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WHAT IS THE HACKJOURNAL?

The HackJournal is a quarterly PDF fanzine designed specifically for (and by) the members of the HackMaster Association – an organization of HackMaster players and GameMasters who meet online and in person to discuss and play the HackMaster 4th edition roleplaying game.

This issue's game content contains GM's option material for the HackMaster game system.

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All Things Magical: Gargezone's Grimoire

By Anthony Scopatz (HMGMA# CA-I-01959-04)

“Well met, young acolyte. I know it is always hard to lose a master, especially one so esteemed and (for his profession) long-lived. At least now you can pilfer.... sort through Master Bethil's prior possessions. I fear for you, child. I really do. For all your wits, you seem to have no sense of safety, or self-preservation. Chaos Wizards are not known for their healthy habits and you are alone at a very young age.

Unfortunately, most of Gargezone Bethil's worldly possessions are being sold at auction since he left no will or living heir. Still, the estate and all items of mystic quality have been left to you, his pupil. Seems no one, not even other sorcerers, want to get near the place, nor his ‘experiments.’ So here you are, left to explore. Good luck to you, Wild Mage in training. I hope you make it. Oh, by the way, here is one of those tomes of his we couldn't seem to open. You can have it. How does that grab you?”

NEW SPELL DESCRIPTIONS

Caltrops of Chaos (Evocation, Alteration, Necromancy) [Wild]

Level: 6

Range: 5 feet/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6 seg.

Area of Effect: 50 sq ft+5 sq ft/lvl

Saving Throw: Special

By means of this spell, the caster calls forth from his fingertips a dense network of caltrops which cover a region indicated above. Any person attempting to transverse an area covered with caltrops will, at every step, touch a certain number of them. Someone walking normally into a 5x5 foot square will touch and activate 1d8 caltrops. Entering with only one foot, or appendage, sets off 1d4 caltrops. Crawling on hands and knees through a trapped region detonates 1d12+4 caltrops. If a humanoid should fall flat on their back or stomach in such a region, they hit 1d20 caltrops.

For every size category smaller than Man-sized, the creature subtracts one from the die roll for the number of caltrops they encounter. For example, if a Pixie Fairy (Tiny) should fall suddenly into a trapped region then they would activate 1d20-2 caltrops. Note: the minimum of any die roll is still one. Similarly, for every size category a character is larger than Man-sized, increase the noted die roll by +1.

For every caltrop activated, roll on the chart. It is important to point out that the number of caltrops hit and activated (1d8, etc.) is far less than the actual number of caltrops touched (not every caltrop has enough force applied to it). The caltrops are varied in structure and substance, some being thin and metallic with others fat and gummy. All caltrops are roughly

the same size (about 1 inch). Anyone attempting to eat a caltrop suffers the effects as noted on the chart.

Anyone suffering from a polymorph effect (change of color, race, form, etc.) is entitled a save vs. polymorph to negate the effect. There is a 50% chance that any given effect becomes permanent. Permanent changes may be dispelled by Dispel Magic, Remove Curse or other similar abilities. Otherwise, the change reverts at the end of the spells duration. Damage is a force effect and cannot be saved against, while healing (necromantic) may be saved against.

The caltrops are loose and may be brushed aside, although this counts as touching and activating them with at least one appendage. The limb that touches the caltrops need not be alive to activate them. A peg leg or a shovel still sets off the caltrops. The material component of this spell is a set of jacks.

Roll 1d100	Effect
1-40	Target takes 1d4 points of damage
41-55	Target gains 1d4 points of healing
56-60	Target is affected by Polymorph to Primate spell
61	Target turns into a Newt
62	Target turns into a Bird
63	Target turns into a Small Dawg
64	Target turns into a Snake
65	Target turns into a Horse
66	Target turns into a Fish
67	Target turns into a Lizard
68	Target turns into a Rabbit
69	Target turns into a Mushroom
70	Target turns into a Dragon Egg
71	Target and all equipment become the color purple
72	Target and all equipment become the color green
73	Target and all equipment become the color orange
74	Target and all equipment become the color white
75	Target and all equipment become the color black
76	Target and all equipment become the color yellow
77	Target and all equipment become the color brown
78	Target and all equipment become the color pink
79	Target and all equipment become the color red
80	Target and all equipment become the color blue
81-84	Target grows/loses a beard
85-86	Target grows 3 inches in height
87-88	Target shrinks 3 inches in height
89	Target gains 10% of their weight
90	Target loses 10% of their weight
91	Target grows short vines from nose and ears
92	Target's skin becomes translucent
93	Target develops 1d4 warts
94	Target's hair grows down to ankles
95	Target loses all body hair
96	Target's head appears as goat head; maintains all normal functions
97	Target grows horns (roll 1d4; 1-Antler, 2-Goat, 3-Unicorn, 4-Nefarian-like)
98	Target gains a minor flaw. Roll on PHB Table 6B
99	Target gains a minor quirk. Roll on PHB Table 6F
100	Target gains a major quirk. Roll on PHB Table 6G

Gargezone's Sphere of Chromatic Fever (Evocation, Illusion, Enchantment/Charm) [Wild]

Level: 4

Range: None

Components: V,S,M

Duration: 1 rd/2 levels

Casting Time: 4 seg.

Area of Effect: Six 15-ft-cylinders

Saving Throw: Negates

Upon casting this spell, the caster causes the material component (a small metal ball) to rise to 10 feet above the ground and expand to a size of 1 foot in diameter. The sphere then fires (at equal angles) lights colored red, blue, yellow, green, orange and white. All characters caught in the light are subject to the effects of the color of light as given in the chart. The caster is unaffected.

The GM determines which colors appear, and where they appear. All effects last only as long as the duration of the spell. If a creature may be affected by two colors, make two saving throws. If both fail, the character suffers from both effects (where possible, GM's option). A successful save vs. spell negates this.

Color	Effect
Red	In order: as Power Word: Cartwheel, Power Word: Summersault and Power Word: Moon (all directed away from the ball)
Blue	The target becomes afraid (as Power Word: Fear)
Yellow	The target laughs uncontrollably
Green	The target is hypnotized (as Hypnotic Pattern)
Orange	The target is blind (as Blindness)
White	The target is held (as Hold Person)

Power Surge (Abjuration) [Wild]

Level: 2

Range: Touch

Components: V,S

Duration: 1 rd+1 rd/lvl

Casting Time: 2 segments

Area of Effect: One creature

Saving Throw: Negates

The subject of this spell's next fully cast and completed spell automatically generates a wild surge. If the spell would already have generated a wild surge (such as from rolling on SSG Table 4J or from being under the effects of Wildzone), then Power Surge generates a second simultaneous wild surge. This spell may be applied cumulatively up to 3 times.

Wild Ball (Evocation) [Wild]

Level: 3

Range: 10 yds+10 yds/lvl

Components: V,S,M

Duration: Instantaneous

Casting Time: 3 seg+1 seg/step

Area of Effect: 20 ft radius

Saving Throw: 1/2

Wild Ball creates a sphere of elemental power that shoots forth from the casters fingers and explodes covering a region 20 feet in diameter. The spell inflicts 1d4 damage per caster level to all within the area of effect. Victims may save and take only of the damage rolled. The type of elemental damage dealt is determined randomly by rolling on the chart. In addition, as a demonstration of the wild mage's control over The Random, the caster may choose to roll their honor die. If they do such they may alter the element

rolled on the table below by up to a number of steps, either up or down, equal to a roll of their honor die. For each step that the spell is altered from its initial element, add one segment to its casting time. The list below does not wrap (i.e. you cannot go directly from Light to Dark).

The material component of this spell is a pinch of finely ground diamond dust from a diamond worth no less than 100 gold.

Roll 1d20	Type	Roll 1d20	Type
1	Light	11	Steam
2	Good	12	Water
3	Order	13	Ice
4	Wood	14	Electricity
5	Mud	15	Air
6	Clay	16	Sonic
7	Earth	17	Bone
8	Metal	18	Evil
9	Magma	19	Chaos
10	Fire	20	Dark

Wild Hex (Abjuration) [Wild]

Level: 8

Range: Special

Component: V, S, M

Duration: Special

Casting Time: 8 segments

Area of Effect: One creature

Saving Throw: Negates

The forces of raw magic curse the target of this spell. The next spell they successfully and completely cast (or discharge from a ring, wand, etc.) causes a number of wild surges to occur equal to the spell level of the spell they have cast. Cantrips still generate one wild surge. No more than one Wild Hex may affect the same target at any given time. This spell affects both Arcane and Divine casts.

The target may save vs. spell at -2 to negate the spell. The target is not aware that they have been hexed unless they saw the caster cast the spell and made a successful spellcraft check at a -20% because the spell is Wild. Detect Magic reveals a large, glowing, red skull and crossbones floating around the midriff of the subject. Remove Curse will not affect it but a Break Hex or a Dispel Magic nullifies Wild Hex. The spell has the potential to remain indefinitely. Still after a long period, the magic begins to fade. For every year after the 10th, there is a cumulative 1% chance that the Hex fades on its own.

If the subject of the spell is physically viewable by the caster then no material component is required. If however the caster is using the aid of a crystal ball or some other divination to see the target, then a lead plate of minimum dimensions 12"x8"x1" must be used. During the casting, the caster must inscribe the true name of the subject onto the lead plate. After the spell is complete, the caster has 24 hours before he must drop the lead plate into a well otherwise the curse fizzles and is lost. The Hex is not active until the plate is dropped into the well.

Wild Party (Conjuration/Summoning) [Wild]**Level:** 1**Range:** Ranged Touch**Duration:** 15 min./level**Area of Effect:** One creature**Components:** V,S,M**Casting Time:** 1 segment**Saving Throw:** Negates

The target of this spell is immediately hit by a debilitating headache and hangover as if they had just spent the prior evening in an overly enjoyable manner. These symptoms cause the victim to suffer a -1 to all attack rolls, saves, AC and ability checks and a -5% to all skill checks for the duration of the spell.

The target may save vs. spell to negate the effects and Dwarves, Half-Orcs and Half-Ogres receive a +2 bonus to this save. Berserkers, for which such a state is their natural element, if not already inebriated may instead add one to their attacks, saves, AC and ability checks and +5% to their skill checks and negate otherwise.

The caster must splash the target with at least a pint of fine Dwarven Mead. This spell was developed by the famed wild mage Gargezone by accident when he

was researching the Sphere of Chromatic Fever spell. Not bothering to copyright it, he started handing it out freely along with licensed copies of Sphere of Chromatic Fever.

Wild Terrain (Illusion) [Wild]**Level:** 5**Range:** 5 yards/level**Duration:** Special**Area of Effect:** 5 ft./lvl radius**Components:** V,S,M**Casting Time:** 5 segments**Saving Throw:** Special

All within the area of effect see their world changing constantly and randomly. The spell creates the illusion that all that the subjects can see starts to transform in a chaotic fashion. For instance, the subjects may see the forest they were once fighting in turn into a vast desert wasteland stretching off into the distance and then maybe a stone-cobbled city and then perhaps the city would turn into a land of purple blocks with the sky the right shade of pink and the ocean the wrong hue of maroon. The transformations come as fast or as slow as the GM decides. People outside the area of effect

see the world for what it really is and have no concept of the trickery afoot.

The spell lasts for as long as the caster maintains concentration plus an additional 2 rounds per caster level. If the caster is outside the area of effect, then they see the illusion superimposed over the real world as long as they concentrate on the spell. If anyone initially within the spell moves out of the area of effect, they see the real world for what it is and are no longer able to see the illusion. If someone enters the area of effect they are immediately subject to the spell at a +2 to their save since they did not see the terrain make its initial transformation. Anyone who makes the save is not aware of the illusion.

The caster has no control over the transformations that occur. However, the spell does scan the casters thoughts for 'ideas' as long as the caster concentrates (e.g. if the caster is a pyromaniac then Wild Terrain will be more likely to include fire). The material component is a piece of fleece.



Tools of the Trade:

Fixing a “Broken” Character

By Tophar Kersting (HMGMA# TN-4-01344-03)

Every so often, a GM or player learns that a character is illegal for tournament play, simply because of an inadvertent error made during character creation. For example, the player of a pixie fairy sniper took the Flutter talent, not realizing that only characters with the Move Silently skill (generally thieves) could benefit from it. Perhaps a character took Lucky multiple times, which can't be done since the talent isn't a "Bonus" talent. What if the PC has the Healing skill without having First Aid Skill Suite at 50%? How do we deal with these situations?

In the past, standard procedure has been to either invalidate the entire character, or to cross the illegal parts off the character sheet. This, in my opinion, is heavy-handed for accidents. (Outright cheating, however, should continue to be severely punished.) Everyone makes mistakes, and we shouldn't cripple characters just to bring them into compliance.

Some mistakes, such as illegal race/class or class/package combinations, are beyond repair. Therefore, some characters simply have to be abandoned. For those characters that can be saved, however, the following method should be used:

Step One. Calculate the number of BPs spent on the illegal skills and talents. If the only problem is an illegal proficiency, skip to Step Three. Note each category separately if there are multiple errors. If the original notes on the skills are not available, calculate a number of BPs using the following formula:

$$\text{BPs} = [(\text{Skill percentage} - \text{Relevant Ability}) \times \text{BP Cost}] / (.5 \times \text{Mastery Die} + 2)$$

(The +2 is an assumption of a 1st level Honor die roll.) For example, if a PC had Healing at 53% and a Wisdom of 16, the result would be:

$$\text{BPs} = [(53 - 16) \times 2] / (.5 \times 2 + 2) = 18.5 \text{ BP}$$

If the player has documentation showing how many Building Points were spent and how many bonus skill points were allocated, then use those numbers rather than the formula.

Step Two. In the case of a talent, replace it with another relevant talent whenever possible. Simply put, act as though you were creating the character legally and had that many BPs to spend. Get within ± 2 BPs--we'll handle the surplus/shortage in Step 5.

Step Three. In the case of a proficiency, simply replace the proficiency with one that is legal. If the mistake is that the PC is using too many proficiency slots, go to Step 5 to spend the BP used for the slot.

Step Four. For skills, spend the BP calculated in Step 1 on the prerequisite(s) needed for the illegal skill. If the skill was illegal because of a class restriction, spend the BP on a skill as close to it as possible. For example, if the PC took Know Ability without being a Diviner, Observation would be an appropriate replacement. Do NOT roll for the skill. Take the applicable Relevant Ability (if the PC doesn't already have the skill) and add half of the relevant Mastery die + 2 for each time the skill is purchased. If the skill is a prerequisite and the 50% mark is reached, if sufficient BP remains, the player can repurchase the formerly illegal skill.

Using the above Healing example, let's assume that the PC already had First Aid Skill Suite at 40%. With the first purchase (5 BP) he can take it to 45 BP ($6/2 + 2$), so with the second purchase he can reach 50%. This would leave him with 8.5 BP to spend on Healing, so he could (re)purchase it four times, resulting in a new total of $16 + 4 \times (4/2 + 2) = 32\%$. Apply any bonus skill points accordingly as well.

Step Five. If there are remaining BPs, spend them on the closest applicable ability score, meaning that if the talent was most useful for a thief, spend them on DEX. If there is a shortage of BPs, take them from the closest applicable ability score. If there is no obvious related ability score, add or subtract the BP from the 4th highest ability score for the PC.

If a mistake in taking an illegal skill happened after character creation, then, if the skill was taken as a free skill, have the player take a different free skill instead. If the skill was purchased, have the purchase apply to the prerequisite skill.

The objective is to bring the PC into compliance while keeping it as close to the player's original intent as possible. Hopefully, this method will fix your player's mistakes without unnecessarily punishing (or rewarding) them for doing so.

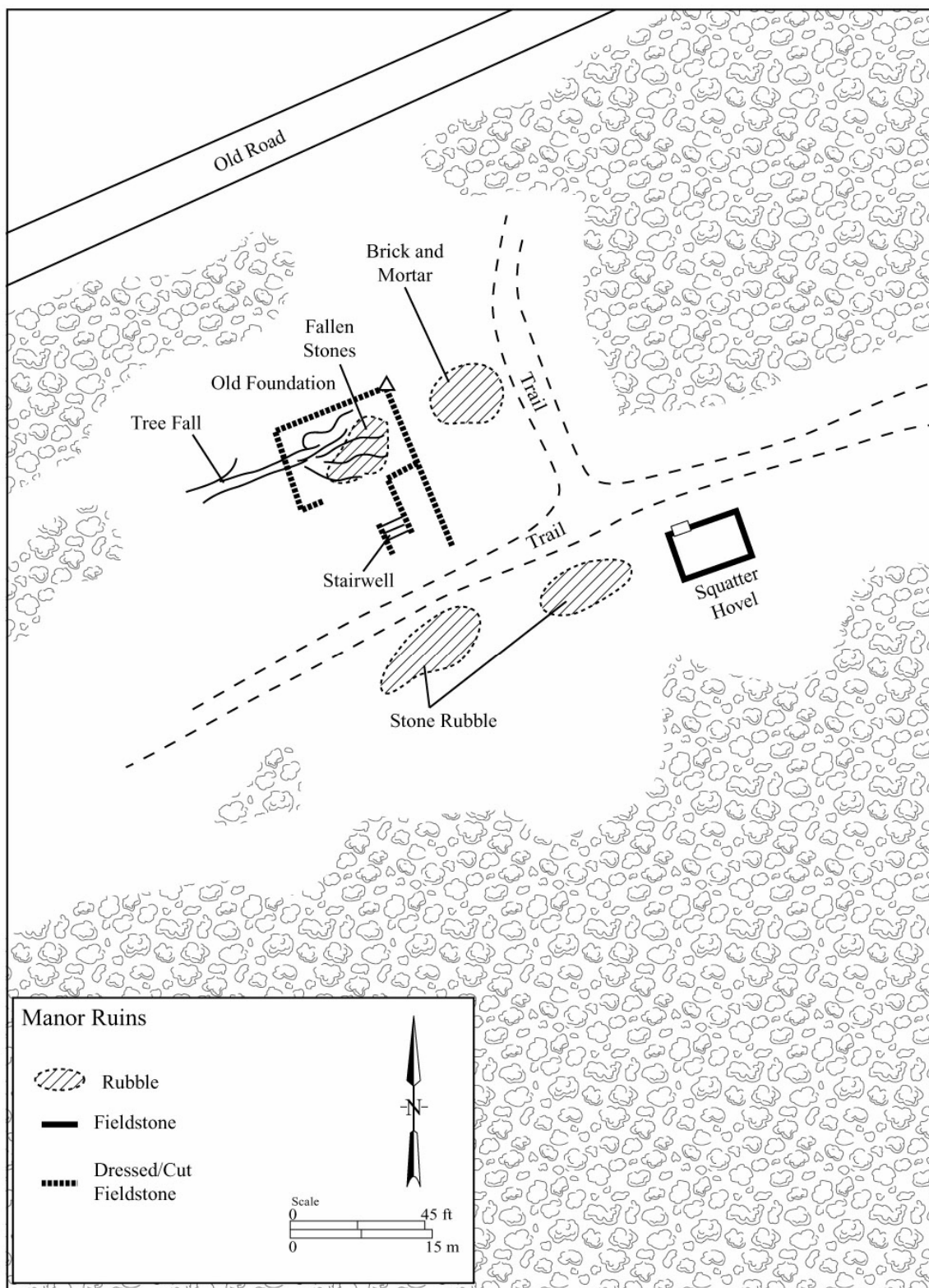
“The irresolute GM can, if he chooses, allow “broken” characters in home games. This will certainly make your players happy – for the moment. However, by doing so you have announced to your players that you are prepared to compromise your principles as GM, as well as the very integrity of HackMaster. In addition, you are leaving them ill prepared, should they attempt to sally forth into the elite world of HackMaster Association-sanctioned characters and tournaments. Imagine their shame, as well as the disgrace brought upon your group, when it is discovered their GM allows illegal and unsanctioned characters! Fix them now – everyone will be better off in the long run.”

– JoJo Zeke, Director of HackMaster Development, Hard Eight Enterprises

Dungeons Ready to Occupy:

Ruined Manor #1

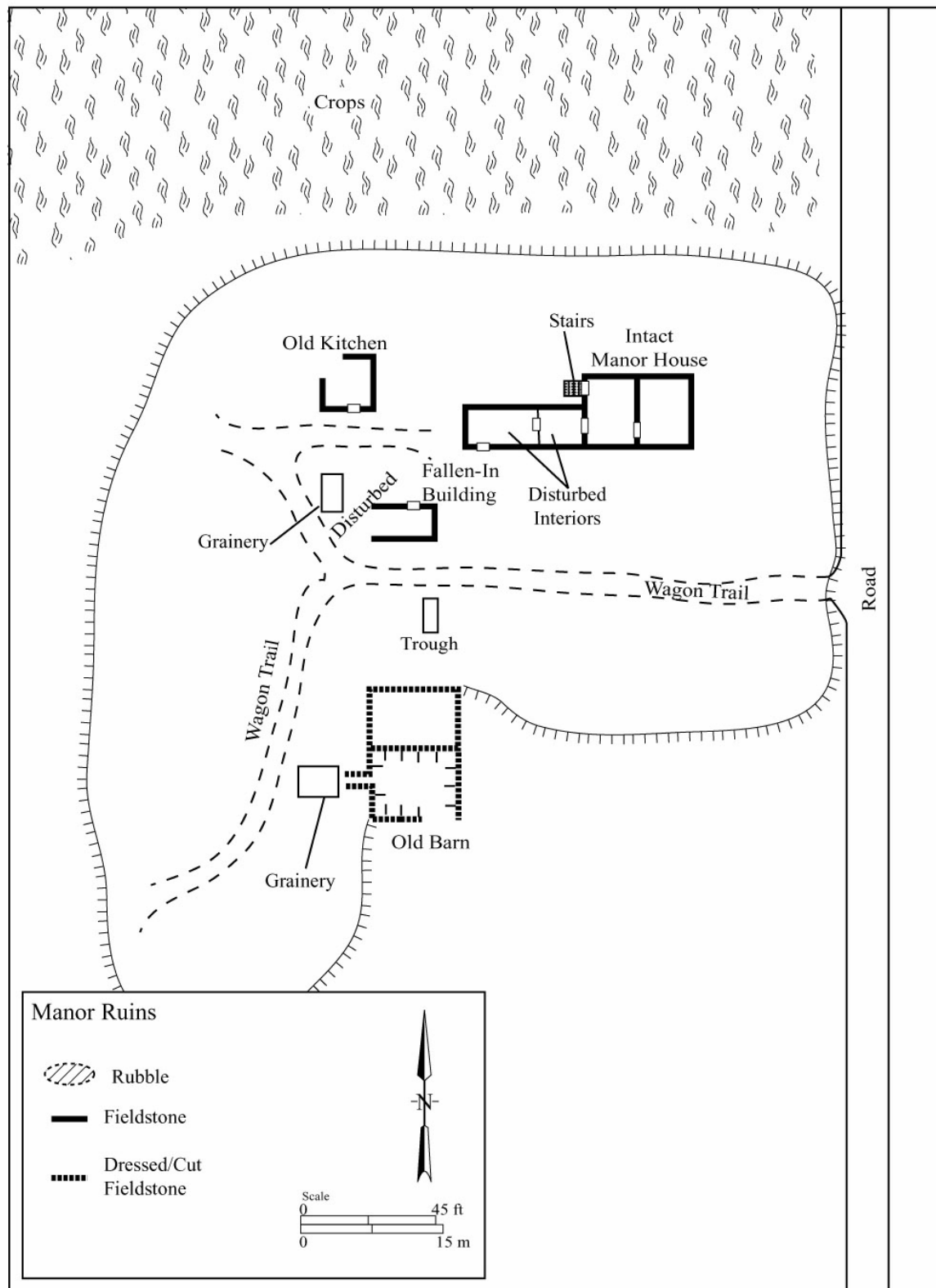
Art by James Montney (HMGMA# MI-01-01486-03)



Dungeons Ready to Occupy:

Ruined Manor #2

Art by James Montney (HMGMA# MI-01-01486-03)



Player's Advantage:

Zealots of Vergadain

By Kenneth Osborne (HMGMA# TN-3-01712-04) and Sharon Allsup (HMGMA# GA-1-02133-05)

Title: Vergadites

Alignment: Neutral

Ability Requirements: Wisdom 12, Charisma 12

Prime Requisite: Wisdom

Hit Die Type: d8

To-Hit Progression: Thief

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Charm 7, Combat 5, Devotional 1, Divination 5, Elemental Earth 3, Healing 5, Necromancy 5, Traveler 3, Warding 5

Turn/Command Undead: No

Weapon of Choice: Broadsword

Weapons Permitted: Any Hacking

Armor Permitted: Chain or Leather. May not use shields.

Allowed Races: Any

STPs: Can buy the Astute Observation and Expert Cheater talents for 2 BPs each, even if racially restricted.

Gains the Gaming, Rules of Fair Play, Coin Pile Numeric Approximation, Haggle and Basic Looting skills for free and may take ONE (player's choice) of either the Art Appreciation: Subset: Sculpture or Art Appreciation: Subset: Painting for free.

Gains two mastery rolls for each purchase or additional training in Art Appreciation: Subset: Sculpture, Art Appreciation: Subset: Painting and Coin Pile Numeric Approximation.

Gains the Evaluate Gems talent for free.

Can buy the Appraisal skill for 4 BPs (2 BP discount).

Other Requirements: Vergadites must tithe 50% of their treasure to the Temple. This 50% is over and above the mandatory donation of works of art acquired during adventuring. Other party members may be shocked when the Vergadite 'dibs' the statue and tapestry instead of a

magical sword, but how can they be expected to understand holy issues and *real* art?

Starting no later than fifth level, the Vergadite must begin to establish his reputation as an art patron and collector. This patronage can take any number of forms determined by the GM, all very expensive. The truly devout Vergadite begins active patronage well before fifth level. Note: If the Vergadite remains in favor as a patron, his name is associated with the donated items ("donated by", "made available by") and his reputation and honor may be enhanced. Accordingly, there is a good deal of competition and wrangling amongst the Zealots and high-profile donors for such visibility.

As soon as possible after obtaining 9th level, Vergadites must make the leap from mere patronage to active support: He must underwrite the construction of a hall or museum or other place for displaying and better appreciating works of art. This is typically built as a Temple annex or addition, to be filled by the art pieces the Temple has collected from its Zealots and follower tithes. Since such Halls are a drain on the Temple's finances, the sponsoring Vergadite is expected to cover the expenses of maintenance, upkeep and acquisitions (typically an additional 25% tithe).

Symbol: A gold piece.

Holy Symbol: An extra-large gold piece artistically engraved with Vergadain's name in calligraphic runes.

Restrictions: Vergadites receive the Greedy quirk without gaining the BP. If they do not start play with Looting (Basic), they must take and pass the course as soon as possible.

They also must strive to protect art whenever possible: A Vergadite strenuously objects to any activities that may put art at risk, such as careless handling of looted (er, 'recovered') art, or fireballs and pitched combat in rooms containing works of art. Failure to protect art can result in loss of honor and reputation. Some Vergadites have gone so far as to learn woodworking skills so as to be able to build boxes to properly protect acquired art on its way back to the Temple.

Background: Zealots of Vergadain are charged with acquiring wealth and art for their Temples. Sculptures, famous paintings, exceptional metalworking, or even relatively mundane items which have been created with extraordinary craftsmanship and ornamentation - all are likely to find their way into a Vergadite's greedy hands.

Vergadites have little use for performance-style art such as music, plays, poetry and the like. Not to say that Vergadites sneer at a good musical performance, but when all is said and done, they're more interested in the craftsmanship and history of the instruments used than in the quality of the singing and libretto.

Although they often become experts in evaluating and appraising artworks and usually have artistic abilities, Vergadites seldom create original works of art on their own. They're simply more interested in possessing it and in having an art-filled hall bearing their name, than in making sculptures of their own. They realize it's the people who possess, control and commission art that become famous and rich while still alive. Whereas the typical artist has to be dead for decades before his reputation really takes off.

Like their deity, Vergadites enjoy gaming and games of confidence. If they can't talk someone into selling them an item they want in their Hall, they'll often try to talk him into gaming for it.

Zealot's Relationship to Standard Clerics: In general, the clerics and zealots get along pretty well, because the Zealots tend to be out getting loot for the temples and themselves, leaving the clerics to run things without much argument. The Zealot's grasping greediness and casual attitude towards bilking others out of riches, sometimes makes the standard clerics uncomfortable.

Vergadain expects His Zealots to actively aid the clergy in acquiring and preserving great works of art. As such, the Zealots typically show up at a temple, drop off their tithes and art acquisitions, sponsor a presentation and then move on to the next acquisition. Except for Holy Days and special events, a Zealot may never see the inside the art hall he has founded and that he tithes to upkeep. This suits the clerics just fine.

Special Powers: Soothing Word. Also, Vergadites gain a 1% per level bonus to any Haggle or Appraising skill checks (Appraisal, Appraisal Gemstone, Art Appraisal, etc). This bonus applies only to skills the Vergadite has at the time the skill check is made: it does not provide any bonus to Unskilled checks.

Can cast the following spells once per day, after he reaches the appropriate level:

- * - Spider Climb (at 3rd level)
- * - Invisibility (at 5th level)
- * - Detect Invisibility (at 7th level)
- * - Mislend (at 11th level)

RITUALS

All Followers: Followers of Vergadain must spend at least one hour per week in the upkeep of an art object or jewelry. This could be polishing a statue, cleaning a tapestry, or other similar activity.

Zealots: Once a month, Vergadites must sacrifice gems or coins worth at least 25 gp per level. Failure to do so even once results in the loss of all spells and if he does not do penance within a month he loses all his powers. High quality, expertly cut gems are preferred over mere coin, even if technically of the same value. If a 3rd level Zealot has a 100 gp gem, it must be sacrificed in favor of 75 gp of coin.

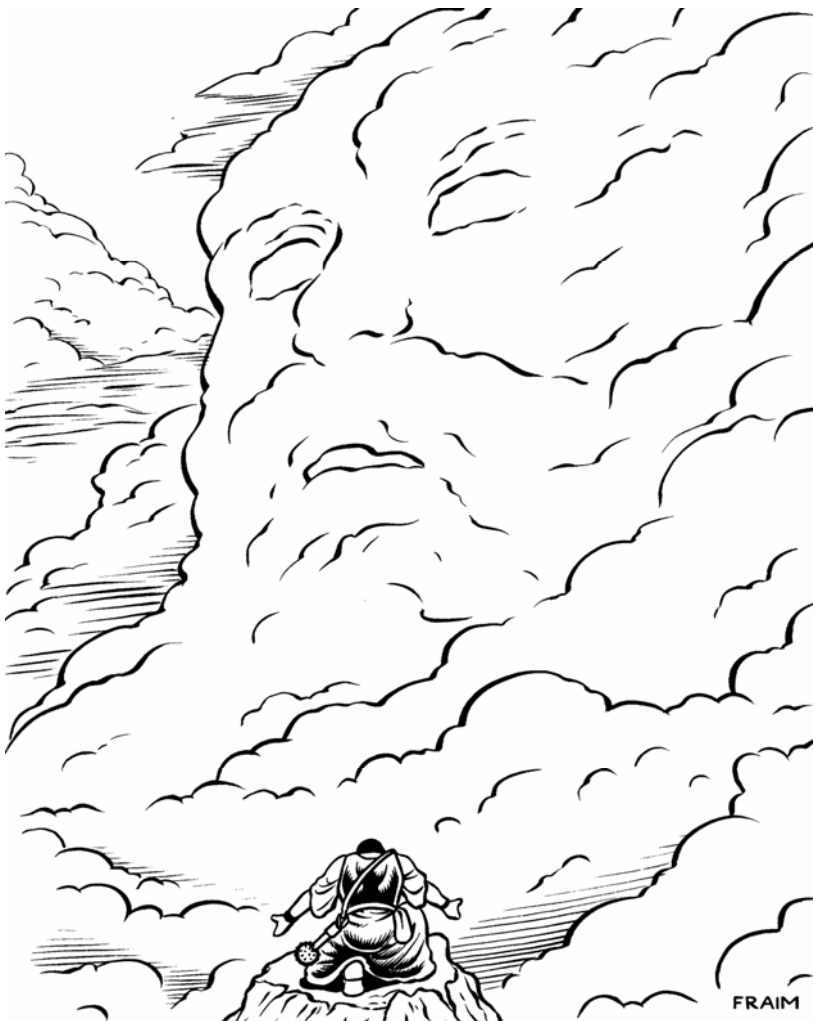
PACKAGES

Preferred: Nobleman Cleric

Barred: Barbaric Cleric, Outlaw Cleric, any package that frowns upon accumulation of personal wealth, deception, or is otherwise contrary to Vergadain's creed (see the page 60 of *Gavds & Demi-Gavds*).

Fractional Ability Die Roll Increases at Level-Up

d5	Strength
d10	Dexterity
d6	Constitution
d8	Intelligence
d20	Wisdom
d12	Charisma
d4	Comeliness



The Waylands (location #16): Tilan: Island of Magic

By Benjamin Sharef (HMGMA# MI-01-00434-02)

Article One: Dragon's Eye View

In the waters of the Aludian Ocean, across the channel from Yuttin, lies a lone isle. Obscured in mystery, those possessing arcane power have migrated here over the ages. Bringing with them magical knowledge and prowess, they settled on its beaches at the foot of towering white cliffs. Here they built the future; they constructed a school to teach their lessons so that none would be forgotten by time. It is here they built Tilan.

This is the first of a series of articles design to shed light on the mage-isle. In this first segment, our focus is a light look at the University and the general overview of the Island. Future articles are planned to include an in-depth look at the University and its alumni, the other locals of the Island and the new magical breakthroughs that are spreading out from the nation. All of which are usable by GM and player alike.

Brief Overview

The Island of Tilan sits in the southeastern area of the Waylands [C8.15.I6]. Called "The Island" by some on the mainland, its closest neighbor, Yuttin, lies some 60 miles away over the Yuttin Channel. Few venture out into the ocean that far, but still others come, called by something powerful and far away.

Called by Magic

Magic influences the decisions of every happening on the Island. This should never be forgotten. The politicians are all wizards who teach at the University. They like to correct any predicament they can with spell casting and feel inconvenienced when a problem requires actual physical labor, even if they hire someone else to do the lifting. All the major shop owners in the villages and cities have magic items at their disposal to help with their work, or at least to protect their investments. It's not uncommon to find an antiques dealer's shop guarded by a tin soldier or maybe a puppet golem. It's not even surprising to find a simple fisherman with a magical lure, enchanted with a cantrip to help him catch dinner for his family.

The source of all magic stems from teaching. Even the most powerful of archmages once struggled to master a lowly cantrip. This fundamental fact has left a deep impact on the Island. Education is paramount. Since every child, regardless of their standing in life, has the potential to rise up and become a great wizard, they're guaranteed a basic education. A person would be hard pressed to find any

native with an intelligence lower than 12. Tilan has less than a 1% illiteracy rate.

Still, since learning has such great emphasis placed on it, anyone whose intelligence is less than 15 is considered "dumb" by University standards. Such persons often feel left out or undermined when they are around wizards and worse if they are a wizard themselves. Actual individuals with intelligence scores less than 9 have little hope of becoming anything more than a successful fisherman or maybe a ditch digger.

The University is the focal point of Tilan. It has functioned as a haven for wizards for the past 600 years. Many of the world's most influential magic-users—Yargrove, Zargosa, Kachirut, and Elenwyd - attended the University at one time. Without it, the Island would have been nothing more than a simple fishing community. Would-be magic-users flock here from around the world in hopes of attending this prestigious school. It's what has insured the Island's future and molded the Island's past.

The Island's Past

Those who fished the Cleft Inlet between Mydlonn and Vaaldun have always had to worry about sudden spring storms. Many a time a poor fisherman would be out there, trolling for cod, when a sudden gale would be upon him and be swept out to sea. Most were either capsized or carried out into the eastern ocean never to be heard from again. However, a lucky few found their way to the shores of a small, non-descript isle in the southeast. They found their way to Tilan.

During the autumn season in -426 TR, a group of wizards from across the mainland formed a pack to conquer a sizable chunk of the eastern shores of Vaaldun. This faction consisted of over a dozen powerful mages and their apprentices. They constructed an enchanted galleon to ferry them to their new kingdom. As they voyaged across the sea, they made their presence known to the locals as a force to be feared. The group of sorcerers had little doubt of eventual victory and sailed onward to what they thought would be a quick and decisive victory.

Unfortunately for the mages, the area they planned on conquering first was home to a conclave of zealots of Par'Kryus. These Wafters (as zealots of Par'Kryus are known) were surprised to find an apprentice wizard levitating up the side of the cliff that they were praying on. She gave the group a quick ultimatum on behalf of her master. She demanded the immediate surrender of all their lands and holdings. Should the Wafters refuse, fireballs sent forth from the ship would barrage them.

The apprentice was surprised when the group just started to laugh at her. They told the young wizard that their answer was a decisive, "no". And not to worry about

levitating back down to inform her master; they'd do it for her. Before the apprentice could utter another word, the Wafers began chanting a prayer to their beloved gawd and started to invoke his blessing of summoning a whirlwind. With the combined force of six whirlwinds pounding on the galleon's side, the ship was forced out to sea as the levitating mage watched in horror. What happened to her to this very day is unknown.

Only due to the power of the enchantments placed upon its hall did the galleon manage to stay afloat and carry its passengers across the channel. The boat ran aground on beaches of beautiful, white sand. The wizards were surprised to find land so soon and they were grateful as well. The isle was quite large enough for the group, as well as out of the way. The first thoughts of the mages in this new home were to begin to plot revenge. The galleon was unloaded and magics were spoken to form a basic shelter.

After a few days exploring, the mages came across the isle's inhabitants. The fishermen who had been washed up on the shores decades earlier had married and bore children. A quick display of arcane might insured no resistance from the locals. In fact, many welcomed the wizards' presence on the Island. None of the fishermen before could stand up to any of the monsters that lived within the forests and hills, but the magic-users could make short work of such beasts.

It was soon decided that if the wizards couldn't conquer the mainland that this Island would become their new home. It had every resource that the group needed and was in a location out of the way from any who would want to do them harm. More to the point, it was out of the way of any who would try to stop their power from growing. So the wizards settled in and built homes for themselves along the shore line and turned inward to their books for study. And so the town of Tilan was first formed; with both the town and Island being named after the archmage who led that caucus of wizards so long ago.

As the years past, the wizards that had ventured to this Island had children of their own. Those children grew up learning magic from their parents and knew nothing but life on Tilan. The family dream of someday leaving to conquer foreign lands quickly faded away in a single generation as thoughts turned to study and to exploring the Island.

In -401 TR the first expedition to go out to obtain a real in-depth survey of the inner isle. And ended in disaster. It was decided to journey to the rocky hills found in the center of the isle. The mages needed some way to have the non-spell casting fishermen move about the Island quickly and without magic and a road would have been ideal. Sailing around the Island was possible but at times problematic. The party set out over the hills and after a day's travel came across a valley. The valley was small, only

about two square miles large and had little vegetation in it. The bones of dead animals could be found as well as the remains of broken stone tools. After a few minutes of searching, troglodytes set upon the group. These monsters quickly came upon the wizards wielding only primitive flint spears and clubs. The mages tried to cast spells to defend themselves but found the valley gave off an anti-magic aura. The party was wiped out except for a single wizard, who managed to flee to the north and leave the basin. Henceforth the place has been known as the Valley of the Sad Mage.

Years passed and the wizards trained new apprentices, many who were bold or foolish enough to venture into the Island's interior once again. In -320 TR a small band of wizards, this time with an armed escort consisting of able bodied fishermen, began to scale the triple-peaked mountain on the Island's southern shore. The group was searching for an air ley line, thought to be present on the mountain top. After many hours of arduous journey, they began to sense the presence of such a phenomenon. The group was astounded to find not one air ley line, but three! An Aubrey Knot had been found.

But that wasn't the only thing...

The group had also unwittingly stumbled upon the lair of a mature adult white dragon that dwelled on the icy peak. Their presence woke the beast from his slumber and a battle quickly ensued. The party tried to put up a fight however their spells couldn't pierce the dragon's magic resistance. In one quick exhale, the party was frozen solid by the dragon's breath.

Usually the story of such an adventuring party would have ended there, but this drake was craftier than most whites. He sent word down to the wizards in Tilan and the peasants in the fishing community, demanding tribute in exchange for the release of his frozen hostages. The parents of those taken quickly paid tribute to the beast and gave up some of their magics as well, along with what little coin they had. The fishermen, who had neither coin nor magic to trade, could only make a feeble offer to the dragon. In exchange for their children, they would give the dragon the promise that they would always remember his power and might by naming their town after him. The dragon liked the idea of the peasants never forgetting who was in charge and agreed. Since then the eastern town has been known as "Port Draco", meaning "Harbor of the Dragon".

After discovering the ley lines and having been beaten by a white dragon so easily, the wizards decided that they needed to pool their knowledge and have a proper place to train their children. The ruling class of wizards, being the most powerful, then became teachers. This decision was most likely made so that they could control what kinds of magic were taught and therefore retain their power.

However, as the years past, the instructors' influence became more defined and purposeful. Each had a particular field that they were responsible for both academically and politically. With this decision the Island flourished.

In the year -274 TR, the city of Tilan suffered under a great fire and was nearly burnt to the ground. The incident started due to a spell mishap caused while a student was casting a new fireball variant. The fireball had gone off like a "Skipping Betty", as it has become known and spread throughout the town. After the blaze had been put out—partly in thanks to several wands of flame extinguishing—it was decided that a proper school should be built...

...away from the town. And so, at the edge of the southwestern peninsula a University was constructed for the students to study at a safe distance, away from others. The University of Tilan became the nation's centerpiece of power and influence. All major ideas and thought go into and out of this place. Every politician has a home near the campus and is within easy walking distance of the administrative hall.

The modern day University has attracted many teachers, not all of them orthodox or even human. At any given time, practitioners of magic from all occupations can be found there. Elves, dwarves, skittering yith monkeys and ant men have all taught at the University at one time or another. Even the dragon atop White Drake Mountain teaches several courses to Icers that attend the school. However, such students must climb to the top of the mountain in order to attend class.

Modern Day Tilan

In modern day Tilan, things have come a long way since the days of lost fishermen but still a lot has remained the same too.

"A well educated man should lead" - proverb

The most powerful wizards on the Island teach at the University. Those that teach are those that rule. Every head professor over a particular subject is also in charge of a specific branch of the government. The Headmistress (or Headmaster if the possession is held by a male) functions as something like that of a Prime Minister. She also has the power to veto decisions made by the Academic Body—something similar to a parliament. The Headmistress is elected from the Academic Body and holds the position as long as they are capable of carrying out their duties. Once elected, a new individual is brought up to replace them on the Academic Body and takes over their teaching duties.

The Academic Body has ten members on it at any given time. Each member heads up the particular department

that they specialize in, though members may also consist of sole practitioners, unorthodox practitioners, or double specialists. Rarely is any member of the Academic Body less than 16th level or has less than a 16/72 intelligence. Though this does sometimes happen, for a talented or influential individual.

Abjuration protects its wielder from harm. Its head professor functions as a Secretary of Defense. It is their job to teach protective magics and to insure that the nation of Tilan is protected against outside threats, regardless of what plane they might originate from. This department has no standing army, but every graduate specialist from the university is expected to be drafted should the Island ever be invaded.

Alteration's head professor functions as Secretary of the Interior and maintains all the civil functions of the state. They are in charge of ensuring everyone remains well fed, has clean drinking water and all other functions that keep everyday life running smoothly. Their work is not glamorous, but they are one of the most powerful branches of the government.

Conjuration and Summoning brings forth beings to yield to the caster's commands. Its head professor functions as Secretary of Labor. Having a nation populated by beings that can summon forth servants, this branch of the Academic Body insures that jobs remain open for the everyday mundane man who can't work the arcane. Those that hold this possession are usually the closest to the common citizens of Tilan.

Divination's head professor functions as Secretary of Intelligence. They seek out intelligence gathered by other nations on Tilan and report back to the Headmistress what they find. Their reports help the national guard and secretary of war regulate the possible future actions that may need to be taken to protect national security.

Enchantment/Charm can produce items imbued with magical energies. Its leader has become Secretary of Commerce. The only real export that Tilan provides (besides fish) is enchanted items. It is paramount that the state receives income on all exported items of magic. The typical charge is 10% of the booklist value of an item—20% if it is combat in origin. This branch also is the one that regulates the permits to construct such destructive items. Fines for creating items without a permit are twice the booklist cost of the item plus confiscation of said magical work. Permits cost 1% of the item's base price plus two weeks to process.

Evocation/Invocation is the most destructive of all magics. That is why its professors have risen to become Secretary of War. Should Tilan ever go to war with another nation—which has yet to happen—the invokers are in charge of leading the battles and troops. There is no

standing army during times of peace, but invoker graduates from the university are expected to be drafted during war, should the need arise. This branch works closely with the head professor of Abjuration.

Illusion misleads others into believing in what is not there. Its head professor is therefore the Secretary of Counter Intelligence. They mislead other nations when it is required. They also work with investigators who need to go undercover while observing native wizards who break the law. They are often work with the department of intelligence to determine who must be mislead about what.

Necromancy's head professor has a unique political position. They are the Secretary of Unlife. This professor is in charge of all matters involving the deaths of citizens, necromancers who wish to raise the dead and how they may be used in everyday works and labors. This branch also certifies individuals to become embalmers for mortuaries, which many necromancer specialists apply for. It is very self-conflicting branch as it usually must stop people from practicing the very magics they themselves specialize in.

Magic-users have no real specialization and therefore are put in charge of the judicial system. Their head professor functions as Judge over the nation's Supreme Court. Wild mages can become head professor over this branch as well but function poorly as judges.



Battlemages are seen throughout the nation. They serve as Tilan's National Guard, but function more as the nation's police force. Their head professor commands them. These individuals pursue anyone who breaks a law.

Elementalists currently have no say in the government. They are newcomers to the ways of magic and seen with disdain by many others. Since the other specialists already control most of the government, the Academic Body sees no reason to create a new department just for some bloody upstarts. The elementalists are very upset about this and argue that they, being closest to nature, should have a representative be made Secretary of Agriculture. Unfortunately, those they argue with are those that would have say on the matter. A long a stubborn debate rages on.

Magic, the Law and You

Magic has influenced everything in Tilan, from its laws to its attitudes. The laws listed in the GameMaster's Guide are quite sufficient to use but are not detailed enough to run a campaign in Tilan or even for a visit. Magic governs how the state and people act. With the exception of minor infractions, most crimes are punishable by expulsion from the University, if attending and/or banishment from the Island. Below are listed several laws that provide more detail about the theme of Tilan.

1) No Charm Based Dweomers

Since a well-placed enchantment can rob a man of his free will, it is illegal to place a charm on an individual without proper written consent. If a wizard wishes to cast a charm or domination spell on a servant (to insure loyalty), they must have the individual sign a waiver in front of a notary-public. The notary-public casts a detect charm spell to insure that the signer wasn't under any influence at the time of issuing their consent. It is technically illegal to bring a charmed individual into Tilan as well but this is much harder to enforce. Anyone found having cast a charm upon another and bringing them onto the Island face the same punishment as if casting the spell within the nation's boundaries.

2) No Influential Potions or Magic Items

Same as above, certain items can rob someone of their free will. The use of any item that produces such an effect is illegal. Wizards know that even they may be charmed and don't want such items about.

3) Monsters with Spell-like Abilities have same rights as a wizard

Creatures that populate the Hacklopedias are seen in a mixed light. Should a creature have spell casting abilities it technically has legal rights as any other citizen in Tilan. Should the monster be only brutish and big—regardless of intelligence—then it is no more than something that should be done away with.

The Frostbound Dragon, beholders and ogre-magi have all powers and seen as equal to wizards.

If an ogre was to go walking with an ogre magi, the former could be slain but the latter's death would be viewed as murder. This has caused many problems before in the past with visiting adventurers as murder is a capital offense.

4) Offensive Magics Are Confiscated Upon Entering The Country

A mage duel can devastate any area it takes place in. The fire that nearly decimated the City of Tilan (then just a town) was caused in part because of such a duel. As a precaution, any and all hostile magical items are confiscated upon entry to Tilan. A claims slip is then given to the owner and the item is returned when they disembark. A wizard's staff is not subject to this law.

This law is hard to enforce, however. Since there are so many wizards living in Tilan, many just construct their own offensive items after entering the nation. This way they have nothing to confiscate upon entering. All these offenders must do to keep the item is to make sure that they are not carrying any such item upon leaving, so as to risk losing it upon their return.

5) No Offensive Magical Crafts Without a Permit

To construct an offensive magical item requires that it be registered with the state. Cost for such permits is 1% of its booklist price and usually takes two weeks to process. To carry such an item beyond one's property requires the individual to go to a magistrate and file paperwork to gain a permit to carry. Such sessions are charged a straight 100 gp fee for an hour and last for 1 hour per 200 EP value of the item. Permits are only given out to those who have an honest need for such protection. Luckily, adventuring is considered a valued reason for carrying violent magical items.

This law does not pertain to scrolls or potions, a wizard's staff, automatons, or weapons that have +2 or less bonus. Items that do not have a straight damage yielding effect (such as Gloves of Ogre Strength) are not governed by this law either.

6) Scrying Is Illegal

Scrying is viewed as an invasion of privacy. Any spell or effect that allows the user (caster) to become privy to another's conversations or actions is illegal. Spells that detect a particular thing (magic, poison, life, etc.) are prohibited. This is known as "Mother's Law" as it stops fraternity boys from using clairvoyance to spy on the girls' changing room.

7) No Unwanted Animations

The animation through necromantic means of a person's body without prior consent is illegal under Tilan state law. At one time it was illegal to animate a person's remains at

all, but with the building of the University the number of necromancers increased and this all changed. Now, an individual must sign a waiver offering their body to a particular wizard upon their demise. These individuals are often paid quite handsomely for their cadavers, making this an increasingly common way to get out of debt. Such contracts have stipulations in them making sure the future cadaver's soul isn't included.

Violation for any of the above laws is grounds for banishment from the Island. Few are ever given an alternative.

Everyday Life

Life in Tilan is good, especially for the wizards. With magic being the driving force in the nation, few can complain on how wizards are treated and seen in society. There are no mockeries about wearing robes, not holding one's own in combat and especially no comments about smelling like bat guano.

Life is good...if you are a wizard. But for the common everyday man who wields no arcane might, life can be a bit harsher. Mundanes are considered second class citizens in Tilan. They cannot run for any political position, cannot own land within a city or town's boundaries and when an election occurs their vote only counts for one while a wizard's counts as two. Regardless of how intelligent a person might be if they can't cast spells then they don't measure up.

Halflings, half-ogres and half-orcs are all looked down upon in Tilan. None of these races has the potential for traditional wizardry and are scoffed at by the native spell casting populace. Though not outwardly hostile, few ever receive a warm welcome here.

The best most non-casters can hope to become is a successful fisherman. The local waters are ripe with fish and Tilan cod has few competitors for its great taste. They work hard casting their nets and take in more than enough to feed their families and make a bit of a profit. Finding a starving fisherman in Tilan is a hard thing to do—even with magic! There is a large enough surplus of fish that it has become the Island's number one export.

Despite all that a mundane has against them, growing up on Tilan has one benefit provided by the wizards: Education. Every child receives a basic education on Tilan regardless of race or class. It is impossible to tell who will become a powerful wizard and who will not. Many times a rustic magic-user has sprung up from the masses and it hasn't gone unnoticed by the University's faculty.

Any character that is a native of Tilan should receive single roll on the mastery die for the reading/writing skill. These characters should also gain an additional 50 fractional

points to intelligence to reflect their upbringing. Unfortunately, such characters also have 50 fractional points taken from their constitution and strength scores, they have spent so much of their youth in front of books.

Even though they are considered “mundane” there is a 25% chance that any Tilan NPC knows how to cast a few simple cantrips. To determine how many cantrips a day such an NPC may cast roll 1d3. These persons have an old cantrip spell book left over from their childhood days and know as many cantrips as their intelligence score. Such NPCs are worth 5 EP more per cantrip they may cast than a regular NPC in the same occupation.

Getting There...

Being an isle, Tilan shares its borders with no one. It is isolated from every other nation in the Waylands and cannot be accessed as easily as the rest. Still, everyday persons manage to congregate there to learn, do business, or just to get a taste of that delicious cod that they’ve been hearing about. It like nothing else once you’ve had it fresh. Regardless, it is not impossible to enter the nation, only difficult. Below are the ways most commonly used by native and foreigner alike.

... by teleportation

Teleporting is by far the most desirable way for a wizard to get about. It removes the burden of having to lug large amounts of food around for leagues on end, as well as the thought of sleeping in a mosquito filled swamp for the night. However, it is also the best way for a wizard to sneak up on an enemy. Even another wizard.

Therefore, after the university had been built, a means to regulate all traffic going into and out of Tilan had to be made. It was decided that a control method had to be put into place. A bargain was struck with the Frostbound Dragon on top of White Drake Mountain. For use of the powers of his Aubrey’s Knot, the wizards would add to his hoard both wealth and arcane power. With the energies gained from the Knot, a field was placed around Tilan that redirects any attempt to teleport onto the Island.

Such an individual appears at one of the three Teleportation Junctions located in the three major communities on the Island; the City of Tilan, Tilan University and Port Draco. Any spell caster, regardless of what type of magic they used, appears there with no chance of failing. The fear of appearing too high or too low upon entering is non-existent upon entering Tilan.

Two stone golems, four human guards and a battlemage who commands them all guard the Junctions. One guard is equipped with a Wand of Magic Missiles in case hostilities break out. Another has a Gem of True Seeing to evaluate if any items carried are magical. Any hostile magics are

confiscated and a claims slip is given for return upon exiting the country.

Should any be foolish enough to try to attack the battlemage quickly in hopes of stopping any commands they might utter out, the stone golems automatically attack such persons without mercy or remorse.

Teleporting about the Island is handled a bit differently. Special teleportation pads have been erected all throughout the nation and in every hamlet, village and town. To use such a pad, all a character must do is step on the pad and cast any spell that causes transdimensional movement. Even the lowly blink spell may activate such a pad. Once activated the caster must focus on the symbol of the pad he wishes to reach. A unique symbol is on the center of every individual pad. Within a moment, the caster and anyone else on the pad at the time reaches the destination without fail.

Only about a quarter of all pads are known to the state. The rest enchanted were never registered and are assumed to lead to various parts of the Island, deep within the forests and hills. All any wizard had to do was journey to the summit of White Drake Mountain and show the symbol for the new pad to the Frostbound. After that (and a substantial donation to his hoard) the wizard’s symbol was entered into the dweomer surrounding the Knot and then the pad becomes functional. These unlisted pads lead to hidden caches and various secret places on the Island. Many a sorcerer would pay dearly for such knowledge. Many still have been known to hire adventuring parties to look for such pads and the symbols drawn on them.

For those who cannot cast any spells or dimensional magic is barred to them, schedules exist for movement throughout the Island. It costs 2 gp per person to travel in such a manor. Generally there are two such scheduled teleportations a day from any community to any other community; once in the mid-morning and once in mid-afternoon. This is the most common way used to transport persons or goods.

...by boat

Tilan was originally a fishing community and still has many small villages dedicated to this profession. It is the Island’s primary export to other countries and garnishes much profit. If one is not a wizard, then they are expected to be a fisherman.

Therefore, it is not uncommon for immigrants and students to enter the nation by way of the sea. The waters to the west in the Yuttin Channel can be choppy year round and sudden storms are known to occur in mid-spring. Anyone who travels by ship must take caution of these hazards. A seamanship suite skill check must be made to navigate the channel successfully. The check is

made at a -30% but can be reduced by 15% if a successful weather sense or map sense skill check is made as well. Should a character make both checks then the penalty is negated.

Anyone who fails their seamanship suite skill check doesn't necessarily capsize or sink. They just have misjudged the waters of the channel and have been swept out to sea. This isn't an uncommon fate to those foreign to the Island. A new check at -30% can be made for each hour that passes to try to catch a current heading back towards the Island. Should the characters fail to get a successful check before they've gone more than 12 miles out to sea, then they've sailed beyond the natural currents of the isle. At that point, the vessels must have the power to move on its own accord back to the Island and a successful navigation check must be made to locate Tilan.

Traveling by way of the sea does create one problem however. Anyone who travels the waves isn't subjected to Tilan's Transport Junctions and therefore do not have their goods regulated as easily. Many smugglers bring into the nation dangerous wands or rods that would otherwise be confiscated had they teleported in. Port Draco has become something of a smugglers' haven for such nefarious activities. The battlemages have been trying to crack down on the black-market trade but it hasn't been easy.

... by air

Not all creatures must use magic or swim to reach the shores of Tilan. There are those that have been blessed with wings and may fly over the crashing waves to reach their destination.

Any who travel by air must keep in mind the distance they have to travel to reach the Island. It is 60 miles from Yuttin to the closest shore any can reach. No spell in the Player's Handbook would last long enough to make such a journey. However, several magical items can. Magical carpets and brooms of flying aren't uncommon in Tilan and many wizards—who enjoy taking the scenic route—often own one of these.

Traveling by air has the same benefits as by boat for avoiding the

Teleportation Junctions. Smuggling isn't as common-by but it does happen.

Social and Political Views of Tilan

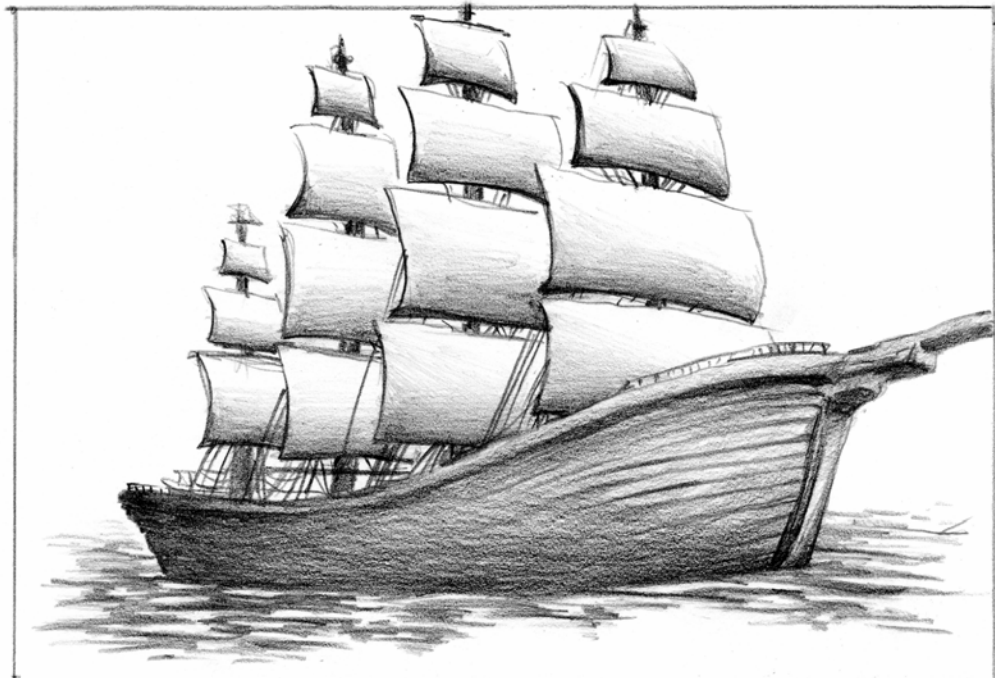
There are many lifestyles in Garweeze Wurld besides wizardry. Many persons choose to be providers and fish or raise crops. Others are crafters and work iron or silver into everyday items that used to make lives easier. Still there are others who desire more out of life, those who desire to fight epic battles and have grand stories told of them. They are a cut above the rest.

They are Adventures! Below is discussed the social views on other classes in Tilan Society. This covers everything from the zero-level peasantry up the powerful fighters and other classes.

Peasants

Peasants have been previously described in this article and how they are treated within the borders of Tilan. They all have basic rights and their rights are enforced by the state, but still they are treated as second class citizens. They can vote in local elections but their votes only count as one while a wizard counts as two. The Academic Body claims this is to keep the elections fair since there is a larger non-wizard population than wizard. However, this is really just to keep them in line. A peasant may not own land within the borders of the City of Tilan or around the University Campus. Such an individual may rent such land or housing, but of course this is own by a wizard.

Peasants are often called upon to do work that magic cannot achieve. This often includes tending to gardens,



cooking meals, or going shopping at the local market. All of these things could be achieved by magic but not as well as a hands-on-approach or as gracefully. (Never send a flesh golem to pick up some apples for desert.)

Fighters

Fighters are most often viewed as unavoidable. They are called upon to protect a wizard when he cannot adequately guard himself. More often, they are hired to protect a wizard's family, particularly his children as he most likely married another wizard. It is because of this need that spell-casters enchant as much magical arms and armor as they do. Chain mail being the most common, as it is what battlemages prefer.

Fighters are also hired to journey into the wild areas of the Island to search for rare spell components. Not all material components have the same potency if grown in a green house. Others simply don't have a very long shelf life. Moreover, since the wizard needs the component to cast the spell, sending someone else to fetch it is the safest means possible. For the wizard.

Thieves

The Thieving classes are viewed as a mixed lot. Bards are recognized for what spell casting talent they do possess. Though not as powerful as a true mage, they still know enough about the business to make them good company. Especially after a long day of spell research, going to your favorite bar and listening to a beautiful song is much more enjoyable than hearing it played via an audible glamour. You just can't beat a live performance.

Charlatans are a little further down on the social latter. They don't have the same prowess as a bard, let alone a normal mage and focus on so many other classes that they are viewed as messy and unkempt. The problem is actually identifying someone as a charlatan. More than one has slipped through the University's administrative cracks over the years. Though they won't admit to it.

Other types of thieves, including true thieves, are viewed with disdain. Theft for a wizard is a terrible thing. To have labored over a spell formula for months to gain the edge on the competition and then have some ruffian steal it

away—without magic!—is a terrible fate indeed. Many a wizard has had something stolen in their past and try to take measures against it. Because of this, spellbooks are guarded jealously. Theft of spellbooks is 200 gp per level of the spell, expulsion from the university if attending and—should fines exceed 10,000 gp--banishment from the Island.

Clerics

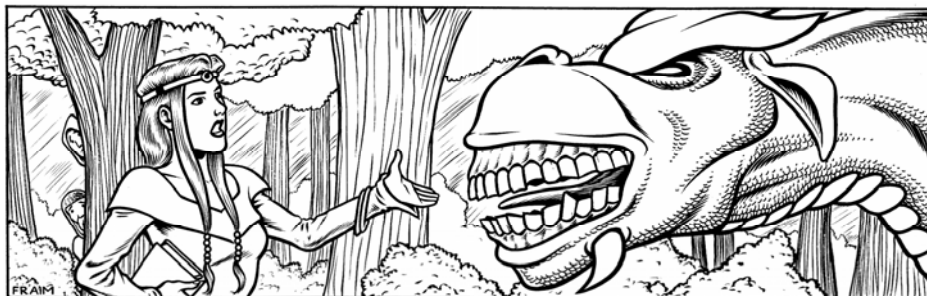
Wizards dominate spell casting and magic. At least that's what they'd like you to think. In reality, there is another class of persons who can wield magical powers, though theirs are divine, not arcane, in nature. Sometimes its even Nature itself!

Ever since that fateful day long ago upon the Yuttin shores, the wizards of Tilan haven't liked clerics. They are viewed as unsophisticated, aloof persons who are single-mindedly fed what they should believe in and how the universe works. There are no laws preventing freedom of religion, though there is a great emphasis placed on the Feeble Gawd and Hokalas as they are gawds of magic. The truth of the matter is that most wizards are simply jealous.

Clerics are seen as something of the "bad boys" of spell casting. While an archmage is someone a young sorceress should take home to meet mother, a cleric is a rebel. They aren't hampered by armor; they are years younger than a wizard of equal level and the higher wisdom score makes them more sensitive. In addition to all that they can do, there is one thing that no wizard can do with their magic: they can heal. This is something that is a real boon to any adventurer and many visiting clerics have been known to make many "friends" by simply handing out a couple of healing potions.

While in the City of Tilan and especially by the University, a cleric's Comeliness is treated as 4 higher than their actual score. Some desperate geeky mages have been known to put on armor and wear a holy symbol around their neck in a lame attempt to pick up chicks. You have to remember that this IS a college town, after all. (This modifier does not apply to clerics or zealots of the Feeble Gawd and Hokalas, who are often viewed as "Cleric Wanna-bes".)

The next planned Tilan article is: University of the Arcane.



The Isle of Tilan



The Farm Lands

Hamlet of Dystrano

Whisperydown

Valley of the Sad Mads

Quarries of Trough

CITY OF
TILAN

WHITE DRAKE

MOUNTAIN

Cliff of Bones

PORT DRACO

UNIVERSITY
OF TILAN



HackJournal Coupon Sheet

Limit one sheet per HMA member. Three rolls on the HSST (GMG p132) are recommended for anyone using multiple sheets. Coupons are invalid without GM initials, if removed from coupon sheet, if validation area is incomplete, or in the hands of non-HMA members. GMs should initial coupon check boxes each time a coupon is used. Sheet expires four (4) months after GM validation.

VALIDATION AREA

MEMBER NAME: _____

MEMBER #: _____

GM SIGNATURE: _____

GM #: _____ DATE: _____

HackJournal #19 coupon

GM#: _____

PLAYER # _____

GM Initials: _____

'Twas Quite Tasty

Gain additional save (at +2) if poisoned

To redeem: Present to GameMaster. Authorized by HMA HQ.
Limit one use of one coupon per player per game session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐ ☐ ☐

HackJournal #19 coupon

GM#: _____

PLAYER # _____

GM Initials: _____

By Thrain, I think I've got it!

Gain +25 fractional points to Wisdom

To redeem: Present to GameMaster. Authorized by HMA HQ.
Limit one use of one coupon per player per game session.
Not valid in conjunction with any other coupon.

USES: ☐

HackJournal #19 coupon

GM#: _____

PLAYER # _____

GM Initials: _____

Innocent Face

Automatically succeed at save vs. apology

To redeem: Present to GameMaster. Authorized by HMA HQ.
Limit one use of one coupon per player per game session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐

HackJournal #19 coupon

GM#: _____

PLAYER # _____

GM Initials: _____

Just... One More... Step...

Eliminate all fatigue

To redeem: Present to GameMaster. Authorized by HMA HQ.
Limit one use of one coupon per player per game session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐ ☐

HackJournal #19 coupon

GM#: _____

GM USE ONLY

OH, THE PAIN!
-1d6 to player's last die roll

To redeem: Announce use to players. Authorized by HMA HQ.
Limit one use of one coupon per GM per gaming session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐ ☐ ☐

HackJournal #19 coupon

GM#: _____

GM USE ONLY

HOUSING SHORTAGE
All accommodations in town now cost double

To redeem: Announce use to players. Authorized by HMA HQ.
Limit one use of one coupon per GM per gaming session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐

HackJournal #19 coupon

GM#: _____

GM USE ONLY

BUMP AND RUN
Cutpurse steals 100 gp or two gems (any value)

To redeem: Announce use to players. Authorized by HMA HQ.
Limit one use of one coupon per GM per gaming session.
Not valid in conjunction with any other coupon.

USES: ☐ ☐ ☐

HackJournal #19 coupon

GM#: _____

GM USE ONLY

BAD REPUTATION
Loss of 100 temporal Honor points

To redeem: Announce use to players. Authorized by HMA HQ.
Limit one use of one coupon per GM per gaming session.
Not valid in conjunction with any other coupon.

USES: ☐

GameMaster's Workshop:
Food and Farming in
Fangaerie and its Environs

By Keith C. McCormic (HMGMA# BK-1-1603-03)
with D.M. Zwerg (HMGMA# WI-9-00027-01)

*Compliments and Regards to Master Trader Ilik
Vandorsson, Keyholder of the Agarsta Wharf
Company and Minister-Without-Portfolio to the
Mercantile Committee, greetings from his son,
Framblegorz.*

Dearest Father,

In keeping with your suggestion of late last year that I travel, most frugally, about our nation whilst on holiday from university, I have spent the last two months or so engaged in a whirlwind tour of the north and eastern parts of our Hagaan League and the surrounding lands. I am happy to report that aside from a few blisters and saddle sores, I have returned unscathed from my adventure.

While I am certain that only a minimal recounting of my travels would satisfy the demands of courtesy, I have elected to include with this letter a set of observations that I believe would be of interest to you and helps to justify the not-inconsiderable sum that my beloved parents expend for my education.

I confess, father, that I began my excursion in a fashion that was as most unlike your advice as possible. After squandering a sizable sum on drink and entertainments, I found myself in Barsuk, in need of monies with which to continue my trek. To this end, I fell in with a band of itinerant merchants who had resolved to travel through the southeastern corner of Daurkhaud as a way of circumventing certain tariffs and duties that are customarily levied upon entering Krاندaneer.

Please give my regards to your lovely wife, my mother, as her face has probably gone quite pale at this point. As you probably disapprove of my choice, I allow that had I been less intoxicated, I probably would not have gone. Alas, I had already crossed the border by the time my stupor had cleared. We safely passed through the border, for it is not as heavily guarded as we are led to believe and from there crossed easily into Krاندaneer, for much the same reason.

I doubt very much that we traveled more than a handful of leagues through Daurkhaud, as we traversed that land in but two days. However, that tiny sliver through which we did pass raised many questions, to which, as a scholar-in-training, I am resolved to seek answers. How, you might ask, did a short jaunt through hostile territory awaken my academic hunger, when two years of study had not? Well, my good father, I shall discover this to you immediately.

In passing through Daurkhaud, I noticed, quite by accident, the abominable condition of the peasantry. Here in Fangaerie, we often think of our commons as obtuse; but by comparison with the serfs of Daurkhaud, our lower classes would seem to be wealthy geniuses. The most common form of dwelling that we passed was a low, thatched-roofed mound made of mud and grass. I dare not even afford these tiny constructions the name of hovel, for to do so would be an insult to proper hovels everywhere.

Few of the farmers we met were willing to converse; but I noticed that each one of them was underfed, showing bones and ribs through the holes in their miserable rags. I asked one elderly man what he had for breakfast, to which he inquired what breakfast was. I obligingly informed him and the poor fellow responded that he rarely ate in the mornings so that he might have food for mid-day, when he found it hardest to work.

A careful discussion with the man led me to believe that his daily ration of food was about a dozen ounces of cold grain porridge, cracked by his wife and soaked in a clay pot from the nightfall of one day until the lunchtime of the following day. He seemed puzzled by the notion of supplemental foodstuffs, replying that fare such as meat, cheese and vegetables was usually reserved for festivals and was provided by the local authorities. I should like to add that I was surprised to learn that this grizzled old man was only thirty-eight years of age. By his estimation, only one man in his village was older.

This encounter and a few others like it, led me to ask why the common folk of one land might be so radically different from those of a nearby nation, less than a day's walk away. What misrule, what ignorance, what foolishness, could lead to such utter degradation of the peasantry in the face of clear evidence that better results can be achieved? To answer these questions, I have analyzed my knowledge through the lenses of commerce, in which you so thoughtfully instructed me many years ago.

Therefore, my beloved father, I have undertaken to examine the domestic economy of the folk of our own nation and that of its neighbors. Not only is such an exploration worthy of academic merit; but I believe that my results will be helpful to even such a skilled merchant as yourself. To this end, I have included a draft copy of my findings on food. I will consider your response and perhaps undertake to explore the nature of our entire economy from its very basic starting points.

I look forward to seeing my parents in the autumn, most likely a week or so after this letter arrives. Until then, my fondest thoughts are with my family.

Deepest regards,
Framblegorz

On The Causes of Prosperity and Ruin Between Nations: Farming, Eating and Their Impact Upon the Commons, by Framblegorz Iliksson.

My upbringing as the son of a successful and respected merchant has left me with a sense of the comparative wealth of persons and places. In my travels, I have become even more acutely aware of the vast differences in economy between one place and the next. As a contribution to the science of trade and to the prosperity of my beloved nation, I herein endeavor to examine the very basic unit of our economy- food.

This paper compares the farming and eating habits of the common folk here in the Hagaan League with those of our neighbors, most especially Daurkhaud, Krandaneer and Abosoria. I have, wherever possible, visited the peasantry in question, even going so far as to enter Daurkhaud to discover the fate of the serfs there. This comparison alone makes this work of substantial importance in our ongoing standoff with this hostile neighbor to our north.

Here amidst the Seven Sisters, our lower classes are most fortunate; though, to hear their rabble-rousers tell it, they are oppressed beyond imagining. Not so! I have personally seen the faces of an oppressed peasantry and they are far leaner, dirtier and sicklier than the faces of the poorest beggars in Fangaerie.

Even the lowliest peasant in our nation dwells in a simple cottage built of wattle-and-daub upon a timber frame. Many live in homes of wood or stone. While most roofs are thatched, many, especially in towns, are made of tile, slate, or split wood. The homes are quite similar in Abosoria, though fewer stone houses were seen. Most dwellings have a stone, or even brick, fireplace and windows that can be opened for ventilation and light. I have even seen a few farmsteads in both countries with small glazed windows in or near their front door to allow visitors to present themselves. This introduction of glass into the lives of our commons is perhaps the clearest example of the prosperity they enjoy.

By contrast, a serf in Daurkhaud lives in a tiny, dismal, heap of a hole. Said dwelling is a mound constructed out of a wretched mix of mud and straw known simply as “cob”. Their roofs are of moldy thatch, out of which grows a mess of weeds and the occasional herb. These “homes” have no doors or windows, no fireplaces and little, if any, furniture. A simple opening in the front allows for egress, light and ventilation. What little cooking is done is often performed outside and in crude clay pots.

Krandaneer’s peasants live somewhere between these two extremes. While most peasants in the kingdom dwell in cob or half-timbered buildings, these buildings are larger, more carefully constructed and generally more serviceable. Again, the roofs are thatched, but many

houses have log, cob, or stone fireplaces. Even the poorest farmer seems to have a smoke hole and fire pit for use in heating or cooking and all but a few homes appeared to have doors and a window or two with shutters.

I had thought to include our other neighbors in this discussion, but it has been pointed out to me that Meletians or Meletii are largely nomadic. Furthermore, our western borders are rather mountainous and populated by certain elder races and the monstrous Orkin tribes. As a result, I have declined to comment on them. I am told that Polst and Shadluria each boast a standard of living similar to Krandaneer, while peasants living in Ara’Kandeesh might know a life more closely related to our own commons, though lacking in material goods. Sadly, I have been unable to visit these lands to confirm what I have heard.

This established, I wish to begin exploring the root causes of these wildly differing lifestyles. As Vrodkaa Immersdotter commented in her Treatise on Land Management, a society “works for its stomach”. While this author does not hold entirely with her findings, this pearl of wisdom seems to strike at the heart of our basic question. How then, do the farming and eating practices of these lands differ, and in what way do these differences affect the lives of the people?

Land Ownership

The first major difference I have discovered lies in the area of land ownership and the division of farmsteads. In Daurkhaud, the basic unit of land, the “virgate” is purely organizational, bearing little or no relationship to the actual area of the terrain. In speaking with the serfs of Daurkhaud, I had the opportunity to perform hasty surveys of several farm plots. While Hraaknar of Westfold defined an old Raagean virgate as being roughly equal to thirty modern acres, the plots I surveyed ranged from five acres up to forty, with most falling at about twenty tillable acres. Interestingly, this practice seems to be the result of a promise on the part of the Sorcerer King to provide each peasant with a virgate of land. The effect of this confusing and outmoded term is to confound easy comparison of the productivity of one village with another.

In Krandaneer, the basic unit of land is also an old Raagean organizational unit, the “ferling”, or quarter virgate. However, the Krandaneerian crown standardized the ferling and virgate about two centuries ago. The area of a ferling is now just short of eight of our acres, with a virgate being roughly thirty acres. Because the ferling is still primarily a unit of organization, it lacks the granularity needed to make fine distinctions between farmsteads, but the standardized value does permit general comparisons far more readily than in Daurkhaud.

Abosoria uses a mercantile system of land measurement very similar to our own. It is said that a nobleman who was preparing to rent land just outside the city of Kaffa conceived the mercantile concept around the year -400 TR. The noble wanted to break up a particular

virgate of land into as many small lots as he could. The most logical division was twenty-four equal lots, each of which he called a “cotavirg”, or “cottage-land”. This name later mutated into “cotagree” and became “cotacre” by the year –225 TR, when it was used to describe a parcel sold in the village of Brandicor. The Abosorian crown codified the area of an “acre” in the year –195 TR, dropping the “cot” from the word to allow its use in measuring larger plots. By –100 TR, the acre replaced the virgate as the basic unit of land measurement in Abosoria.

Fangaerie adopted the acreage system about fifty years later, though it had become common by –150 TR. Interestingly, the Abosorian acre is slightly larger than our own, so that one hundred Abosorian acres would be equal to one hundred and five Hagaan acres.

I find it worth noting that after the civil war that deposed the tyrant Lord Barnain, the notion of nobility as a purely hereditary matter has been slowly changing throughout our society. While many members of our upper classes can claim a pedigree directly back to Raagea, a surprising number of “lords” have risen from the bourgeoisie and a few even from the commons. For this reason, the term “lord” or “landlord” in Fangaerie now refers to land ownership rather than birth or political power.

I spoke with a young nobleman from Norgal in my travels and he informed me that only about one in fifty peasants in Abosoria own title to the land they farm. Here in Fangaerie, at least according to Jefret’s Survey of Titles, roughly one in ten commoners own their home and a farm plot of ten or more acres. This number rises to one in four for tradesmen and the merchant class. This deep investment in the land is probably a contributing factor to the relative prosperity of the Hagaan peoples.

Taxes

Another factor in the prosperity of the common folk appears to be taxation. Here in Fangaerie, a farming tenant usually owes his lord three days of work each week and three-tenths of his production. A landowning farmer might owe a mere two-tenths to the local authority and only a day per week to public projects. The vast amount of unused land and a relatively low population in the west of our nation has led many lords to drop their tenants’ work requirements to only two days per week.

By comparison, a Daurkhaudan serf owes but one day a week in service, but he must pay the entirety of his produce to a communal granary controlled by the local lord. Each peasant is “paid” a fixed amount for this work, regardless of his actual production and is then able to purchase food back from the granary at artificially low prices. However, to prevent demand from exceeding supply, each serf is allowed to purchase only a rationed amount. Their remaining wages buy the little else they own, most of this money going to purchase the miserable rags they wear. The result of this market control is a surplus of food and goods that the lord may use or sell for his own purposes. I am told that most of this surplus is

under the direct control of the crown and its “Ministry of Resource Distribution”.

In Krandaneer and Abosoria, the taxation rates appear to be similar to the main part of Fangaerie, except that fewer commoners own their own land, so more of them are paying the higher tax rates.

Crops and Crop Diversity - Daurkhaud

Perhaps the most important distinction between Fangaerie and her less fortunate neighbors is in the area of agricultural diversity. In my discussions with the serfs of Daurkhaud, I noted a surprising lack of variety in their crops and diet. I admit that my conversations were limited to a small portion of Daurkhaud’s southeast corner, but I have heard that similar conditions apply throughout the nation. To this end, I have the honor to present a somewhat truncated comparison of the crops and their consumption between the states we have been discussing.

In Daurkhaud then, we find that the common serf is farming roughly twenty acres of land, usually plowed by a borrowed team of oxen provided by the local lord’s “reeve” or manager. This term is apparently an older word from which we get the modern term “sheriff” or “shire-reeve”. This team would take about a week and a half to plow the serf’s virgate, perhaps more given that many reeves issue only wooden plows to the serfs. As a fertility conservation device, however, the reeves often require that any land not plowed by the end of one week be left fallow. This means that smaller virgates are often completely farmed, while up to half of a large virgate might remain unworked. I am told that this tradition predates the Sorcerer King’s economic “reforms” and that in the old days, many serfs would plow into the night to increase their plantings. The net result is that many farms are seriously depleted, the land being poorly managed and lacking in fertility. Since the serfs cannot afford to keep many animals, the use of fallow land as pasturage is uncommon, so little manuring occurs.

As a result of the poor quality of the land, many farmers are limited to the growth of crude grains, potatoes and hemp, by which I refer to the fiber variety, not the type allegedly grown by certain Halfings near the coast of San’ Far Bay. Livestock appears to be limited mostly to pigs, goats and sheep, though I hear milk cows exist in the less mountainous north. The forests of the valleys have been mostly cleared and the great Krellyar Forest is inhabited by serfs employed mostly in non-farming roles. In fact, being caught without leave in a forest is often punishable by death, so highly do the lords value their hunting. As a result, the mountain chestnut we know here in Fangaerie is a largely untapped resource in Darkhaud. Horses are all but unknown to the peasantry, as law reserves them for the nobility. Milk is rarely converted to cheese or butter, but is simply drunk with porridge or mash.

Lest I sound overly dismal, I note one enterprising farmer, perhaps the smartest man I met in Daurkhaud, who was using his small drift of swine to turn over his fields before plowing. His crops yields were more on par with Krandaneer, but most of the other farms fell far short. I say that he was the smartest man I had met, for there appears to be a considerable lack of knowledge, even of folk wisdom, amongst the serfs. Most of them seem to plant solely on the advice of the reeve and a few village elders, giving little thought to how they might produce more crops or better livestock.

The serf in Daurkhaud subsists on a diet of cold-soaked porridge, ash-baked potatoes and the liquid milk of sheep or goats. In a given day, he might eat a dozen or so ounces of grain, in dry weight. This provides roughly sixteen to twenty man-hours of food according to the formula developed by Lord Gref in his groundbreaking work, *The Divine Nature of Food*. By comparison, a common farmer in Varturus might consume over forty or even fifty man-hours of food in a single day. The effect of this food deficit is apparent in the lean, bony physique and lackluster work ethic of Daurkhaudan serfs.

Peasant, Daurkhaud

Daurk Serf – Human NPC: HF 0, EP 6, 0-level human, Str 9/21, Dex 11/56, Con 7/13, Int 8/35, Wis 9/72, Cha 11/42, Com 8/89, AL LN, AC 10, MV 12", HD 1/2-1, HP 21, SZ M, # AT 1, D 1-2 (No Pen.), ML 9, TOP 11, Crit BSL: Def AC -5, FF 5, Age 20, Height 5' 6", Weight 120 lbs. (Statistics represent the national average)

Skills: agriculture 60, skilled liar 35, forage for food – temperate 55, general laborer 100, idle gossip 25, ulterior motive 25; 5% chance of rolling on Common Skills chart

Possessions: Wretchedly poor clothing, 1 gp worth of equipment in poor repair.

Languages: Daurk (60%) or Forcuran (40%). Some 25% also speak Common, the merchants' tongue.

Crops of Daurkhaud		Field Price* (CP)			Official Price** (CP)	
Produce	Availability^	Pound	Peck	Bushel	Pound	Peck
Barley	90%	2.2	30.9	111.1	0.3	4.1
Maize	80%	1.7	24.8	89.3	0.3	4.1
Millet	70%	2.4	33.9	122.1	0.3	4.1
Oats	90%	2.1	30.6	110.1	0.3	4.1
Rye	90%	2.3	32.2	116.1	0.1	1.4
Wheat	60%	2.2	31.4	113.0	0.7	9.5
Flax Seed	20%	2.3	33.0	118.8	1.0	13.5
Hemp Seed	80%	1.5	21.2	76.3	0.8	10.8
Beet	5%	6.7	96.1	345.9	1.0	13.5
Carrot	5%	6.7	95.1	342.2	1.0	13.5
Onion	10%	3.4	47.9	172.5	0.5	6.8
Potatoes	60%	1.2	17.4	62.6	0.2	2.7
Turnip	10%	3.4	48.4	174.2	0.6	8.1
Beans	10%	4.2	59.4	213.9	0.8	10.8
Cabbage	20%	2.1	29.9	107.5	0.2	2.7
Peas	8%	4.9	69.7	250.7	1.0	13.5
Squash, Winter	20%	2.0	27.8	100.2	0.5	6.8
Apples	5%	6.6	93.8	337.7	2.0	27.0
Brambleberries	4%	6.1	87.1	313.4	2.5	33.8
Bushberries	5%	5.0	71.8	258.7	2.5	22.8
Grapes	4%	12.0	171.2	616.4	4.0	54.0
Pears	3%	10.4	148.1	533.1	2.5	33.8
Butternuts	4%	5.0	71.9	258.8	2.3	31.1
Walnuts	5%	4.1	59.1	212.6	2.0	27.0

^Availability is the likelihood of a given type of produce being grown in a particular village. It is not necessarily the likelihood that a farmer is willing to sell in violation of Daurkhaudan law!

*Field Prices are for purchases made at the farm of origin during harvest season. Prices in the off-season or farther from the farm are more expensive. The produce purchased is unprocessed, i.e.- whole kernel grains, fresh fruit, etc. It is worth noting that in Daurkhaud, purchasing produce from the farmer is illegal, so these are black market prices.

**Official prices are available only to known citizens who are restricted to a limited ration. Availability for legal purchases is highly variable.

Crops and Crop Diversity - Krاندaneer

In Krاندaneer, the situation is considerably better. Common farmers are allowed to keep the lion's share of their produce, so they are encouraged to improve their methods and yields. While the forests of Krاندaneer are mostly virgin, out of respect for the elves or fear of monsters, they are entered on occasion by the commons for timbering and nutting.

Swine are often let to forage on the periphery of woodlands, so some limited use is made of the vast supply of mast provided by oak, butternut, mountain chestnut and hickory. The commons themselves do not eat much of the nuts, save for the butternut, which is prized. Livestock run the gamut of common varieties, with a special love of sheep in the grassy east. Sheep's milk cheese from Elsar is one of my favorite luxuries and I can attest to its hardy aroma and vicious bite.

Peasant, Krاندaneer

Krandaneerian Peasant – Human NPC: HF 0, EP 7, 0-level human, Str 9/67, Dex 9/36, Con 9/84, Int 9/19, Wis 10/89, Cha 9/91, Com 8/49, AL N, AC 10, MV 12", HD 1/2, HP 24, SZ M, # AT 1, D 1-2 (No Pen.), ML 10, TOP 11, Crit BSL: Def AC -5, FF 5, Age 25, Height 5' 8", Weight 135 lbs. (Statistics represent the national average)

Skills: agriculture 80, farming 10, general laborer 100, idle gossip 25, berate 15, fishing 25, bartering 50, singing 15, botany 10. 10% chance of rolling on Common Skills chart.

Possessions: Simple clothing, 10 gp worth of equipment.

Languages: Forcuran (70%), Old Forcuran (10%), or Hagaan (20%). Some 45% speak Common, the merchants' tongue.

Grains of all sorts are grown in Krاندaneer and maize corn is especially popular in the plains of the east. Wheat, barley and oats are also common, though rye can be found in the northwest, apparently an import from Daurkhaud. Flax and hemp are grown throughout the kingdom, supplementing the domestic sheep herds. The seeds of both are eaten medicinally, but not as a food, unlike neighboring Daurkhaud.

The vineyards around Tingar are not of excellent quality, but the wines they produce have a delightful sweetness that is preferable to the more common spirits fermented throughout the kingdom. Apples and pears are both grown throughout the country, with plums and peaches being found in the southern tip. These fruits are usually dried and then cooked in stews with potherbs, beans and meats. Raspberries are the common

brambleberry, while black currants and serviceberries are the most common bush fruits. Interestingly, the folk of western Krاندaneer believe it unlucky to dry berries and bush fruits, so these are only eaten seasonally. Bees are frequently kept in the western parts of the country, but the large plains are warm enough to make raising them unproductive.

The common peasant in Krاندaneer eats a hot-cooked porridge with butter or milk for breakfast, followed by fresh or dried fruit and cheese at mid-day. The evening sup is indeed a hardy stew of greens, dried fruits and sometimes meat, which is poured over a very hard, coarse bread. This bread is so tough that it is usually cut with an axe and the broth of the stew is necessary to soften it to allow chewing. The coarse flour from which the bread is made appears to be poorly milled, as I found many bits of stone in the meal, which I presume was from the millstones.

The total nutritional value of the Krاندaneerian commoner's diet is about thirty or so man-hours, according to Lord Gref's system. While not as hardy as the diet of a Hagaan farmer, this diet is far above the starvation level this author found in Daurkhaud.

Man-Hours of Food

The "man-hour of food" is a concept developed by a Lord Valkner Gref of Pattensdown, who postulated that the gawds had decreed that man needed to eat a specific amount of food in a day. Lord Gref divided this food amongst the hours of the day and assigned foods values in accordance with his perception of how long a man could live on a given amount of that food.

While Lord Gref's calculations are highly inexact, assuming a value of 100 calories (kilo-calories or dietary calories) per man-hour can provide the reader with a reasonable approximation. By this estimation, a Daurk serf consumes only 1600 to 2000 calories per day, barely starvation level for a hard-working laborer.



Crops of Krandaneer		Field Price* (CP)		
Produce	Availability^	Pound	Peck	Bushel
Barley	90%	1.0	13.7	49.5
Maize	90%	0.8	11.2	40.5
Oats	90%	0.9	13.1	47.2
Rye	50%	1.0	15.0	53.8
Wheat	90%	1.3	17.9	64.3
Flax Seed	90%	0.7	9.5	34.2
Hemp Seed	80%	0.7	9.8	35.1
Beet	50%	0.7	10.2	36.8
Carrot	50%	0.7	10.2	36.8
Onion	75%	0.5	7.4	26.8
Potatoes	90%	0.5	7.4	26.5
Turnip	50%	0.8	10.9	39.2
Beans	50%	0.8	11.7	42.3
Cabbage	60%	0.6	8.2	29.7
Greens	80%	0.5	7.6	27.5
Peas	50%	0.8	11.7	42.3
Squash, Winter	50%	0.6	8.7	31.4
Apples	25%	1.1	16.3	58.7
Brambleberries	50%	1.7	24.4	87.9
Bushberries	40%	1.7	23.6	84.8
Cherries	10%	3.3	47.4	170.8
Grapes	15%	2.5	35.9	129.1
Peaches	20%	1.2	17.4	62.5
Pears	20%	1.4	19.5	70.3
Plums	20%	1.5	21.7	78.1
Butternuts	20%	0.9	13.4	48.1
Chestnuts	15%	1.2	16.9	61.0
Walnuts	15%	1.2	16.9	60.8

^Availability is the likelihood of a given type of produce being grown in a particular village.

*Field Prices are for purchases made at the farm of origin during harvest season. Prices in the off-season or farther from the farm are more expensive. The produce purchased is unprocessed, i.e.- whole kernel grains, fresh fruit, etc.

Crops and Crop Diversity - Abosoria

In Abosoria, the life of the peasant takes another step upward, not so much because of their improvements in agricultural technique, which are considerable; but, rather by the power of commerce. Much more of the land in Abosoria is under cultivation and the local lords usually enforce fallowing and manuring of farmland even more thoroughly than in Krandaneer. Because the tax rates are similar to Krandaneer and Fangaerie, peasants are encouraged to produce as much surplus as possible to sell on the open market.

The supplementation of subsistence crops with so-called cash crops has led to a booming “futures” market in which farmers agree to sell a given amount of produce at a price fixed early in the season. This “future produce” is then traded throughout the season between merchants who hope to take advantage of wild market fluctuations to make a healthy profit. I have noticed a similar system appearing amongst the Seven Sisters, centered on the grain wharves at Agarsta.

Futures Markets

Currently, only Abos and Agarsta boast thriving futures markets. The standard practice in these markets is for successful merchants to negotiate a price with a reputable farmer before the season for a certain amount of produce, either a fixed weight, or the entire yield from one or more acres. This price is often 25% or more lower than the price of the same produce bought from the field at harvest time. The farmer benefits by receiving some or all of this payment in advance, rather than waiting until season’s end.

These merchants then offer to sell the rights to said produce at a higher price than they paid, but at a price which is still discounted below the expected field price at season’s end. As the season progresses, the value of the futures tend to increase until it is about 5% below field price. In some years, when the harvest is especially good, futures traders can lose a great deal of money if the field price falls below their expectations. In a bad year, however, the clever merchant can profit from low production as his futures become more valuable than the anticipated field price.

In general, the holder of a future must pay to pick up the produce and transport it himself to market. The minimum amount of produce sold as futures is usually around ten bushels or about 600 pounds, so only those of considerable means should consider trading in farm futures. Livestock are also sold this way now, usually delivered on the hoof in herds of ten or more.

In terms of fruits, I have noticed fewer pears in Abosorian markets, with a corresponding rise in the sale of apricots. Blackberries and raspberries appear to be equally common, while blueberries and red currants dominate the bushberry market. Strawberries appear throughout the countryside and few farms do not have a patch of them. Fruits are eaten fresh, dried, or preserved in sugar as jams or jelly.

The wines of northern Abosoria, particularly around the Karznar Crossroads, are noted for their unique aroma (though I’ve often preferred the headier vintages produced along the Great Eastern Road, just north of Pac’Stor). This author is uncertain why so much of the southern part of Abosoria is heavily forested, except that it might be a concession to various elf tribes that seem to inhabit the area. However, nutting and timbering are still common through the kingdom, especially across the central band, where the plains meet forested land. In particular, hickory and the rare pecan nut are held in high esteem by the commons, who use them in baking and sweets.

Bees and honey appear to be common throughout Abosoria except on the coast, which is markedly hotter and less hospitable to apiculture. The main body of the kingdom is still warm by comparison to the Hagaan League, but not so much as the large plains of Krandaneer. Grains abound, as do potatoes and hard winter squashes. Wheat is the preferred grain, with barley following. Flour milling seems to be more advanced than to the north, probably because brisk trade has permitted towns to afford better quality stones from farther away. I have even heard of one mill that boasted stones from the Rurdur stoneyards! Milling is largely a wind-powered task here, while animals or homemakers provided the labor in Krandaneer. The tall, gently circling sails of an Abosorian windmill are a welcome sight at the end of a long day, for one knows that a village cannot be far off.

Peasant, Abosoria

Abosorian Peasant – Human NPC: HF 1, EP 15, 0-level human, Str 10/52, Dex 10/26, Con 11/05, Int 10/30, Wis 10/55, Cha 12/21, Com 11/13, AL N, AC 10, MV 12", HD 1/2+1, HP 26, SZ M, # AT 1, D 1-2 (No Pen.), ML 11, TOP 11, Crit BSL: Def AC –4, FF 5, Age 29, Height 5' 9", Weight 145 lbs. (Statistics represent the national average)

Skills: agriculture 100, farming 35, general laborer 100, animal handling 20, current affairs 15, mingle 25, fishing 25, bartering 70, haggle 25, bargain sense 10, forestry 10, singing 10, botany 30. 50% chance of rolling on the Common Skills chart.

Possessions: Servicable clothing, 20 gp worth of equipment.

Languages: Abosorian (55%), Forcuran (30%), Old Forcuran (5%), or Hagaan (10%). 85% speak Common, the merchants' tongue

In Abosoria, the peasant often breaks his fast with a porridge, much as in Krandaneer, but said porridge is frequently supplemented with fresh or dried fruit, yogurt and butter, honey or jellies and even eggs and bacon. At shortly after mid-morning, a light second breakfast or "fog-breaker" of ale or beer, fruit and cheese is often consumed on days of heavy labor.

Luncheon occurs later than in the other lands, usually shortly before the day becomes hottest and usually consists of a cooled soup or stew, ale or beer and small rolls of bread called "puff apples". The origin of the name is unclear. Most of the peasantry seems to rest for an hour or so after luncheon.

The evening meal is most often eaten shortly before sundown in the warmer months, shortly after in the cooler months. This meal usually has some form of meat or egg dish, often a hash or stew, which is served as an

accompaniment to bread, a fluffy porridge called "pilaf" and various vegetables. In all, an Abosorian farmer seems to consume well over thirty-five man-hours of food, with consumption of forty or even fifty common on holidays or days of heavy work, such as plowing time.

Crops of Abosoria		Field Price (CP)*		
Produce	Availability^	Pound	Peck	Bushel
Barley	90%	1.3	18.0	64.9
Maize	90%	1.0	14.8	53.1
Oats	90%	1.2	17.5	63.2
Wheat	90%	1.7	24.5	88.3
Flax Seed	90%	0.7	10.4	37.6
Hemp Seed	80%	0.7	11.0	39.4
Beet	50%	0.7	10.5	37.9
Carrot	60%	0.7	9.5	34.2
Onion	80%	0.5	7.4	26.8
Potatoes	90%	0.5	7.8	28.1
Turnip	60%	0.8	11.1	40.1
Beans	60%	0.8	11.2	40.5
Cabbage	70%	0.5	7.8	28.1
Greens	80%	0.6	8.5	30.5
Peas	60%	0.8	11.2	40.5
Squash, Winter	60%	0.6	8.0	28.9
Apples	35%	0.9	12.8	46.1
Apricots	25%	1.2	17.4	62.5
Brambleberries	55%	1.7	23.8	85.8
Bushberries	50%	1.5	22.0	79.1
Cherries	20%	1.8	26.4	94.9
Grapes	20%	2.0	28.3	102.0
Peaches	25%	1.2	17.4	62.5
Pears	15%	1.8	25.0	90.0
Plums	20%	1.5	21.9	78.7
Strawberries	60%	1.6	23.2	83.7
Butternuts	25%	0.8	11.1	40.0
Chestnuts	20%	0.9	13.2	47.6
Hazelnut	15%	1.2	16.8	47.6
Hickory Nuts	20%	0.9	13.2	47.6
Pecans	15%	1.2	16.7	60.1
Walnuts	25%	0.8	11.0	39.5

^Availability is the likelihood of a given type of produce being grown in a particular village.

*Field Prices are for purchases made at the farm of origin during harvest season. Prices in the off-season or farther from the farm are more expensive. The produce purchased is unprocessed, i.e.- whole kernel grains, fresh fruit, etc.

Crops and Crop Diversity - Fangaerie

Turning now to our beloved Seven Sisters, I have found a considerable similarity in lifestyle with the farmers of Abosoria. However, I note that the peasants of our eastern neighbor are not so well supplied with tools, skills and livestock as our own. On the surface, very much seems to be similar. We grow roughly the same types of crops and our fields appear only marginally more fertile than theirs. Indeed, the produce yields of Hagaan fields are fairly much like those of Abosorian farms. I had thought that our position close to the Praxter Dwarves might be the source of our commons' tools and skills, but alas, I was wrong.

While our grain YIELDS may be much the same, our grain CONSUMPTION is actually lower than that of our neighbors. With the exception of wheat and barley, our farmers use less of their own grain than peasants elsewhere. This is especially true of oats and maize corn, which are frequently used as animal feed to supplement hay and silage. How then, can our peasants raise such fine herds and founders? The answer was quite surprising.

Most of us know the mountain chestnut as a winter snack, something purchased from street vendors, or perhaps roasted at home to serve with mulled wine on a cold evening. To the common folk of our great nation; however, the chestnut is the difference between successful farming and unimagined bounty. These magnificent trees grow as fast as pines, yet they produce fine hardwood, as strong as hickory, as workable as maple and as resistant to rot as the heart cedar. These trees, left uncut, grow to unbelievable sizes, some over one hundred feet in height and ten or more feet across! Timbermen near Hangnail told me that the stumps regrow into harvestable trees in only thirty years. Is it surprising then, that so many people have sturdy wooden homes?

The wood, however, is not the miraculous key to our farmers' success. The nuts themselves are. These trees produce enormous quantities of nuts, most of which are fed to livestock, especially pigs. I have been able to verify from several sources that a single mature mountain chestnut tree can produce over two thousand pounds of nuts in a single year! While the mountain chestnut grows in Daurkhaud and western Krاندaneer, the peasants there rarely travel more than a few yards into the forest, so they miss this bounty of the woodlands.

In Abosoria, except in the very far west, the chestnuts in question are sea chestnuts or Raagean chestnuts, which are smaller, slower growing trees. Sea chestnuts produce far fewer nuts each year, with each nut being somewhat larger and tasting more like a potato than the mountain chestnut.

The added livestock production in Fangaerie permits more of our agricultural produce to be sold on the market, especially the grain and swine for which we are known. This prosperity in turn permitted our lower classes the spare monies to invest in tools and capital projects like granges, springhouses and dams. This in turn increased their efficiency, which allowed more time for the study of crafts and hobbies, such as weaving, cheesemaking and metalwork.

In my travels, I spoke with a Krاندaneerian merchant in a tavern just west of Grand Falls. When I told him that that one in every thirty Haagan men has some skill with forge and hammer, he was flabbergasted that a society could be so well educated. While only a few of our commons can make iron goods from scratch, I have seen quite a number affect common repairs on farm implements. This in turn prevents the loss of a day or more of work while the farmer waits for the village smith to fix the tool in question.

The result of these skills being more available amongst the peasantry is a reduction in the cost of skilled trade labor. Simple tasks can be performed at lower prices, thus increasing the access of the commons to these goods and services. For this reason, most Hagaan farmers own a complete set of farm implements, including an iron plow, scythes, sickles, flails and horses or oxen. In Daurkhaud or Krاندaneer, these tools would be owned by the lord and shared by several families, maybe even the whole village.

As noted earlier in this paper, the Hagaan farmer, even as a tenant, eats far better than his counterparts in other nations, even Abosoria. He usually breaks his fast much like an Abosorian, except that more meat is available and that crude pastries or honey-breads are frequently substituted for the porridge, especially on holidays. While our commons do not eat a "fog-breaker", a beer or bit of fruit is not unheard of at mid-morning. Luncheon occurs shortly after noon and usually consists of bread, cheese, nuts, fruit and scraps of meat cooked at breakfast time. Supper for our commons is based around meat dishes, with roasts or chops being common three or more days a week. The left over meat from these meals is stewed or hashed for eating on the other days. Potatoes, bread and vegetables (with beer, ale or cider to drink) usually accompany the meat dish. A sweet bread, pastry or fruit dish is often served at the end of the meal. Overall, a Hagaan farmer eats between forty and fifty man-hours of food in a day, with more food being eaten on special occasions.

Peasant, Fangaerie

Haagan Peasant – Human NPC: HF 1, EP 15, 0-level human, Str 11/22, Dex 10/26, Con 11/35, Int 10/70, Wis 11/25, Cha 11/31, Com 11/13, AL N, AC 10, MV 12", HD 1/2+1, HP 26, SZ M, # AT 1, D 1-2 (No Pen.), ML 11, TOP 11, Crit BSL: Def AC -4, FF 5, Age 29, Height 5' 9", Weight 145 lbs. (Statistics represent the national average)

Skills: agriculture 100, farming 55, general laborer 100, animal handling 30, current affairs 15, mingle 25, fishing 25, bartering 50, haggle 20, forestry 25, singing 10, botany 40, stonemasonry 10, construction tools 10. Roll on Common Skills chart. 50% chance of rolling a second time on the Common Skills chart.

Possessions: Servicable clothing, 50 gp worth of equipment.

Languages: Haagan (90%), Forcuran (10%). 85% speak Common, the merchants' tongue.

Crops of Fangaerie		Field Price* (CP)		
Produce	Availability^	Pound	Peck	Bushel
Barley	90%	1.1	15.8	57.0
Maize	90%	1.0	14.1	50.7
Oats	90%	1.1	15.4	55.3
Wheat	90%	1.6	22.7	81.7
Flax Seed	90%	0.6	9.3	33.3
Hemp Seed	70%	0.7	9.8	35.4
Beet	60%	0.6	8.7	31.2
Carrot	70%	0.6	8.0	29.0
Onion	90%	0.5	6.4	23.1
Potatoes	90%	0.5	6.9	25.0
Turnip	80%	0.7	10.0	36.2
Beans	80%	0.6	8.6	31.1
Cabbage	80%	0.5	6.6	23.9
Greens	90%	0.5	7.5	27.1
Peas	60%	0.7	9.5	34.2
Squash, Winter	90%	0.4	6.0	21.5
Apples	50%	0.6	9.1	32.7
Apricots	15%	1.2	17.4	62.5
Brambleberries	60%	1.6	23.4	84.3
Bushberries	45%	1.6	22.9	82.4
Cherries	20%	1.7	24.3	87.4
Grapes	25%	1.4	20.2	72.7
Peaches	25%	1.2	17.4	62.5
Pears	20%	1.2	17.6	63.3
Plums	25%	1.2	16.6	59.7
Strawberries	50%	1.7	24.7	88.9
Butternuts	25%	1.0	14.9	53.6
Chestnuts	60%	0.5	7.8	27.9
Hazelnut	15%	1.6	22.4	80.8
Hickory Nuts	20%	1.2	17.7	63.8
Pecans	15%	1.6	22.3	80.4
Walnuts	25%	1.0	14.7	53.0

^Availability is the likelihood of a given type of produce being grown in a particular village.

*Field Prices are for purchases made at the farm of origin during harvest season. Prices in the off-season or farther from the farm are more expensive. The produce purchased is unprocessed, i.e.- whole kernel grains, fresh fruit, etc.

GM's Option - NPC skills and new skill suites

Roll 1d100	Common Skill(s)*	Modifier
01-20	Farmer Skill Suite	
	Agriculture	+50
	Farming	+20
	Rope Use	+50
	Stonemasonry	+15
	Weather Sense	+30
21-30	Herder Skill Suite	
	Animal Handling	+25
	Animal Lore	+50
	Rope Use	+50
	Slaughter: Livestock	+40
41-45	Forester Skill Suite	
	Botany	+20
	Forestry	+50
	Plant Identification: Holistic	+30
	Woodland Lore	+30

46-50	Huntsman Skill Suite	
	Fishing	+30
	Forage For Food (Temperate)	+40
	Forestry	+30
	Hunting	+25
	Identify Animal By Tracks	+50
	Set Snares	+40
	Weather Sense	+30
51-55	Folk Musician Skill Suite	
	Percussion Instruments	+45
	Singing	+40
	Stringed Instruments	+40
	Wind Instruments	+40
56-60	Potter Skill Suite	
	Alchemy	+10
	Fire-Building	+50
	Pottery	+50
	Stonemasonry	+20
61-65	Cook Skill Suite	
	Brewing	+20
	Culinary Arts	+50
	Fire-Building	+45
66-70	Salesman Skill Suite	
	Bargain Sense	+30
	Bartering	+50
	Current Events	+20
	Haggle	+20
	Local History	+30
71-75	Smithhand Skill Suite	
	Blacksmith Tools	+30
	Fire-Building	+45
76-80	Rough Carpenter Skill Suite	
	Carpentry Tools	+45
	Forestry	+50
	Rope Use	+50
81-85	Tanner Skill Suite	
	Leatherworking	+10
	Leatherworking Tools	+50
	Skinning	+45
	Slaughter: Game Animal	+30
	Slaughter: Livestock	+40
86-90	Sewing Skill Suite	
	Seamstress/Tailor	+30
	Weaving	+30
91-100	Roll on Table 6 – Special Skills	

*If the skill rolled has a prerequisite, the NPC gains the prerequisite skill at 50% plus the relevant ability score.



Roll 1d100	Special Skill(s)*	Modifier
01-20	Harvestkeeper Skill Suite	
	Construction Tools	+20
	Culinary Arts	+20
	Farmer Skill Suite	+20
	Leadership: Basic	+20
	Slaughter: Livestock	+20
21-30	Herdsmarshall Skill Suite	
	Animal Training	+30
	Botany	+50
	Herbalism	+20
	Herder Skill Suite	+20
	Surgery Tools	+20
	Veterinary Healing	+25
41-45	Healer Skill Suite	
	First Aid Skill Suite	+50
	Forester Skill Suite	+20
	Healing	+30
	Herbalism	+30
	Surgery Tools	+50
46-50	Wilderness Guide Skill Suite	
	Bowyer/Fletcher	+30
	Huntsman Skill Suite	+10
	Survival (Arctic)	+30
	Track Game	+20
	Tracking	+30
51-60	Builder Skill Suite	
	Construction Tools	+50
	Orchestrate Task	+30
	Pottery	+30
	Rough Carpenter Skill Suite	+20
	Stonemasonry	+50

61-65	Chef Skill Suite	
	Alchemy	+10
	Brewing	+20
	Cook Skill Suite	+20
	Slaughter: Game Animal	+20
	Slaughter: Livestock	+30
66-70	Local Leader Skill Suite	
	Administration	+10
	Leadership: Basic	+50
	Leadership: Committee	+50
	Orchestrate Task	+30
	Salesman Skill Suite	+10
71-75	Blacksmith Skill Suite	
	Blacksmithing	+50
	Metalworking	+20
	Smithhand Skill Suite	+20
76-80	Carpenter Skill Suite	
	Carpentry	+40
	Construction Tools	+50
	Rough Carpenter Skill Suite	+20
81-85	Leatherworker Skill Suite	
	Cobbling	+20
	Leatherworking	+40
	Tanner Skill Suite	+20
86-90	Weaver Skill Suite	
	Botany	+50
	Plant Identification: Holistic	+20
	Sewing Skill Suite	+25
90-95	Roll once on Common Skills chart and again on this chart	
95-99	Roll twice on this chart – ignore this result hereafter	
100	Roll twice on this chart	

*If the skill rolled has a prerequisite, the NPC gains the prerequisite skill at 50% plus the relevant ability score.

