/-8	-4/-6/-9	N/A	N/A	N/A
M	-2/-4/-7	-2/-4/-7	-3/-5/-8	-4/-6/-9	N/A	N/A
L	-2/-4/-7	-2/-4/-7	-2/-4/-7	-3/-5/-8	-4/-6/-9	N/A
H	-2/-4/-7	-2/-4/-7	-2/-4/-7	-2/-4/-7	-3/-5/-8	-4/-6/-9
G	-2/-4/-7	-2/-4/-7	-2/-4/-7	-2/-4/-7	-2/-4/-7	-3/-5/-8
*Axes of any kind are treated as one size category smaller for attack modifier purposes due to their inherent aerodynamics.						

Talents for the Active Spell Caster

By Topher Kersting HMGMA TN-3-01344-03
 Joe Reimers HMGMA IN-3-00395-02
 and Kevin Trudeau HMGMA IL-3-00529-02

One of the biggest problems for your average spell caster is time management. Very often precious seconds are wasted while a magic-user moves to get visual contact with an enemy so that he can cast his Magic Missile. Or perhaps the party cleric needs to move closer to an injured fighter to provide much-needed healing. How many times have you seen a spell caster sitting around catching his breath when he really needed to be preparing his next spell? The following talents address these issues.

Mobile Casting (10)

[Any race, Any spell casting class]

A spell caster with this talent can move prior to casting a spell in that same round. This would allow a spell caster to move to get the visual contact needed to cast a Magic Missile spell, for example. Using this talent adds a 1% chance of Spell Mishap per segment of motion.

Quick Recovery (10)

[Any race, Any spell casting class]

This talent reduces the recovery time for spell casters from 5 segments to 3 segments. A spell caster intending to use this talent must declare this before the spell is cast, as the talent depends on the caster altering his casting technique. This talent cannot be used simultaneously with Quick Casting, and use of the talent adds a 1% chance of Spell Mishap per segment of casting time of the spell.