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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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Player's Advantage:

New Skill - Taxidermy

by Charles Slaton (HMA #AR-1-10055-06)

New Skill

Taxidermy:

[(Dex+Int/2)/Sophisticated/2 BP]

Mastery Die: 1d6

Course Prerequisite: Skinning, Artistic Ability, Anatomy (Basic)

Course Cost: 300 gp

Course Difficulty: +5%

This skill enables a character to stuff, preserve, and mount the remains of a creature in a life-like pose for use as a trophy or display. In order for the remains of a creature to be preserved, the skin must be at least 80% whole and the character must have at least a basic knowledge of the creature's appearance while alive. If the skin has been damaged too much or more than 20% of it is missing, it may still be stuffed but the result is of poor quality. A Mend spell can be used to improve the quality of a damaged skin. The creature's remains must be preserved for tanning and stuffing within half a day after its death, otherwise it may deteriorate beyond a preservable state.

The creature's skin is treated to protect it against rot, and certain cosmetic bones such as the skull are cleaned and prepared as well. Wood can be used in place of less noticeable bone structures to give the trophy both form and support. The taxidermist then uses leather straps attached to a frame to support the remains as he stuffs them with insect repellant herbs and lots of straw.

Before making his Taxidermy skill check, a taxidermist may attempt an Animal Lore check. A success grants a +10% bonus towards the Taxidermy check, but a failure gives the taxidermist a -10% penalty towards his following Taxidermy check.

Table HJ22-A: Taxidermy Costs

Base cost (gp) for shoulder mount	xp value times 2
Base cost (gp) for full body mount	xp value times 4
Teeth showing	+50% base cost
Has Horns	+50% base cost
Creature is of a magical nature	+100% base cost

Imagine an aging king upon a gilded throne. With contempt he looks down at the young diplomat from a neighboring land, and together they try to argue out an end to the long war that has ravaged both kingdoms. A once mighty warrior, now the king is but an old man, frail from the long years. In the eyes of

the foreigner he can see the disgust and lack of respect that lay concealed behind the diplomat's art. With retelling, the stories of youthful adventure grow old and one's honor is long forgotten soon after the last fleck of dried blood falls from his blade.

Imagine the same withered king sitting upon the same gilded throne. But now, wrapped around the throne room lay the remains of the great red dragon he slew in his youth. Its head lay curled like a hound at the foot of his throne, preserved by a master's skill. One would believe the beast was only sleeping were it not for the great sword, sheathed between the monster's eyes. Though old, frail and no longer the young man he once was, from the moment the diplomat beheld the throne room in awe to the look of fear and respect in his eyes, the king has found joy this day.

Mounted Trophies and Honor

The presence of a mounted trophy can awe an observer and give its owner power over him. In the presence of a trophy the owner gains a temporary bonus to his permanent Honor as long as he has bragging rights for the creature's death. This bonus can be inherited from parent to child. However, for each generation of owner after the first, the quality of the trophy is reduced by one in regards to the Honor bonus it grants.

For example, Kobal the Bold has a trophy of Superior quality made from the remains of the Dire Polar Bear he slew. He receives the Honor bonus for the Superior quality of the trophy. After his death, Kobal's son Thord keeps the symbol of his father's honor and receives an Honor bonus from it. However, the stuffed Dire Polar Bear only counts as a Decent trophy for the purposes of determining Thord's Honor bonus.

Any Honor temporarily gained in this manner cannot raise one's Honor into the area of "Too Much Honor," but can rise it as high as 1 point below the "Too Much Honor" window for his level. The bonuses of multiple trophies are not cumulative, the trophy of the highest xp value is the one that grants the bonus.

In addition to the bonus to Honor, possession of a trophy grants the owner a one time bonus to his Fame as long as the monster's xp value was greater than his own at the time of its death. You only get the Fame bonus once per monster type. For example, the first tiger a PC has stuffed and mounted grants him a one-time Fame bonus. In the

future, the PC will never again receive a bonus for any other stuffed and mounted tigers.

There is a downside to trophies, however. If the PC has trophies of an intelligent species, there is a yearly chance that a member of that species takes notice and seeks revenge for its kind. The chance is equal to the quantity of trophies of this particular species x the species' Hackfactor.

Table HJ22-B: Trophy Quality Effects on Honor and Fame Rewards

Trophy Quality	Honor Check Modifier*	Honor Award**	Fame Award
Worthless	-2	0	0
Poor	-1	0	0
Shoddy	0	0	0
Average	+1	+5%	0
Decent	+2	+10%	+1
Superior	+3	+15%	+3
Extraordinary	+4	+20%	+4

*Applies to the Honor Die roll that is subtracted from 20 to find the target number for the check.

**The amount of Honor awarded is determined as a percentage of the character's unmodified Honor.



Player's Advantage:

New Spell - Challandra's Life-Draining Hand

by Nate Sims (HMA #AL-2-00733-02)

(Necromancy)

Level: 2

Range: 10ft + 3ft every level

Components: V, S, M

Duration: 1 attack, or 1 round + 2 rounds per level

Casting time: 1 round

Area of Effect: Special

Saving Throw: Yes (for half damage)

When this spell is cast, a magic-user animates a dismembered hand of any humanoid. The hand floats through the air and moves as directed by the caster. The caster must touch the hand while casting the spell and uses verbal commands and somatic gestures to move the hand. The magic-user must maintain concentration while moving the hand, so he cannot cast spells through it.

The hand will not support any weight, not even a magical ring. The hand may be attacked in combat. (AC 3, hp 4, MV 6") The hand attacks as if the caster were attempting to touch a foe, but without unarmed combat penalties. When the hand successfully touches an opponent in melee, that opponent suffers 1d4 points of damage + 1 point per caster level. Thus, a third level magic user would cause 1d4 + 3 points of damage. The caster gains hit points equal to the damage inflicted, up to his maximum hit point total.

After a single successful attack, the hand falls to the ground. Lifeless and withered the hand crumbles to dust.

Any creature damaged by this spell can regain hit points by magical and normal means. This spell does not affect undead creatures.

The material component for this spell is a severed hand. A new severed hand is needed for each casting. In order for the hand to be a viable spell component it must have all of the original fingers and flesh must be covering the entire hand. Using hands that are virtually mummified, heavily decomposed, or near skeletal as spell components will result in severe spell mishaps.

Player's Advantage:

What's HER Armor Class?

by Keith McCormic (HMA #BK-1-01603-02)

Throughout the canon of HackMaster books, one often sees persons wearing armor that does not conform to the standard classifications we see in the *Player's Handbook*. Since the art is obviously representative of sanctioned HackMaster, many players and GMs have inquired as to how their characters can wear such unusual armor types. Well, on page 27 of the *Combatant's Guide*, Table 6M1 lists an Armor Prejudice option for "Other/Unusual". Obviously, there are other options available, but no system for representing them was available.

No longer! Here is a system for representing special armor types, including statistics on AC, cost, availability, and coverage. Table 6M2 is a supplement to Table 6M1 in the *Combatant's Guide*. Any time a PC gets a result of 97-100 on that table, have them roll an additional 1d100 and compare the results to Table 6M3. Players who roll on Table 6M2 must also roll on Table 6M3: Unusual Armor Materials to determine whether or not the character will wear only a special armor made of certain materials. Note that certain armor types and materials grant a minor bonus to the BPs that a character gets for taking the Armor Prejudice quirk. Characters who cherry pick only get half of the total bonus, rounded down. Characters who roll more than one result on a given table will receive the lowest bonus out of all their results. So, a character who fights with Bracers and a Helmet would only get 1 BP as a bonus.

Table 6M2: Unusual Armor Prejudices

Roll d%	Armor Prejudice	Bonus BPs
01-03	Bracers	+3
04-05	Greaves	+3
06	Cuisse	+3
07-13	Greaves & Cuisse	+2
14-23	Bracers & Greaves	+2
24-28	Breastplate	+1
29-34	Helmet	+1
35-43	Bikini	+3
44-45	Cuirasse	+0
45	Pauldrons	+2
46-47	Naked*^	+5
48-49	War Paint^	+1
50-100	Roll twice, re-roll identical armor type results	

* Ignore any other rolls. The character will always fight naked. Roll 1d6. On an even result the

character must also wear War Paint, but he receives the full 5 BP.

^ Do not roll on table 6M3 unless another armor type is rolled in addition to War Paint or Naked.

Table 6M3: Unusual Armor Materials

Roll d%	Armor Material	Bonus BPs
01-45	Any material available*	0
45-55	Any expensive material* †+1	
56-61	Bone or Hide	+2
62-66	Cuir Bouilli (Leather)	+2
67-71	Studded Leather	+2
72-75	Chain Mail	+1
76-78	Plate	+1
79-82	Decorative	+2
83-85	Bejeweled^	+3
86	Mithril Chain	+2
87	Mithril Plate	+2
88	Adamantite Chain	+2
89	Adamantite Plate	+2
90-96	Monster Parts (skull, hide, etc.)	+1
97-100	Roll twice, character can wear both types.~	

* This result trumps all others. Do not roll any other type.

† Double the cost of any armor purchased.

^ Roll again, add "Bejeweled" to the type rolled.

Triple the cost of the armor type.

~ Under no circumstances can a character roll more than three times on this table.

Monster Parts are considered Hide armor, but the character must have been involved in the battle to slay the creature from which the armor was taken. A starting character can have no more than one Monster Part armor piece per level. The monetary cost is the same as for hide. Decorative armor is actually large jewelry, so it provides protection by virtue of coverage, not hardness. It uses the same combat modifiers by weapon type as Hide armor. Decorative armor has a maximum AC of 7 through the combination of parts. Costs for Adamantite and Mithril are given on page 205 of the *GameMaster's Guide*. The AC adjustment given in the GMG applies not to each individual piece, but to the maximum AC benefit from combining armor types.

The types of armor mentioned in this article provide an AC bonus to the body parts that are actually covered, as described in the helmet rules on page 130 of the *Combatant's Guide*. A character's overall AC does not change unless he wears three or

more components, such as a helmet, greaves, and bracers. In this case, the worst component AC becomes his overall AC, though specific areas may have better protection. For purposes of this rule, the top and bottom of a female's bikini armor count as two components.

Armor HP are also added together when combining pieces. The reason for this is that each piece is independent and self-supporting. This is different from a full suit, in which a single strap may support multiple segments of the armor, so each blow absorbed can easily affect the suit as a whole. AC degrades based on the standard 8, 6, 4, 2, 1 formula, but any left over points are added one at a time to each level until they are used up. For instance, a combination of armor pieces with an AC of 7 and 12 HPs would degrade at 5, 4, 3. This is the major benefit of buying and combining multiple pieces, assuming a character is allowed to do so.

Additionally, some unusual armors can have beneficial effects for a character who **chooses** to wear them. The armor does not have these effects if the character is being compelled by a quirk. These potential benefits are explained in the armor descriptions. These benefits often take the form of honor benefits that can be accrued under certain circumstances. Certain armors can also affect Comeliness, Presence, or even Fame.

Bikini

A bikini consists of a minimal guard for the groin and buttocks, and only applies AC to this location. Female characters also get a minimal chest guard, which applies this AC to the chest as well. These guards are usually separate pieces linked by straps.

Bikinis may also include hip guards, at the GMs discretion. It is worth noting that wearing a bikini in certain lawful societies can be considered criminal.

A chaotic or neutrally aligned character who wears a bikini against a vastly superior foe (twice the characters HD or more) gains 2 temporal honor in addition to other honor awards. Fighting in this way against an equal foe is likewise worth 1 temporal honor. Wearing a bikini will also move a character's Comeliness 2 points away from average (10/50) if the character wears no other clothing. For instance, a character with a Comeliness of 12 will appear to have a 14, but a Comeliness of 8 becomes a 6. Armor pieces from this article do not count as clothing for these effects unless they cover the same areas of the body (breastplates, for instance).

Table HJ22-C: Bikinis

Material	AC	hp	Cost	Availability		
				Hi	Med	Lo
Bone or Hide	9	3	10 gp	95	80	50
Cuir Bouilli (Leather)	9	2	2 gp	95	90	85
Studded Leather	8	4	5 gp	95	90	85
Chain Mail	8	5	100 gp	95	90	85
Plate	7	6	600 gp	95	80	70
Decorative	9	1	200 gp	95	80	70

Bracers

Bracers are forearm guards, also known as vambraces. This AC only applies to the hands and forearms. Gauntlets are also considered bracers for purposes of this article.

A chaotically aligned character who wears bracers against a vastly superior foe (twice the characters HD or more) gains 1 temporal honor. Wearing gauntlets may provide circumstantial benefits, as determined by your GM.

Table HJ22-D: Bracers

Material	AC	hp	Cost	Availability		
				Hi	Med	Lo
Bone or Hide	9	1	5 gp	95	80	50
Cuir Bouilli (Leather)	9	1	1 gp	95	90	85
Studded Leather	9	1	4 gp	95	90	85
Chain Mail	8	2	80 gp	95	90	85
Plate	8	2	400 gp	95	80	70
Decorative	9	1	100 gp	95	80	70

Breastplates

Breastplates are chest guards; they protect only the front of the character. Wearing a breastplate increases a lawful character's Presence by 1.

Table HJ22-E: Breastplates

Material	AC	hp	Cost	Availability		
				Hi	Med	Lo
Bone or Hide	8	2	50 gp	95	80	50
Cuir Bouilli (Leather)	9	1	4 gp	95	90	85
Studded Leather	9	1	30 gp	95	90	85
Chain Mail	7	4	175 gp	95	90	85
Plate	6	6	1000 gp	95	80	70
Decorative	8	2	120 gp	95	80	70

Cuirass

A cuirass is a front-and-back torso guard that applies AC only these parts of the body. Wearing a cuirasse increases a character's Presence by 1.

Table HJ22-F: Cuirasses

				Availability		
Material	AC	hp	Cost	Hi	Med	Lo
Bone or Hide	8	2	60 gp	95	80	50
Cuir Bouilli (Leather)	9	1	5 gp	95	90	85
Studded Leather	9	1	35 gp	95	90	85
Chain Mail	7	5	200 gp	95	90	85
Plate	6	7	1300 gp	95	80	70
Decorative	8	3	150 gp	95	80	70

Cuisses

Cuisses are upper leg guards, and their AC applies only to the upper leg. Wearing a cuisse has no specific game effects.

Table HJ22-G: Cuisses

				Availability		
Material	AC	hp	Cost	Hi	Med	Lo
Bone or Hide	9	1	5 gp	90	80	50
Cuir Bouilli (Leather)	9	1	1 gp	90	85	80
Studded Leather	9	1	4 gp	90	85	80
Chain Mail	8	2	80 gp	90	85	80
Plate	8	2	400 gp	90	80	70
Decorative	9	1	100 gp	90	80	70

Greaves

Greaves are lower leg guards, also known as jambraces. This AC applies only to the lower leg. Boots or sabotons are also considered greaves for purposes of this article. Wearing greaves has no specific game effects. Wearing boots may provide circumstantial benefits, as determined by your GM.

Table HJ22-H: Greaves

				Availability		
Material	AC	hp	Cost	Hi	Med	Lo
Bone or Hide	9	1	6 gp	95	80	50
Cuir Bouilli (Leather)	9	1	1 gp	95	90	85
Studded Leather	9	1	5 gp	95	90	85
Chain Mail	8	2	90 gp	95	90	85
Plate	8	2	500 gp	95	80	70
Decorative	9	1	120 gp	95	80	70

Helmet

Helmets are head coverings made of protective materials and only provide their AC to that region. Costs and values for plate, chain, and leather helmets are given in the *Combatant's Guide* (p131).

A closed-faced helmet provides a +2d4% bonus to Intimidate or similar skill checks and gives opponents directly facing the character a -1 penalty on Morale checks. Additionally, a character's Comeliness increases 5 points towards average (10/50) if he wears a closed-faced helmet (a Comeliness of 16 becomes an 11 while worn). Monster Part helmets are considered closed-faced.

If the cost of the closed-face helmet is quintupled, special sculpting can be used to grant the wearer an apparent Comeliness that is either positive or negative. The character specifies whether this modifier is positive or negative when the helmet is purchased. The positive Comeliness is 10 plus 1d6+2 (roll per encounter). The negative Comeliness is equal to 1 minus 2d4 (roll per encounter). Therefore, a sculpted helm can create a Comeliness of 13 to 18 or -2 to -8, depending the design. Both apparent Comeliness scores persist only as long as the helmet is kept closed. Sculpted helmets provide a +3d8% to intimidation-type skills and a -3 to the morale of any enemy who can see the character.

Table HJ22-I: Helmets

				Availability		
Material	AC	hp	Cost	Hi	Med	Lo
Bone or Hide	8	2	2 gp	90	80	50
Studded Leather	9	1	3 gp	90	85	80
Decorative	8	2	50 gp	90	80	70

Pauldrons

Pauldrons are shoulder guards that may also include a gorget to protect the throat. They improve the AC of these locations to the listed amount. Special Effect: Wearing pauldrons increases an evil character's Presence by 1.

Table HJ22-J: Pauldrons

				Availability		
Material	AC	hp	Cost	Hi	Med	Lo
Bone or Hide	8	2	50 gp	95	80	50
Cuir Bouilli (Leather)	9	1	4 gp	95	90	85
Studded Leather	9	1	30 gp	95	90	85
Chain Mail	7	4	175 gp	95	90	85
Plate	6	6	1000 gp	95	80	70
Decorative	8	2	120 gp	95	80	70

Naked

A naked character wears nothing, except perhaps some minimal footgear, some bits of jewelry, and/or a baldric or weapon hanger. No armor other than a shield is permitted! This is very chilly, and in many lawful societies can get you arrested.

A chaotic or neutrally aligned character who fights naked against a vastly superior foe (twice the character's HD or more) gains 4 temporal Honor in addition to other honor awards. Fighting in this way against an equal foe is likewise worth 2 temporal Honor. Wearing nothing will also move any character's Comeliness 4 points away from average (10/50). For instance, a character with a Comeliness of 12 will appear to have a 16, but a Comeliness of 8 becomes a 4!

Finally, any time a nude character directly attacks a human, demi-human, or humanoid foe who has never faced a naked attacker before, that foe must make a morale check or be "surprised" for one round. This effect only works once on any given creature.

War Paint

War Paint is more of a process than an actual armor. Its purpose is to call attention to the warrior and to enhance the ferocity of his appearance. When using war paint, a character may only wear minimal clothing. A maximum of three armor types from Table 6M2 may be employed while using war paint.

No helmets or other face coverings can be worn while using war paint. Crude war paint takes 1d4+1 rounds to apply. Fancy and mystical war paint both require 4d6 rounds to apply if the character paints himself, or 2d6 rounds if another person applies it. While war paint must be reapplied before each battle to be effective, it will stay fresh for 2d4 hours if the character is not engaging in strenuous activity. Any battle or very sweaty activity will fade the paint enough to render it ineffective. A

character wearing war paint in civilized areas will usually be discriminated against and watched very closely.

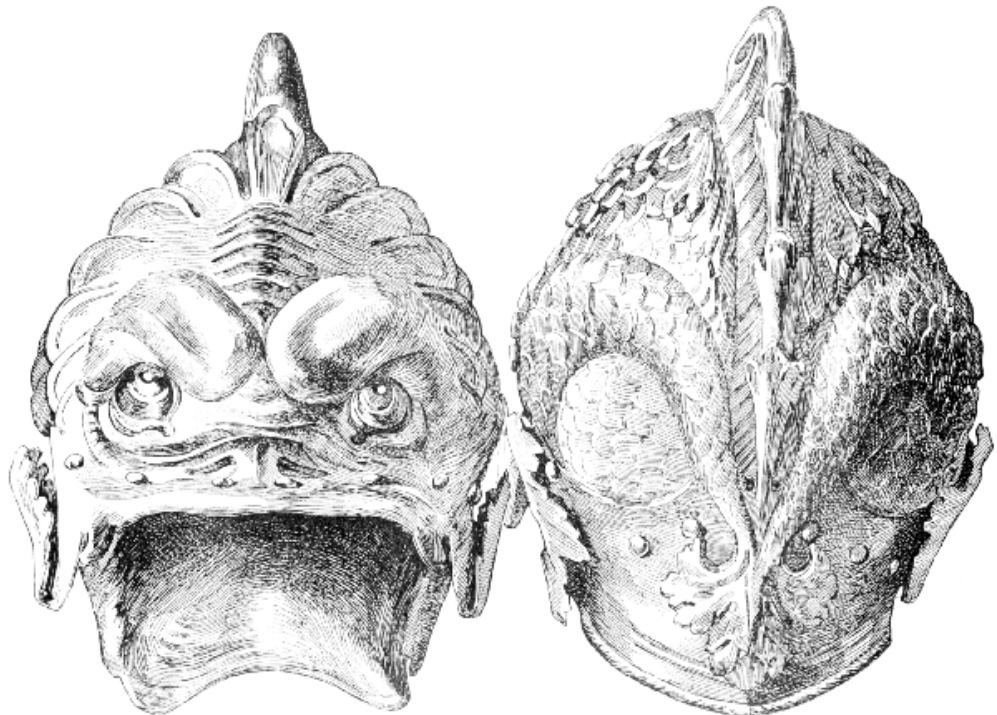
A character properly using war paint gains a number of powerful effects. First, the Honor modifier in table 1I multiplies any temporal honor gained or lost while wearing the paint. Second, the wearer's Presence increases as noted in table 1I. Thirdly, any opponent directly facing the character suffers a Morale penalty as noted in the table. Finally, the character receives a bonus on skill checks that rely on fear, such as Intimidation, Feign Toughness, and Threat Gesture until the paint wears off.

Table HJ22-K: War Paint

Quality	Honor	Pre	ML	Fear	Cost*	Availability		
						Hi	Med	Lo
Crude	x1.5	+1	-1	+5%	2 sp	95	85	80
Fancy	x2	+2	-2	+10%	2 gp	90	80	70
Mystical^	x2	+2	-2	+10%	10 gp	80	70	60

* Cost is per application. War paint must be reapplied before each battle.

^ Additional effect is up to the GM, treat as a performance enhancing drug.



GameMaster's Workshop:

Foghollow

by Keith C. McCormic (HMA #BR-2-01603-03)

GameMaster's Introduction

Foghollow is a generic crossroads settlement that can be placed in along any wooded trade route in your world. For example, Foghollow would fit nicely in places like D7-02-E07, D7-06-F05, D7-11-E03, or even D7-14-B05. This thorp is little more than a waystation, so the residents make a living providing provisions and services to traders and travelers.

It is worth noting that Foghollow survives by being the only game in town. EVERYTHING is more expensive here. Items that usually cost a mere copper may cost 2, 3, or even 10! Availability for most items is low, and prices range from 125% to 1000% of normal, depending on the resources and skill required to make the product. Woe unto the PC who actually finds a magic item for sale in Foghollow!

The buildings, names, and menu given in the article reflect the Upper Eder Soult region. If you place Foghollow in another part of Garweeze Wurld, or a different world, you may need to change the architecture, nomenclature, or provender presented in the article.

Read or paraphrase the following text to the players:

You follow the twisting, heaving road through the deep forest, hoping for some sign of civilization amidst the trackless, eternal wood. A stream, perhaps a small river, flows alongside your path, occasionally quite close, and sometimes winding off to get lost in the trees. After what seems like a century of wandering, you top a slight rise and see that the wilderness is thinning.

As you press onward, a large, irregular clearing, perhaps a mile across, opens out before you. The rolling farmland looks like a lopsided bowl, gently sinking down towards a small pond. A few copses of trees grow around the pond, and you see a few wisps of smoke rising from the chimneys of the farmhouses that dot the clearing. You can see a cluster of larger buildings in the distance. Perhaps one of them is an inn!

Foghollow is an isolated trading post along an important route through the woods. As such, it

supports itself almost entirely on goods brought into the community from outside. The primary product and export of Foghollow is preserved pork, as the extensive forests provide ample nut mast to fatten hundreds of animals a year. Indeed what little agriculture goes on in Foghollow is mostly geared towards the production of bacon, ham, dried fruits, and cured fish. While potatoes, beans, and squash are grown locally, grains are usually imported. As a result, breads and pastries are expensive treats, rarely enjoyed by the locals.

The town is nominally governed by a distant lord, and his tax collectors are bribed to lie about the locals' financial success. As a result, the tiny village is left to its own devices. In theory, major decisions are generally made by consensus (or at least majority decision) amongst the older, land-owning residents. In practice, Crandak the Younger usually gets his way, though occasionally the elders of the United Temple manage to thwart his more bizarre intentions.

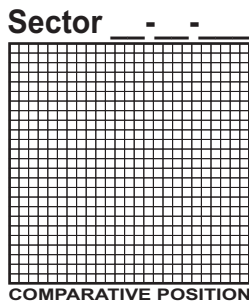
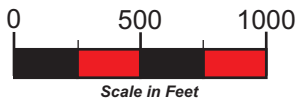
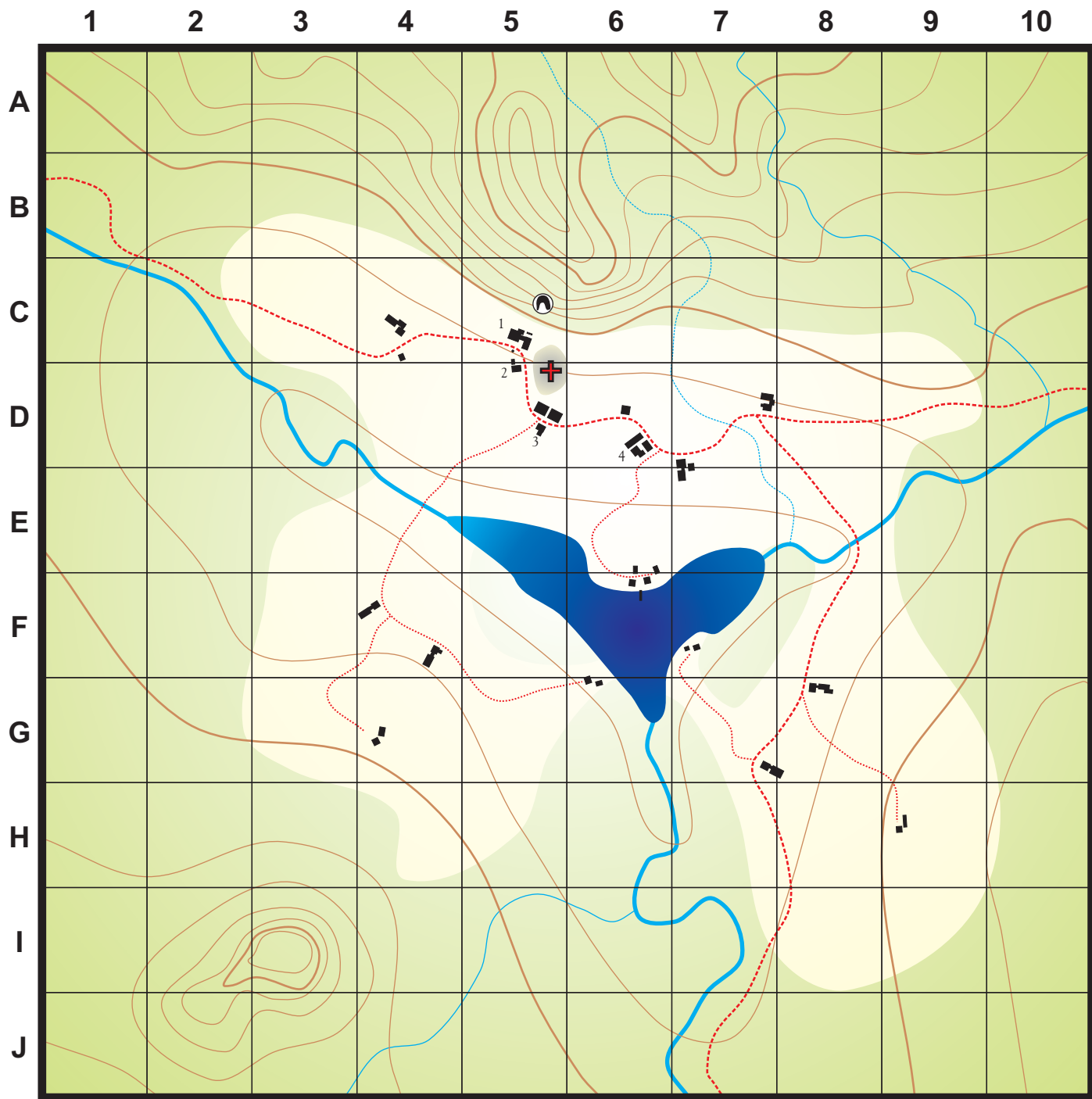
Law enforcement is provided by a militia of able-bodied townsfolk, usually led by one of the temple's priests. Foghollow has no jail, so prisoners are usually tied up in the basement of the inn and tried as swiftly as possible. Punishments never include confinement, so public humiliation, flogging, and fines are strongly in evidence. Only one execution has ever occurred in Foghollow, but no one in town will discuss the method. This has led to rampant speculation amongst the merchant caravans as to what sort of punishment could be so horrific as to frighten a whole town into silence. In truth, the local priests encourage the rumor mongering so that they hopefully won't have to drown any more murderers. This of course, explains why the locals don't like to eat the fish from their pond.

History of Foghollow

A wandering beggar named Crandak the Elder accidentally founded Foghollow about fifty years ago. Crandak, tired of walking around with nowhere to go to and nowhere to go back to, turned his energies towards building himself a small hut near the road where he could sit comfortably and beg for alms without being harassed by tax collectors and city guards. When people actually started paying him to sleep in his hovel, Crandak was overwhelmed with entrepreneurial spirit and tried to build an inn from a heap of old mine tailings he found near the road.

Poor, displaced farmers and laborers kept wandering by, and Crandak put them to good use building and maintaining his inn. His first inn fell down in about six months, and the second lasted only

Fogghollow (Thorp)



#1 Crandak's Cairn (Inn).....		C5		Fogghollow Almanac	
#2 Barth Hamfist & Sons. (Smith, Farrier, & Wainwright).....		C5-D5		Population: 127	
#3 Trenthan Iliksson (General Merchant, Dry Goods).....		D5		Racial Makeup:	
#4 United Temple of Fogghollow (Benyar, Luvia, etc.).....		D6		Human: 95%	
Abandoned Mine (Dungeon).....		C5		Dwarven: 1%	
Crandak's Cairn (Site).....		C5-D5		Elven: 1%	
				Half-Elven: 3%	
				Sex:	
				42% Female	
				58% Male	
				Annual GDP:	
				52,313 gp	
				Major Exports:	
				Ham, Bacon, Dried Fruit.	
				Major Industries:	
				Hospitality, Agriculture.	
				Major Religions:	
				Benyar, Sumaar'Fareen, Nudor, Luvia.	

a year and a half. However, shortly before the second inn collapsed, a young journeyman mason named Burkit blundered into town. Crandak convinced Burkit to oversee the construction of a proper inn with real fireplaces and even a basement! Now that someone actually knew how to build things, Crandak's Inn-by-the-Cairn flew up seemingly overnight and has stood ever since. Crandak married about two years later and his three children grew up in the inn. Only his eldest son, Crandak the Younger, remained in Foghollow.

After he finished the inn, Burkit turned his skills to building houses and outbuildings for the families that had settled in the area during the inn construction. In time other, wealthier, clients appeared, and Burkit built their homes and businesses as well. When Crandak the Elder died about ten years ago, Burkit erected a small stone tomb to house his body. The townsfolk, all of whom owed their livelihoods to Crandak, lovingly buried his tomb with the leftover mine tailings that had become known as Crandak's Cairn. Shortly thereafter, Burkit and his wife left Foghollow to set up shop in the city. To this day, there are rumors of magical jewelry buried with Crandak underneath hundreds of tons of rock.

Unbeknownst to Crandak, his son, or Burkit was the nature of the mine from whence the tailings had come. In the steep hillside behind the inn, a huge pile of loose rock conceals the entrance to a mostly spent gold mine. The last vein of native gold ran directly into a natural cavern that connects to the Netherdeep. When some of the miners explored the caves, they were horribly slain by creatures that lived there. The remaining miners buried the mine entrance and told their employers what had happened. Knowing that the mine was almost played out, they decided to leave it alone.

If the PCs find the mine and try to dig the gold, they will be able to mine about 5,000 gp worth before the vein ends (about 250 man-days). However, the GM should roll three times the normal number of Subterranean random encounters because of the Netherdeep connection. Also, if the PCs don't seal the cavern again when they are done, the creatures in the caves will probably come topside and start wreaking havoc!

Crandak's Cairn Inn

Read or paraphrase the following text to the players:

Along the road, near a giant heap of loose rock, you can see a two story stone building that looks like an inn. A forested hill rises behind the inn. The inn itself looks very solid and even the roof is made of stone! The windows are covered in greased parchment, except for small glazed panels in the double doors that open into the side of the taproom. Opposite the entrance is the side of a stable with big barn doors on the end.

The room has a single large fireplace in the center of the right-hand wall. A pair of trestle tables stands between you and the far wall, where a number of smaller tables await hungry customers. A bar fills the near right-hand corner of the common room, just before the fireplace. The bar has stools set along it. A happy-looking man comes out of a room behind the bar when you come in.



The innkeeper is Crandak the Younger, son of the inn's founder. He lives upstairs with his wife, two of their six kids, and his mother. Crandak is unflappably cheerful and pleasant. He's also a hardnosed haggler and skinflint. He would sooner wrench his teeth out by hand than fail to make a substantial profit. Even an expert haggler will only be able to knock 5% off of the price. Any PC who gets things for less than the listed prices should consider himself most fortunate.

The good news is that Crandak, his employees, and his family try very hard to make their guests happy. The inn is relatively clean, the food is never rotten, and the service is friendly and efficient.

Crandak's Cairn is an average-sized inn, with a total of ten private rooms to rent out. People can sleep on the floor of the common room for a reduced fee. The stables can house seven mounts in stalls, though there is a large flexible space that could house carts, wagons, or a few extra draft animals. The innkeeper and his family live above the stable, behind the hayloft.

The simple rooms have two person beds, though the one nearest the stairs has a bunk bed instead. The two suites have private fireplaces. The other rooms are warmed only by the heat from the common room.

Each outside room has a shuttered parchment window. The basement is used only for storage and is accessed by a trap door in the kitchen. A secret, locked vault in the corner of the basement is used for storing expensive foodstuffs and the bulk of the inn's coins. The vault contains about 1,500 gp during most of the year, but it only holds about 200 gp during the harvest season because Crandak is stocking up on imported supplies. The inn does offer bath and laundry services at an inflated price.

Crandak the Younger, human male (Merchant)

STR: 9/41 +H/+D: -1
 DEX: 10/32 AC: 9
 CON: 8/26 hp: 23
 INT: 11/58 D: 1d6+1
 WIS: 17/39
 CHA: 16/27 HON: High
 COM: 11/25 AL: N

Skills: Language, Common 100%; Language, local human dialect 50%; club; local history 41%; customs and etiquette (local human culture) 57%; current affairs 36%; culinary arts 96%; cooking 43%; leadership, basic 56%; leadership, committee 21%; orchestrate task 45%; slaughter livestock 56%; snappy

comeback 43%; brewing 89%; glean information 32%; haggle 92%; reading/writing, Common 35%; idle gossip 41%; joke telling 56%; mingling 71%; resist persuasion 45%; street cred 15%.

Talents: Opportunist.

Quirks/Flaws: Missing finger, enabler, misguided.

Equipment of Note: Club +1.

Crandak the Younger was born in this inn. He is the second son of Crandak the Elder, a bum turned good who built this inn almost fifty years ago. He has lived in Foghollow since he was born and has only left the thorp three times in his life.

He married his wife nearly thirty years ago and he expects that his eldest daughter, Gerndelle, will take over running the inn after she marries. Aside from Gerndelle and his youngest daughter, Lucrella, his children have all left Foghollow. His middle son, Bim, lives in the city and is married to Burkit's granddaughter. He has no idea what happened to his other three children. They could be adventure hooks for a GM to use.

Crandak is a happy man. He loves his family and he loves being a pillar of this community. While he sometimes has strange ideas that lead him into conflict with other town elders, people usually listen to him. He likes that.

He's also happy to see travelers who look like they can pay. However, Crandak doesn't turn away beggars and will put them up in the common room or stables for a day or so in memory of his father. However, he actually prefers offering quality services for high prices. He knows that he's not up to the standards of the nobility; but, he hopes that one day a child of his will become head servant to a powerful noble family.

Lucrella, human female (1st level Thief)

STR: 10/11 +H/+D: 0
 DEX: 13/21 AC: 7
 CON: 9/61 hp: 25
 INT: 14/83 D: 1d6-2
 WIS: 12/94
 CHA: 13/75 HON: Avg.
 COM: 14/10 AL: NE

Skills: Language, Common 100%; dagger; short short; local history 41%; customs and etiquette (local human culture) 29%; current affairs 36%; culinary arts 67%; cooking 21%; snappy comeback 63%; slip away into shadows 54%; stealthy movement 24%;

pinch 32%; glean information 49%; haggle 32%; reading/writing, Common 23%; art of seduction 22%; idle gossip 61%; mingling 35%; resist persuasion 37%; street cred 35%; ulterior motive 21%.

Thief Skills: Pick Pockets 45%; Open Locks 15%; Find Traps 5%; Remove Traps 5%; Move Silently 20%; Hide in Shadows 15%; Detect Noise 25%; Climb Walls 60%; Read Languages 0%

Talents: Less sleep.

Quirks/Flaws: Obsession with clothing, self-absorbed.

Equipment of Note: Matched pairs of daggers. She has different sets to match her outfits.

Lucrella was born in the inn. She is the younger daughter of Crandak the Younger. She has lived in Foghollow since she was born, but she has been to the city and back many times. It was during a trip to the city last year that she officially joined the thieves' guild there. She works in the inn as a barmaid, but she's looking forward to the day she can hoard enough money to move to the city and pass herself off as a noblewoman.

Lucrella has about 3600 gp in assorted coins, gems, and jewelry cached in a tree on the side of the hill. She also knows about the buried mine in the side of the hill. She hasn't been into it, but she's curious about it. A character who befriends (or seduces) Lucrella will probably be told about it...as long as they agree to take her along. Lucrella is a petty, selfish young woman. She loves her family but wants to be wealthy without working for it. She likes fancy clothes and is a bit of a tease.

Lucrella loves stealing things. It gives her a sense of power and fulfillment to take wealth from the rich merchants and powerful adventurers who stay at the inn. Another favorite game of hers is to seduce a stupid man. She then follows him up to his room and extorts money from him by threatening to denounce him as a rapist. She's never had to denounce anyone, so she's not really sure what she'd do if he refused to pay.

Table HJ22-L: Crandak's Cairn Inn Pricing

Rooms	Price/Night	Price/Week	Available
Common Room (Sleep on Floor)	5 sp	3 gp	20
Cheap Room (1 person)	10 sp	6 gp	8
Cheap Room (Additional Person)	6 sp	4 gp	-
Suite (1 person)	35 sp	20 gp	2
Suite (Additional Person)	15 sp	10 gp	-
Stabling, Riding or Draft	10 sp	6 gp	*
Stabling, Wagon or Cart	10-30 sp	6-20 gp	*
Stabling, Warhorse	15 sp	9 gp	*

*There are eight stalls available and room for two wagons or three carts.

Table HJ22-M: Crandak's Services Pricing

Services	Cost
Bath, Fresh	5 sp
Bath, Stale	1 sp
Laundry, Small Items	2 cp
Laundry, Medium Items	4 cp
Laundry, Large Items	6 cp
Leather Care, Small Items	3 cp
Leather Care, Medium Items	5 cp
Leather Care, Large Items	10 cp
Room Service, per delivery	5 cp
Scribe, per page	25 sp

Random Events at Crandak's Cairn Inn (roll d10)

1 The PCs overhear some townsfolk talking about a merchant who is "sleepin' with daddy". The implication is that the merchant was killed for causing trouble and is buried under the cairn. The story is just a rumor that the locals tell to keep crime down.

2 The PCs hear a pair of teamsters quietly discussing a vast treasure, including magic items and jewelry that is buried under the cairn. This is just a rumor. Crandak tried to squash it, but he accidentally made more people believe it.

3 A farmer sidles up to the party and offers to sell them some hams or bacon for less than the farmers' council will charge. He will intimate (but not actually say) that the other farmers conspire to rip

people off and that he doesn't approve of it. Out of the "goodness of his heart" he will try to sell these for only twice the list price. The farmers actually take turns doing this. It's their main way of selling stuff!

4 An old man tells an amusingly bawdy story about how Benyar and Luvia are the lovechildren of Odin and Sumaar'Fareen (or some other gawds). At the end of the story, a second old man starts arguing with him, claiming that Luvia is Benyar's father. A third geezer chimes in and insists that Benyar is Luvia's daddy. The three men start throwing food at each other while they argue. Any PC who ignores the argument will be accidentally struck by some of the food. If the PCs stay out of it, after a few moments, the old men will ushered out and a younger man will buy drinks for the party. Attacking one of the men is worth a 10% hit to base Honor. PCs who get hit and sit tight suffer only a 1 point loss of temporal Honor.

5 Some local kids come in and tell the adults present that they found a cave (the mine) on the hillside and that one of their friends is stuck inside.

6 A pair of teamsters from rival merchant caravans starts a brawl.

7 A teamster and a porter from the same caravan start a brawl.

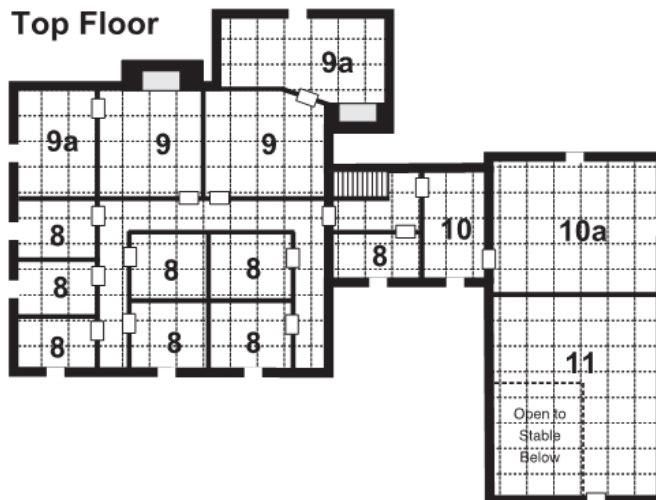
8 Someone (Lucrella) steals a random item of value from a PC's room.

9 The trestle tables are cleared away to make room for dancing. The PCs are invited to participate and mingle. Any PC who makes a successful mingle skill check can find out about the United Temple's worries about the salt merchants.

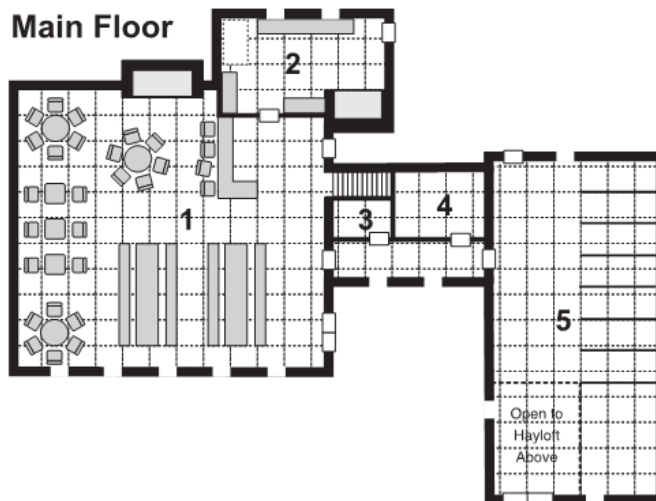
10 A lone rider bursts into the inn and tells everyone that his caravan was attacked on the road.

Crandak's Cairn Inn

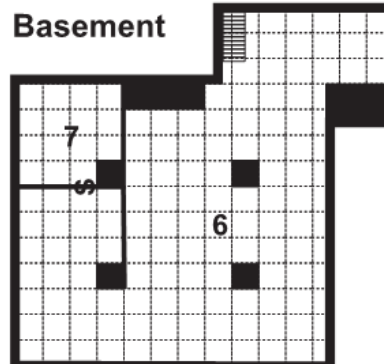
Top Floor



Main Floor



Basement



KEY

- 1. Common Room
- 2. Kitchen
- 3. Bathing Room
- 4. Tack Storage
- 5. Stable
- 6. Basement
- 7. Secret Vault
- 8. Cheap Rooms
- 9. Suite Parlor
- 9a. Suite Bedroom
- 10. Owner's Parlor
- 10a. Owner's Room
- 11. Hayloft

Table HJ22-N: Crandak's Cairn Inn Menu

Drinks	Price	Quality	Availability	Potency
Ale, House Dark†	1 sp	Average	65%	70%
Ale, House Pale†	12 cp	Average	95%	80%
Ale, Local Harvest†	15 cp	Good	Seasonal	60%
Brandy, House Apple**	1 gp	Very Good	90%	50%
Cider, Local Hard*	8 sp	Fair	80%	70%
Cider, Hard, Hot Mulled*	12 sp	Good	Seasonal	80%
Mead, House*	1 gp	Good	85%	60%
Whiskey, Imported**	1 gp	Excellent	70%	20%

† Per Pint

* Per Cup

** Per Half-Cup

Breakfast	Price	Quality	Availability
Bacon, Fried, Slice	12 cp	Average	90%
Cake, Fried Bean	1 cp	Terrible	65%
Egg, Scrambled	15 sp	Average	85%
Egg, Fried	14 sp	Very Good	85%
Fish, Smoked	3 cp	Good	80%
Gravy, Ham	5 cp	Good	95%
Porridge, Bean	2 sp	Average	90%
Sausage, Link	14 cp	Very Good	80%
Steak, Ham, Fried	2 sp	Good	90%

Lunch and Dinner	Price	Quality	Availability
Bake, Cheesy Potato	2 sp	Good	85%
Bake, Bacon Leek	25 cp	Excellent	75%
Chops, Pork	4 sp	Good	80%
Fish, Pan-Fried	35 cp	Average	70%
Potato, Baked	8 cp	Average	60%
Squash, Roasted	6 cp	Fair	80%
Steaks, Ham, Baked	5 sp	Very Good	75%
Stew, Ham & Bean	3 sp	Good	90%

Miscellaneous	Price	Quality	Availability
Bread, Oat	16 cp	Very Good	95%
Compote, Nut & Fruit	15 cp	Good	75%
Fritters, Pork Rinds	12 cp	Good	90%
Fruit, Berries and Cream	12 cp	Very Good	Seasonal
Rolls, Oat	8 cp	Fair	80%
Spread, Butter	2 cp	Average	85%
Spread, Apple Butter	2 cp	Very Good	80%
Spread, Spiced Apple Jam	4 cp	Average	70%

Cheese	Price	Quality	Availability
Bleu, Local Firm	18 cp	Good	70%
Brick, Local Mild	14 cp	Fair	90%
Cheddar, Local Sharp	16 cp	Average	90%

Barth Hamfist & Sons, Wainwright

Read or paraphrase the following text to the players:

You see a hefty-looking house and workshop across from the big stone inn. A sign depicting an anvil and a wagon wheel hangs from the smaller building. Both the house and the smithy are built of stone, though the second floor of the house is partially wooden. The workshop has a small door to one side, but the front opens up with big barn doors to allow wagons to be brought right into the smithy.

Through the big double doors, you can see a short, stout man hammering on a thin band of glowing iron. Looking closer, you can tell he's a Dwarf. A young, blocky-looking Human hands the Dwarf another glowing rod and sticks the earlier band back into the fire. Surprisingly, it looks like the Dwarf might be the father of the young man who is helping him.

The Dwarf is Barth Hamfist of the Grindercave Goldhammer clan. Barth is pragmatic and not particularly talkative, but he's not dour or taciturn either. He is simply a hardworking man who feels that he has little worth saying. He's actually pretty kind-hearted about doing "common folk" repairs like fixing shovels and wagons and the like. He will usually charge average prices (or less) to lower class persons who come in to have a practical job done.

Of course, persons of middle class or higher, or anyone who asks to have their armor or weapons repaired is in for a gouging! Barth believes that metal is the blood of Aldrazar and that only the "salt of the world" should be permitted to wield it without penalty. In fact, he believes that misfortune will come to any non-commoner who uses metal unless he pays extra to the common folk who mine, make, and repair metal. As such, he will usually charge 1d3+1 times the usual rate for any services rendered to these persons. If a person offends him or tries to send a commoner to renegotiate the same job later, he will up the offer by 1d4 times the usual rate!

Barth is pretty satisfied with life and is really just interested in doing right by his family and neighbors. He trades regularly with his kin in the nearby mountains, passing on much of his extra earnings to them, since they mine, smelt, and pre-work the raw metal he deals in. Recently, his cousin Turlik Thunderpick informed him of a problem with Xorn in the mines. Barth doesn't really know

anything about this disaster except that it's going on; but, if he thinks the PCs are strong and/or competent enough to help, he'll try to get them to visit his cousin.

Barth Hamfist, Dwarven male (Craftsman)

STR:	15/91	+H/+D: +1/+3
DEX:	11/26	AC: 8
CON:	14/69	HP: 28
INT:	10/32	D: 1d6+4
WIS:	12/57	
CHA:	8/24	HON: Average
COM:	10/64	AL: CG

Skills: Language, Common 70%; Language, Dwarven 100 %; footman's mace; blacksmith skill suite 95 %; carpenter skill suite 80 %; weaponsmithing 24%; armorer 26%; animal lore 56%; animal handling 36%; haggle 75%; reading/writing, Common 35%; reading/writing, Dwarven 46%, singing (in Dwarven) 36%; armor maintenance 100%; maintenance/upkeep, general 100%; weapon maintenance 100%.

Talents: Expert Hagglers.

Quirks/Flaws: Superstition (only commoners can freely use metal goods), psychotic aversion to Gnome Titans.

Equipment of Note: Crosspeen smith's hammer (footman's mace), smith's leathers (leather armor).

Trenthan Iliksson, General Merchant

Read or paraphrase the following text to the players:

Not far from the inn, you spy a large stone building across the street from two barns. The barns are stone with wood above. A miniature barrel, a wooden ham, and numerous models of common tools hang along the wall above the door. The stone building's central front door is flanked by four glass windows, through which you can see tables and shelves of dry goods and supplies.

Inside, there is a large hearth and a few men in farmer's garb sit near it, smoking and telling stories. The shop itself is surprisingly well supplied for such a small town. You don't see any weapons hanging from the walls, but there might be a few arrows or a battleaxe hidden away. A tall, wiry man rises up from one of the seats by the fireplace and approaches you.

As he dusts cheese crumbs off his vest, the man cheerfully asks how he can help you.

The lanky man is Trenthan Iliksson, the middle son of a successful Agarstan merchant. Unable to get a good job in his father's trading house like his elder brother, he left the cities and began his business career as a caravanner. After a few trips through Foghollow, he elected to settle here and establish himself as a general merchant and warehouse of trade goods. He married a local girl named Deldine about four years back, the couple has a young daughter and another child on the way.

Iliksson is a fairly honest merchant, which aside from earning him a good reputation, was one of the reasons he decided to settle down outside the cities. Here in the middle of nowhere, he doesn't have to worry about crooked officials and unscrupulous salesmen. In Foghollow, as a respected townsman and friend of Crandak, Trenthan gets to help **make** the rules of business.

He also actively encourages passing merchants to warehouse goods in his barn and to have him act as their agent in selling the goods to other travelers. This storage business is why the store looks so well stocked. Trenthan has two barns nearly full of merchandise that he can draw upon to make a sale!

In order to maintain his reputation as a straightforward but astute dealer, Trenthan usually sells things at thrice their normal price in the city.

Obviously, someone who buys a large cargo will usually pay (an inflated) wholesale cost. But the even the most gifted retail customer can't expect to pay less than 150% of an item's normal price. Commonly available tools and supplies (like hammers, rope, etc.) should be treated as highly available with a base price of 250% of list price.

Unusual items (writing materials, bullseye lanterns, and the like) should be given medium availability with a base price of 400% of the book listing. More exotic items (spices, weapons, armor, thieves' tools, etc.) are always at low availability and cost at least 500% of list price. Normal types of rations (iron, etc.) for traveling are always available at only 200% of the normal cost unless they require grain (like corn dodgers).

Trenthan is not a particularly happy man, though he's hardly depressed. He really just wants to be wealthy and respected like the rest of his family. Even his kid brother has made a name for himself as a scholar of business theory, but poor Trenthan has

to live in a one-horse town to make a living! To better himself, Trenthan is working to turn Foghollow into a thriving trade hub based on its position along the trade route. He hopes that one day his tiny thorp will become a prosperous village and an island of honesty in a world of deceit and greed.

Iliksson is currently in the market for a large supply of lamp oil because his hired man Frund accidentally destroyed several barrels in his barn. Since Frund obviously can't pay for the oil (and Trenthan feels a little guilty for sending Frund to move a crate of salt all alone) he's willing to pay about 80% of the list price for a shipment of 300 gallons.

This is, of course, pretty high for a wholesale deal, though the PCs might be able to talk him up to 95% if they can deliver in the next two weeks. Trenthan is also concerned about his little brother Framblegorz, who passed through town about six months ago headed for Goremunya. He's convinced that the little scamp is in trouble, but he can't say why.

Trenthan Iliksson, Human male (Merchant)

STR:	8/17	+H/+D: -1/-1
DEX:	13/81	AC: 9
CON:	7/93	HP: 24
INT:	14/28	D: 1d6-1
WIS:	9/75	
CHA:	14/21	HON: Average
COM:	13/14	AL: LG

Skills: Language, Common (100); Language, Haagan (80); quarterstaff; trader/barterer skill suite (95); teamster/freighter skill suite (61); reading/writing, Common (65); shaving/grooming (100); current affairs (73).

Talents: Sibling empathy.

Quirks/Flaws: Tone deaf, nagging conscience.

Equipment of Note: Quarterstaff.

United Temple of Foghollow

Read or paraphrase the following text to the players:

Near the center of the clearing, maybe an eighth of a mile from the big cairn, a tall stone spire rises above the fields and pastures. This steeple sits atop a small fieldstone temple. Next to the temple, a narrow stone barn stands in simple service to the townsfolk.

Behind the temple and the barn hides a good-sized stone house, probably for the priest and his acolytes.

The steeple of the temple is topped by a strange symbol. When you look at it for a few moments, you think it might resemble the wings of Benyar, topped by the blazing sun of Nudor, sitting on the scales of Luvia, with all of it held in the cupped hands of Sumaar'Fareen. What a strange thing to put on a temple! Indeed, as you draw closer, you can see the same symbol carved into both of the great doors that lead inside.

The interior of the house of worship is very simple, with straight wooden benches and an austere altar flanked by twin speaking platforms. The many windows are made of greased parchment and the large window behind the altar has that bizarre symbol painted on it. The ceiling is lower than you'd expect from the outside, though you can't see any stairs or hatches that would lead into an attic. A small door next to the altar appears to lead outside, but there is no other exit.

This building is the United Temple of Foghollow, perhaps the first temple in the world to unify the worship of Benyar and his closest allies under one roof. The townsfolk wanted a place to pray to the gawds and seek succor from their servants, but such a tiny thorp couldn't afford a proper set of temples to the many gawds they praised. So, being practical folk, they just lumped them all together and built a single hall. In fact, this church doesn't even have a resident priest of Benyar, relying instead on a yearly visits from the city to keep the town in his good graces.

The temple is run by a married couple, both clerics, and a pair of lay leaders who live in the town. The priest of Luvia, a bald man named Sedgim, and his half-elven wife Saareleeancia, a priestess of Sumaar'Fareen, live in the house behind the temple with ten of their thirteen children. Two of their older children are married to townsfolk, and their eldest daughter is learning to be a priestess in the city. Goodwife Amfra, the spouse of a local farmer, represents Nudor in church matters while another farmer called Goodman Findan holds Benyar's banner high. Neither have any clerical powers.

Sedgim Var'Segarn, Human male (3rd level Cleric)

STR:	12/67	+H/+D: 0/+1
DEX:	10/83	AC: 6
CON:	7/13	HP: 32
INT:	14/45	D: 1d8+1
WIS:	16/75	
CHA:	12/21	HON: High
COM:	8/21	AL: LG

Skills: Language, Common (100); Language, Elven (23); footman's mace; sling; reading/writing, Common (92); current affairs (61); leadership, basic (82); leadership, committee (53); civil administration (36); administration (48); religion, general (59); religion, specific – Benyar (23); heraldry (19); first aid skill suite (34); berate (31); interrogation (39).

Talents: Sibling empathy.

Quirks/Flaws: Tone deaf, nagging conscience.

Equipment of Note: Footman's mace, sling, 20 sling bullets.

Standard Spells: *1st level spells:* Bless, Cure Light Wounds, Purify Food and Drink, Sanctuary; *2nd level spells:* Augury

Saareleeancia Threleearandaa-Var'Segarn, Half-Elven female (4th level Cleric)

STR:	10/72	+H/+D: 0/0
DEX:	11/42	AC: 7
CON:	13/77	HP: 45
INT:	12/28	D: 1d6
WIS:	15/98	
CHA:	9/84	HON: Average
COM:	14/01	AL: LG

Skills: Language, Common (100); Language, Haagan (80); footman's mace; light crossbow; reading/writing, Common (42); reading/writing, Elven (53); current affairs (73); religion, general (71); religion, specific – Sumaar'Fareen (41); heraldry (19); healer/doctor skill suite (68); midwifery (78); healing (36).

Talents: Follow-through healing.

Quirks/Flaws: Tone deaf, nagging conscience.

Equipment of Note: Quarterstaff.

Standard Spells: *1st level spells:* Ceremony, Cure Light Wounds, Detect Evil, Protection From Evil, Remove Fear; *2nd level spells:* Cure Moderate Wounds, Speak With Animals

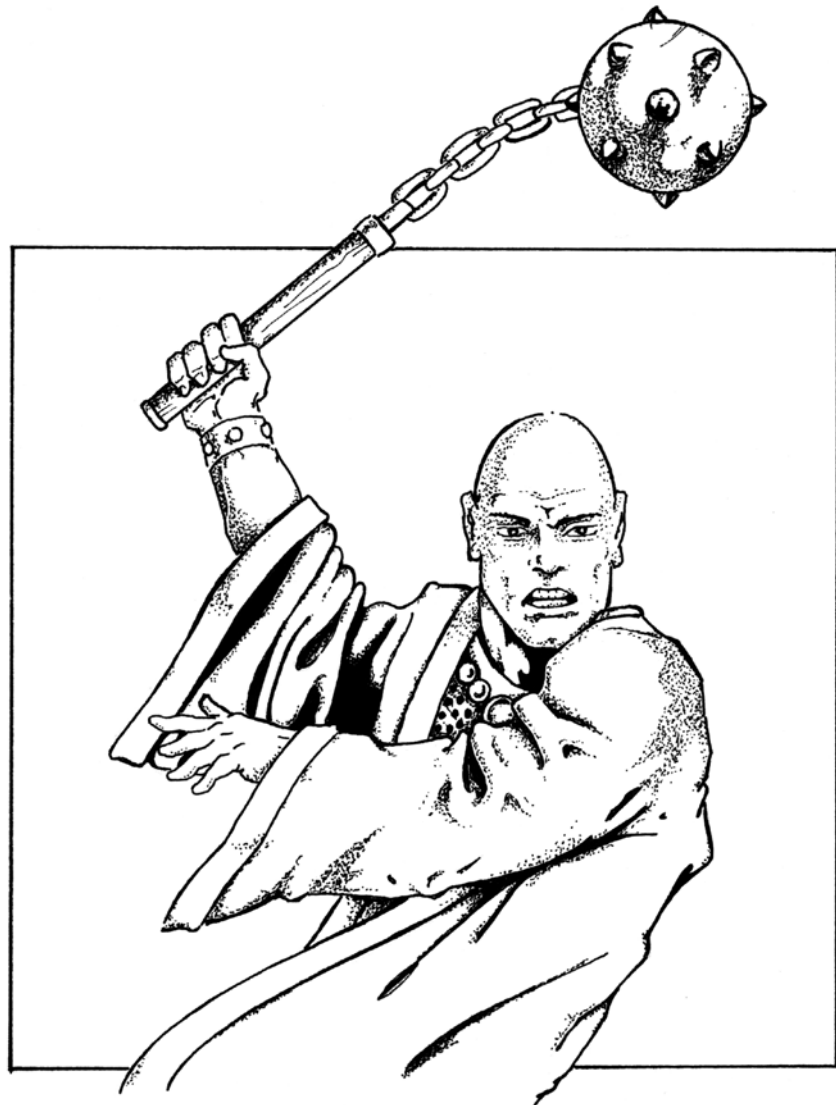
The priest and priestess are generally friendly, though both make subtle references to the unpleasant fates of past criminals. These veiled threats are vague and very general, and if pressed, the Clerics will “turn to more pleasant matters” rather than allow the conversation to dwell. They will offer healing or other clerical spells at only 200% of the standard rates, though an avowed follower of any of the four gawds served by the temple will get a discount – they only pay 150% of the usual cost! Obviously, the locals get these services for **much** less money.

Both are willing to talk, as much for interesting conversation as to gain converts. They believe in a low-key approach to evangelism, preferring to lead by example (their own and that of the townsfolk). The couple shares Trentham’s dream of growing the area into a model lawful good trading village. The temple has only about 350gp of coinage on hand at any given time. It is kept in a locked box in the house behind the sanctuary. Most of the temple’s assets are tied up in stockpiles of food, animal feed, and other necessary supplies that are

kept in the long barn next to the church. The barn is locked.

Sedgim and Saareleecancia are currently very concerned about a possible shortage of salt in the near future. Foghollow’s economy is completely dependent on the ability to preserve hams and bacon for sale to travelers. Without salt, that economy can not function. The salt worries are based on a sharp increase in the cost of salt from their primary supplier, the lord of a domain, several days’ travel away. The Clerics worry that the increase is the result of a drop in supply, meaning that the salt may cease to become available.

Actually, the lord and his trade advisors deliberately engineered the salt price increase. They are starting to view Foghollow as a threat to their own business interests and are hoping to push the thorp away from salted pork products. The lord won’t actually cut them off, but several interesting adventures could result if the PCs try to investigate or seek alternate suppliers.



HackJournal Coupon Sheet

Limit one printed 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 three (3) months after GM validation.

VALIDATION AREA

MEMBER NAME: _____

MEMBER #: _____

GM SIGNATURE: _____

GM #: _____ DATE: _____

HackJournal #22 coupon GM#: _____
PLAYER # _____ **GM Initials:** _____

PSYCH! Negate a fumble

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 #22 coupon GM#: _____
PLAYER # _____ **GM Initials:** _____

BLUNDER-PROOF Automatically succeed at a skill check

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 #22 coupon GM#: _____
PLAYER # _____ **GM Initials:** _____

MY BLADE IS PURE Gain +1 Honor

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 #22 coupon GM#: _____
PLAYER # _____ **GM Initials:** _____

MY BLACKSMITH DOES GOOD WORK Restore 1d4 armor hit points

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 #22 coupon GM#: _____
GM USE ONLY

SORRY, WAS THAT YOUR FOOT? Spell is disrupted unless caster saves vs. Apology

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

USES: ☐

HackJournal #22 coupon GM#: _____
GM USE ONLY

MONSTERS GET LUCKY TOO Double damage caused by a successful melee hit

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

USES: ☐

HackJournal #22 coupon GM#: _____
GM USE ONLY

TOUGH HIDE Negate any single blow suffered in melee

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

USES: ☐

HackJournal #22 coupon GM#: _____
GM USE ONLY

GAWD'S PROTECTION NPC can only be hit by magic weapons for 24 hours

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

USES: ☐