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CREDITS

Authors: Sharon Allsup, John Barry, Topher Kersting, Keith McCormic, James Montney, Kenneth Osborne, Anthony Scopatz and Christopher Stogdill

Editors: Sharon Allsup, Chuck Boswell, James Butler, Andrew Franklin, Adam Keller, Topher Kersting, Keith McCormic, Dan Manookin, Heather O'Malley, Joe Reimers, Christopher Stogdill, Joe Tolman and D.M. Zwerg

Cover Illustration: Brendon and Brian Fraim

Interior Illustrations: Mike Cole, David Cooper, Keith DeCesare and Mark Parsons

Project Managers: David Kenzer and Mark Plemmons

Art Director/HMA Manager: Mark Plemmons

HackMaster Development Team: Jolly R. Blackburn, Brian Jelke, Steve Johansson, David S. Kenzer

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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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Behind the Shield:

Skills, Talents & Proficiencies

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

As a GM, players who wonder why their PCs can't perform simple tasks like transplanting a kidney or writing Orcish poetry constantly confront me. When I explain that they need to have a certain STP (skill, talent, or proficiency) to be successful, they whine about the difficulty of obtaining STPs after character creation. So, for my own sanity, I am presenting you with suggestions and revealing as much about the STP rules in the GMG as my Oath permits.

I'm also sharing with you some of the extrapolations that GMs have been doing for years in order to cover grey areas in the rules. Some of these rulings can give your PCs new opportunities to thrive. To the extent I am allowed, this article provides an understanding of these extrapolations. By codifying them here in HackJournal, I am guaranteeing that no hardnosed, secretive GM can deny you these boons!

Of course, my GM's Oath requires me to disclose that the new sense of empowerment and potential that this article will bestow upon you will benefit your sadistic GM as well. You see, we GMs get into this racket for the sake of snatching death and defeat from the jaws of your PCs' success. The more enjoyment you derive from your newly enhanced PC, the more psychotic thrills we'll derive from killing him. So, read on...you've been warned.

So How Do I Improve My Skills?

Well, the obvious answer is that you pay for skill training when you level up. This costs you lots of money, but no EPs. You pay the cost, do the time, and then you roll against your character's chance to learn, which is based on Intelligence. Because of this limitation, many players are frustrated by their PC's failure to learn skills during formal training. Of course, if you do succeed, you get an extra skill mastery point for every "tick mark" you earned by rolling under your chance to improve a skill (see Wisdom in the PHB). Given the difficulty in improving skills at leveling time, it's interesting that most players are unaware that it is possible to train skills outside of the normal leveling procedure.

That's right! For a mere 10% of the EPs necessary to reach the next level, you can enroll in skill classes at any time. Of course, this still costs money and maybe a little honor, but it's a great way to build on your STPs while your fellow party members are leveling up, researching spells, or just healing their dragon-burned skins. Think about this

though — a level two fighter has a minimum of 2,001 EPs. He needs to reach 4,001 EPs to go to level three. That's a difference of 2,000 EPs, so our little sword-slinger only has to pay a measly 200 EPs to train in a skill outside his normal leveling!

New Rule

Because a character class represents not just a set of skills and abilities but a way of thinking, characters find certain types of skills easier to learn. This rule provides a limited benefit to characters that are learning skills directly related to the pursuit of their chosen profession. Likewise, characters may receive minor penalties when learning skills that are opposed to their way of thinking.

Generally, the bonus is a -10% to the character's chance to learn a skill, with the penalty being a -10% to their chance to learn. In some cases, a +5% bonus or a -5% penalty is given to skills in the category. Percentages in parentheses (X%) represent modifiers that apply to skills that are unusually appropriate or inappropriate in a given category. For example, a fighter takes the Leadership, Military skill with a +5% bonus. This is an academic skill for which he would normally suffer a -10% penalty, but because the skill directly relates to martial concerns, a fighter gets a bonus instead of a penalty. Similarly, a magic-user would suffer a penalty to learn Military: Battle Sense. These parenthetical bonuses (but not penalties) apply to the prerequisites of a highly class-appropriate skill, so an Assassin gets his learn bonus to Botany as well as Herbalism.

Dual-classed characters only receive the modifiers for their currently active class, but multi-classed characters receive both sets of modifiers. Because they are less attuned to the subtleties of their classes, multi-classed characters only receive the 10% bonuses, but suffer both the 5% and 10% penalties.

Table HJ23-1: Penalties/Bonuses per class

Skill Type	Fighter	Magic-User	Thief	Cleric
Weapon Proficiencies	+10%	-10%	0%	0%
Arcane Skills	-10%	+10%	0%	0% (+5%)
Academia	-10% (+5%)	+10% (-5%)	0% (+5%)	+5%
Languages/Communication	0% (+5%)	+5%	+10%	+10%
Musical Instrument Skills	0%	-5%	+10%	+5%
Tasks, Mundane	+10%	-10%	0%	0%
Tasks, Combat Procedures	+10%	-10%	-5% (+5%)	+5% (-5%)
Tasks, Artisan and Perform.	0%	-10%	+10%	+5% (-5%)

Tasks, Sophisticated	-5% (+10%)	+5% (- 5%)	0% (+10%)	+10%
Social Interaction Skills	0% (+5%)	-10% (+5%)	+10% (-5%)	+10%
Skills, Tools	+5%	+5%	-5%	+5% (-5%)

As a player, you probably also know that PCs can level up without paying for training if they pay double the EPs to increase their level. This type of “auto-leveling” can be an important tool for PCs who are in the deep wilderness or who are just plain broke. When you self-train, you only get skill improvements sometimes, so it might pay to take STP classes right after you level up. Otherwise, you have to pay the EP penalty I mentioned above.

New Rule:

According to GM extrapolation, an odd side effect of the auto-leveling rules allows a character who can’t (or won’t) attend skill classes to use tick marks to do so. An active PC can pay 20% of the cost of their next level to attempt to self-train in a single skill. In order to prevent players from abusing this rule, we GMs have limited this method so that only one skill improvement attempt can be made per 20% penalty.

Also, said skill must be one in which the PC has an unused “tick mark” for rolling low on a skill use attempt. Finally, a character can only attempt to improve one skill per game session. However, if you’re desperate to up your Art of Seduction before sneaking into Ahk’Tang’s harem, this might be the tool you need.

On Tick Marks:

As you can see, getting those tick marks is vital to improving your character’s skills. To get them, though, you need to roll really low on an important attempt to use the skill. Have you noticed that your GM has you roll fewer skill checks the higher your PC’s mastery of the skill? Many players think this is because the rules tell him not to have you roll.

Not so! While the GMG suggests that highly skilled PCs need not roll for every little thing, skill rolls are actually made at your GM’s discretion. When he says, “you don’t have to roll” he’s actually trying to keep you from acquiring tick marks! He knows that his chances of screwing your PC based on a failed check are low, so the cost to benefit ratio is weighted towards you. Rather than give you a chance to get a tick mark, he’d rather give up his tiny chance of wiping that silly grin off your PC’s face.

So, what can you do? Take the initiative — offer to roll skill checks any time your character is doing something dramatic or important to the adventure. Sure, he might turn you down some of the time, but you’ll still get more opportunities than you would if you left the ball in his court. Remember, a passive player means a wimpy character. Of course, if you slow the game down too much, you’ll get a smackdown, so try to use your judgment.

New Rule:

As a further extrapolation of the pay-double rule, active PCs are allowed to trade two tick marks for a single skill mastery point without training. Both tick marks must be in the skill that is being improved and only one mastery point can be added by this method to any given skill — during a single game session. Improving multiple skills is allowable. Only skills that the character already knows can be improved in this way, so this method does not allow for the acquisition of new skills.

In addition, no skill may be improved using this method by more points than the maximum result (before penetration) of the skill’s mastery die. Successfully completing a formal training class resets this total. Therefore, a character could improve a skill with a 1d4 mastery die by four points before he has to take a class. Once he passes that class, he can again use tick marks improve that skill by up to four points before he must train once more. NPCs who are not adventurers actually use this as their primary method of improving their survival, life, and professional skills. As such, they need not train when using this method.

How Can I Increase the Chances of Actually Improving My Skills?

Well, aside from using mulligans to re-roll a failed skill improvement check, you don’t have a whole lot of obvious options. That said, why are you taking classes from the first teacher that happens to cross your path? Schools, teachers, class sizes, even instructional equipment can affect your character’s chances of learning a skill. It might cost a bit more, but you should insist on top schooling anytime your PC lays out cash for a class.

Shop around! In any large town or city, there are usually a number of training options. You don’t have to take every skill class from the same school if they’re within easy walking distance. Ask your GM about the class sizes, the equipment, and anything

else you can learn about the school before you train. Take the Disciplined Study skill. Make sure that your teachers are actually trained to teach classes. You don't want to be learning first aid from some broken-down cleric who lost out in the game of life! Keep track of what venues tend to have better facilities and faculty to help improve your chances of getting good training in the future.

NEW SKILLS

Disciplined Study:

[(WIS/INT)÷2/Sophisticated/3 BP]

Prerequisite: None.

Mastery Die: 2d4

Course Cost: 200 gp

Course Difficulty: +5%

By using his study skills, a disciplined student can greatly improve his chances of passing classes in a formal training environment. First of all, a character that succeeds at a skill check while searching for a place to study may actually get better teachers, classes, and equipment than other students. This means that you get to roll twice on GMG tables 14E, 14F, and 14G, taking the most beneficial result from each.

Secondly, when studying to increase his level, a separate successful check allows two rolls on table 14H, applying the most beneficial result. Finally, when a character rolls to learn a new skill, a successful skill check (each learn attempt is a separate check) gives the character a bonus of 1d4 times his level to his chance of learning the skill. Roll the bonus separately for each successful check.

This skill is only applicable when the character trains under an actual teacher in a real training program. It does not apply to peer-to-peer training or to self-training attempts. Using this skill in a large city is considered an Easy task while using it in a small city or large town represents Average difficulty. Using this skill in a small town is Difficult, while using it in any smaller community is Very Difficult.

Disciplined Teaching

[(WIS/INT/CHA)÷3/Sophisticated/5 BP]

Prerequisite: Disciplined Study

Mastery Die: 1d4

Course Cost: 500 gp

Course Difficulty: +10%

A disciplined teacher is capable of educating persons who are quite different from him in a formal classroom environment. By making a successful skill

check, the teacher can give his students an advantage when it comes to successfully completing the course. Provided that the teacher has at least a 51% mastery in the skill he's teaching, his students get a 4d6 percent bonus to their learn checks (roll once per class), even if they have a higher mastery than the teacher!

For basic level-up instruction, the students get a bonus of 1d4 to the final results roll on GMG table 14H. This bonus is in addition to the normal teacher bonuses given in GMG Table 14F! Because of these benefits, disciplined teachers usually charge 20% more than the untrained variety, though occasionally (15% chance) one finds a teacher who is a member of a weak guild. Such unfortunates actually charge 10% less than market rates because of their poor contracts.

When calculating difficulty, GMs should start at average. Teaching more than three students per level raises the difficulty level by one. Teaching with Excellent class materials lowers the difficulty by one, but Poor materials raise it by one. Teachers with a 100% or higher mastery in the skill they're teaching get a difficulty one easier, while those with a mastery between 51% and 80% suffer a difficulty one higher. Finally, teachers who are working with a class that is, on average, substantially different in alignment, class, or social class from themselves suffer a one difficulty penalty for each category of difference. Thankfully, difficulty cannot rise higher than Very Difficult, but it also can't drop below Easy either.

In addition, you can work on your own ability to learn. While raising your PC's Intelligence will certainly help, this route is difficult for non-spellslingers. Even fighters can become experienced students, though. Spending a few hundred gold pieces to learn some study skills can pay major dividends down the road. It also helps to bear in mind your character's need to learn things when you first create him. Consider the Quick Learner talent in the *Spellslinger's Guide*. It's open to many types of characters (not just spellslingers) and can be stacked! Don't forget the Opportunist talent, either! Remember, it's always easier to fix a problem before it starts.

Well, that's it... I've given you all the secrets I can. Just this morning, I woke up and found the smashed remains of my best d20 at the foot of my bed. Obviously, someone in the GM community isn't too keen that I'm writing this at all...

Player's Advantage:

Gnome Racial Zealot (the Shadowcloak)

by Sharon Allsup (HMA #GA-1-02133-05)

with Kenneth Osborne (HMA #TN-3-01712-04)

GNOME/GNOMELING: Baravar Cloakshadow
(Lesser Gawd) (Gawds & Demi-gawds p86)

Title: Shadowcloaks

Alignment: Neutral

Ability Requirements: Wisdom 9, Intelligence 12,
Dexterity 16

Prime Requisite: Wisdom, Intelligence

Hit Die Type: d4

To-hit Progression: Magic-user

Saving Throw Tables: Cleric or Magic-user (better
of the two for each save)

Building Point Bonus: 5 BP

Spelljacking: Yes, per Illusionist

Spell Spheres: Animal 2, Charm 7, Divination 7,
Elemental Earth 5, Elemental Fire 2, Healing 4,
Necromancy 5, Plant 3, Warding 7, Weather 1

Turn/Command Undead: No

Weapon of Choice: Dagger

Weapons Permitted: Dagger, Knife, Dart, and
Crossbow (excluding Heavy Crossbows)

Armor Permitted: Any. Magical Mishap chances due
to armor still apply.

Allowed Races: Gnomes, Gnomelings, Gnome
Titans

STPs: Gains Eagle Eye, Slip Away Into Shadows,
Ulterior Motive, and Poker Face for free. Gains an
extra roll of mastery when purchasing or increasing
Stealthy Movement and Slip Away Into Shadow. May
purchase Poison Bonus, Ulterior Motive and Poker
Face for 1 less BP. May purchase the Stealth and

Hide Talents at half-price (5 BP each). Has access to
the Arcane Swindler, Blind Casting, Fast Cast, High
Spell-Jacker, Spell Razor, Still Casting and Voiceless
Casting Talents from the SSG (at full cost, but
characters from otherwise restricted races must pay
10 BP extra for each of these Talents). They may take
the Identify Poison and Set Traps, Advanced Skills
from the *Griftmaster's Guide* at normal costs, subject to
prerequisites (such as Set Snares).

Shadowcloaks also get the thief abilities of
Move Silently and Hide In Shadows at a flat 20% +
5% per level. These abilities are not adjusted upwards
by race or high Dexterity, although they are subject to
the normal penalties for wearing armor or a low
Dexterity.

Other Requirements: Shadowcloaks view Illusion
magic as belong to the Forgotten Folk, not to other
races. They don't like seeing Illusion magic in the
hands of other races, and they work to rectify that
situation. To that end, they work at acquiring Illusion
magic items and turn those over to their Church. If
no Illusion magic items are available, the
Shadowcloak will attempt to acquire and turn over
magic items concerned with secrecy and deceit. In
game terms, a Shadowcloak should be passing over
high-value magical-bonus daggers in favor of a Ring
of Invisibility — not to keep, but to hand it over to
his church.

Advancement is through quantity and quality
of Illusion items donated to the Church, coupled with
completion of quests assigned by the Church in aid of
the Gnomish races. If no Illusion items have been
recovered, the Shadowcloak may attempt to donate
items concerned with secrecy and deceit, along with a
large quantity of gold to make up for not having
come back with Illusion items liberated from non-
Gnomish hands.

In addition, any new Illusion/Phantasm
spells must be turned over to Baravar's Church. The
Shadowcloak may attempt to learn it, but he must
also make a copy (at his own expense for the spell
paper and ink) for his church. Except for the spells
already in his book, the Shadowcloak generally
doesn't know what spells his Church has, so he'll
typically play it safe by making extra copies of each.
Shadowcloaks who move to a new area or start
working out of a new church or temple must provide
copies of any of their spells that the church does not
already have. Shadowcloaks who come across a new
Illusion spell and end up losing it before giving it to
the church incur an Honor penalty.

Symbol: A Cloak and Dagger

Holy Symbol: Small pendant depicting a black cloak, crossed with a dark gray-bladed dagger.

Restrictions: Gain the Inappropriate Sense of Humor but no BP. A Shadowcloak often plays humiliating, nasty and definitely unfunny practical jokes. A properly wrought public humiliation serves just fine as a vehicle for vengeance, teaching that the Gnomish peoples are protected but are willing to let you off easy — this time.

Shadowcloaks are subject to the same restrictions as Illusionists when it comes to Arcane Opposition Schools: they may not use magic items that duplicate the effect of the Opposition schools of Abjuration, Necromancy, Invocation or Evocation

May not learn spells or cantrips from schools other than Illusion/Phantasm.

Shadowcloaks have a deep-seated hatred towards Goblinoids and Kobolds. They will never willingly deal with those creatures or trust others who do. Therefore, they are considered to have Enmity towards Monster (Goblinoids and Kobolds), but do not get any associated BP.

Must always have a cloak, ideally black or dark grey. A Shadowcloak without a shadowy, mysterious-looking cloak is a Shadowcloak disgraced and subject to Honor penalties. They are very touchy about this subject!

A Shadowcloak's obsession with revenge, coupled with his willingness to humiliate and cause discomfort, causes mental changes over the years. As a result, at each level up there is a chance he has picked up the Sadistic Quirk. This chance is calculated at 10% + 5% per level (capped at 50%) when self-training. If the Shadowcloak attends formal training, the chance increases to 25% + 5% per level (capped at 65%) due to rehashing war stories, bragging, reveling in cruel pranks and in general having those attitudes reinforced by his peers. Roll this at the completion of BBI and before the increases to ability stats.

Background: Baravar is a sly, sneaky protector of the Forgotten Folk, who sends out his Shadowcloaks to do his work in the world. Or rather, Shadowcloaks do his work in shadows, secrecy, and illusions. They dress in dark, drab colors and dark cloaks to aid in hiding. In public places, they are the ones found in a quiet, dim corner, being overlooked while listening avidly for information.

Shadowcloaks greatly resent the idea of any non-gnome using Illusion magics. They believe that Illusion magics are Baravar's turf and belong to the Gnomish peoples he protects. Unless absolutely necessary (i.e., ordered to by their superiors or required for a quest), they refuse to travel with illusion-spellcasters who are not Gnomish. Nor will they willingly let Illusion-type magic items to fall into non-Gnomish hands if they can do anything about it. This also means they won't swap or give an Illusionist spell out, even to a party member, unless the recipient is another gnome. Their attitude is that there are plenty of other types of magic for non-gnomes to play with, leave the Gnomish magics alone!

Zealot's Relationship to Standard Clerics: The two generally get along well, but clerics of Baravar tend to be more focused on the protection aspects than on vengeance. Many standard clerics think Shadowcloaks are a bit too concerned with sneakiness and vengeance. All that time and energy planning and exacting vengeance, with an intensity of focus that borders upon obsession — that can't be healthy! It disrupts communities and interferes with healing and recovery; just look at how many Shadowcloaks end up becoming truly Sadistic over the years.

Shadowcloaks think standard clerics are spineless wimps letting the Forgotten Folk down with that kind of talk of Giving In To The Man. To a Shadowcloak, prompt vengeance IS protection, sending an unmistakable message to future offenders.

Both standard clerics and Zealots view Illusion magic as Baravar's gift to their race, to be used for the good of the Gnomish peoples. They are united in their dislike of seeing Gnomish Illusion magic sullied by outsiders.

Special Powers: Shadowcloaks can substitute Illusionist spells for the clerical spells. This is done by giving up two regular clerical spell slots at a specific level for each Illusionist spell of the same level. Shadowcloaks must keep spell books, learn and memorize spells in the same manner as Illusionists do, and are subject to the same limits on "Maximum Spells per level" based upon Intelligence. Shadowcloaks do not receive any Illusionist-specific bonuses to their Chance to Learn rolls for Illusion/Phantasm spells.

- Fascination.
- Can memorize and cast Illusion/Phantasm cantrips.
- Bonuses for High Wisdom apply only to clerical spells. Clerical spells obtained from High

Wisdom bonuses may not be swapped out for Illusionist spells.

- They may use magic items allowed to clerics, illusionists, and thieves of their race.
- Targets of a Shadowcloak's Illusion/ Phantasm spells save at a -1 penalty for every four levels of the Shadowcloak.
- At 5th level, can cast Rope Trick 1/day.
- At 9th level, can cast Dimension Door 1/day.

Holy Days: Shadowcloaks are far too sneaky to give out any details of their Holy Days. As a result, little is known about their celebrations and rituals, other than that these rituals occur around the dark of the moon because it's so much easier to be sneaky and do the shadowy-thing with no moon in the sky. The Shadowcloak often seems rather sleepless, short-tempered, and a good bit poorer the next day.

Rituals - All Followers: In addition to the regular rituals of Baravar, Church officials gather to receive petitions for protection and aid from gnomes on a monthly basis. They then discuss what kind of response to provide (if any). Sometimes a Zealot is sent to determine the facts of the case, but the Church generally tries to send a cleric or lay member first: a Zealot is too likely to take matters into his own hands.

Rituals - Zealots:

A Shadowcloak typically spends a day in prayer, sacrifice, and consultation at the Temple before heading out on the assignment his church has given him. To outsiders, this often appears more like "the Shadowcloak works himself into a really hot self-righteous lathering stew, and then takes off in such a hurry he forgets half his gear".

Shadowcloaks are required to aid gnomes, and Gnomish Illusionists in particular, who have been persecuted or wronged. Note that the Shadowcloak does have some leeway in determining just how the victim may best be "aided". If approached by a gnome clockmaker whose shop has been trashed, the Shadowcloak may elect to simply pay (out of his own funds!) the victim the value of the destroyed shop and merchandise. He'll then come back later to track down the youth gang that wrecked the place and exact a proper vengeance and reparations from their hide.

Packages: Shadowcloaks are a Preferred Cleric Type for the Peasant package. Shadowcloaks are barred from the Fighting Monk or Pacifist packages. They are also barred from any other package that is antithetical to Baravar's beliefs, such as packages that forbid vengeance, thieving, or magic.

Fractional Ability Increases At Level-Up:

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



Rustlers of the Night: Spider, Subterranean Cave (Asbestos Variant)

by John Barry (HMA #VA-2-10116-06)

AKA:	Asbestoid, Flameproof Webflinger
HACKFACTOR:	13
EP VALUE:	625
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
SIZE:	L (8' Across)
MOVEMENT:	6", 12" web
PSIONIC ABILITY:	None
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Brave (14)
ARMOR CLASS:	4
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-9
SPECIAL ATTACKS:	Poison, Web
SPECIAL DEFENSES:	Fire Resistance
MAGIC RESISTANCE:	Standard
HIT DICE:	5+5

DESCRIPTION: Over the centuries, the vast number of spider-kin killed by fire, combined with the high-level of background magic in many underground places, has produced through evolutionary pressure the Asbestos variant. These creatures are covered in dense bluish-gray wool, and tend to grow a bit larger than their common cousins do. Due to their immunity to fire, they are much more aggressive in combat.

COMBAT/TACTICS: Asbestoids can fire their webs up to 10' horizontally or 30' directly down. Victims struck are affected as if by a Web Spell totally resistant to normal fire. Due to the irritating qualities of the non-flammable component in this web, those caught in it that fail a Constitution check (except for those with Dense Skin) develop an irritating rash that lasts d6 turns, causing an additional +10% chance of spell mishap. The body of a Flameproof Webflinger is covered by a dense, woolly hair that protects it from normal and magical fires. The exoskeleton beneath is particularly thick as well, improving the Spider's AC. Normal fire or heat causes no damage, and magical fire only 1/2 half damage (save for none). It is completely unafraid of fire in all forms.

Its poison causes victims to save vs. Poison or become paralyzed for 2-12 turns, losing 1 hp/turn.

Those who save become mildly nauseated, and break out in a rash. An Asbestoid is a solitary creature who looks on torchbearers in particular as tasty treats. It speaks a debased form of Common, and it will taunt those who try to use fire to free themselves or their companions. A common tactic is to block a passageway with web, then wait for opponents to attempt to clear away with torches before attacking from behind or above, targeting users of missile weapons and obvious spell casters first.

HABITAT/SOCIETY: Asbestoids live in caves, tunnels, lava tubes, and stairwells, rarely venturing to the surface. They care nothing for their queens, and hold themselves superior to other spider-kind. Unfortunately (for them that is), there have been no sightings of female Flameproof Cave Spiders, so they tend to live as fussy old bachelors. Their lairs are usually clean, without a sign of their presence. They will seek to kill any other spiders that come their way.

ECOLOGY: Asbestoids are not as messy as their smaller cousins are. The sucked-dry husks of previous victims are usually disposed of some distance from their lairs. This type of spider is the only sub-species to lair in Volcanic areas, and on occasion Fire Giants may allow an Asbestoid to lair in unused portions of their cave complexes, to keep the vermin down.

YIELD:

Medicinal: Poison may be extracted if the gland is not pierced. One vial per Hit Die may be extracted, less one per spider bite within 12 hours of its death. Asbestos Cave Spider poison goes for 120gp per vial.

Spell Components: A bit of webbing can be used as an additional material component for a Web spell that adds 10% to the duration and area of effect per Hit Die. In addition, the resulting web is immune to normal fires. Targets save at -1 against these Web Spells. Due to the irritating nature of this spider's web, it's use as the material component rates a spell mishap of 10%, double that of common cave spider webbing.

Hide/Trophy: The wool from the back and belly can be used to make a fireproof garment or 2 gauntlets for a Medium-sized creature, making them a favorite target of dwarven smiths.

Treasure: J thru N

Other: The web glands of these spiders can be used to construct magic items with powers that simulate or are similar to Web spell, conferring the nonflammable quality to the resulting webs as well.

GameMaster's Workshop:

Effects of Encumbrance and Armor on Movement and Combat

by Christopher Stogdill (HMA #ID-3-01339-03)

A GM's work is hard enough without having to juggle several fluctuating computations for every PC in the group in order to make sure the appropriate modifiers have been applied to combat and movement. Normally a PC's encumbrance rating effects their base movement rate and may negatively influence their attack ability and armor class.

The bulkiness of armor is a contributing factor in a PC's encumbrance that is not easily accounted for. Since armor bulkiness also is a factor of fatigue, that information has also been charted. With this chart, you can figure out all of the pertinent details for each PC and if they decide to drop their packs or pick up some extra gear, you can "re-calculate" on the fly without doing any math.

To use the chart on the following page: cross-reference a PC's base movement rate with their basic encumbrance level (based strictly on weight carried) and armor bulkiness.

The first number in the column is the PC's current movement rate, the number below (if any) is their current attack penalty, and the third number (if any) is their armor class penalty.

To determine the appropriate Fatigue Factor for a PC, cross-reference the PC's CON on the right side of the chart with the PC's armor bulkiness.

For PC's with the Endurance talent, double the PC's CON, and for PC's with the bookworm flaw, cut their CON in half.



		Unencumbered				Light				Moderate				Heavy Laden				Severe				CON
		Non	Fairly	Bulky	FF	Non	Fairly	Bulky	FF	Non	Fairly	Bulky	FF	Non	Fairly	Bulky	FF	Non	Fairly	Bulky	FF	
					0				0				0				0				0	1
					1				0				0				0				0	2
Base Movement Rate	4	4	3	2	1	2	2	1	1	2	1	1	0	1	1	1	0	1	1	1	0	3
Attack Penalty				-1	2	-1	-1	-4	1	-1	-4	-4	1	-4	-4	-4	0	-4	-4	-4	0	4
AC Penalty				1	2	1	1	3	1	1	3	3	1	3	3	3	0	3	3	3	0	5
Base Movement Rate	5	5	3	3	3	3	2	2	2	2	1	1	1	1	1	1	0	1	1	1	0	6
Attack Penalty					3		-1	-1	2	-1	-4	-4	1	-4	-4	-4	0	-4	-4	-4	0	7
AC Penalty					4				3	1	3	3	2	3	3	3	1	3	3	3	0	8
Base Movement Rate	6	6	4	4	4	4	3	2	3	3	2	2	2	2	1	1	1	1	1	1	0	9
Attack Penalty					5		-1	-2	3	-1	-2	-2	2	-2	-4	-4	1	-4	-4	-4	0	10
AC Penalty					5			1	4		1	1	2	1	3	3	1	3	3	3	0	11
Base Movement Rate	7	7	5	4	6	4	3	3	4	3	2	2	3	2	1	1	1	1	1	1	0	12
Attack Penalty					6		-1	-1	4	-1	-2	-2	3	-2	-4	-4	1	-4	-4	-4	0	13
AC Penalty					7				5		1	1	3	1	3	3	1	3	3	3	0	14
Base Movement Rate	8	8	6	5	7	5	4	3	5	4	3	2	3	2	2	1	1	1	1	1	0	15
Attack Penalty					8		-1	-1	6	-1	-1	-2	4	-2	-2	-4	2	-4	-4	-4	0	16
AC Penalty					8				6			1	4	1	1	3	2	3	3	3	0	17
Base Movement Rate	9	9	6	6	9	6	4	4	6	4	3	3	4	3	2	2	2	1	1	1	0	18
Attack Penalty					9		-1	-1	7	-1	-2	-2	4	-2	-2	-2	2	-4	-4	-4	0	19
AC Penalty					10				7		1	1	5	1	1	1	2	3	3	3	0	20
Base Movement Rate	10	10	7	6	10	6	5	4	7	5	3	3	5	3	2	2	2	1	1	1	0	21
Attack Penalty					11		-1	-1	8	-1	-2	-2	5	-2	-2	-2	2	-4	-4	-4	0	22
AC Penalty					11				8		1	1	5	1	1	1	2	3	3	3	0	23
Base Movement Rate	11	11	8	7	12	7	5	4	9	5	4	3	6	3	2	2	3	1	1	1	0	24
Attack Penalty					12		-1	-1	9	-1	-1	-2	6	-2	-2	-2	3	-4	-4	-4	0	25
AC Penalty					13				9			1	6	1	1	1	3	3	3	3	0	26
Base Movement Rate	12	12	9	8	13	8	6	5	10	6	4	4	6	4	3	2	3	1	1	1	0	27
Attack Penalty					14		-1	-1	10	-1	-2	-2	7	-2	-2	-2	3	-4	-4	-4	0	28
AC Penalty					14				10		1	1	7	1	1	1	3	3	3	3	0	29
Base Movement Rate	13	13	9	8	15	8	6	5	11	6	4	4	7	4	3	2	3	1	1	1	0	30
Attack Penalty					15		-1	-1	11	-1	-2	-2	7	-2	-2	-2	3	-4	-4	-4	0	31
AC Penalty					16				12		1	1	8	1	1	1	4	3	3	3	0	32
Base Movement Rate	14	14	10	9	16	9	7	6	12	7	5	4	8	4	3	3	4	1	1	1	0	33
Attack Penalty					17		-1	-1	12	-1	-1	-2	8	-2	-2	-2	4	-4	-4	-4	0	34
AC Penalty					17				13			1	8	1	1	1	4	3	3	3	0	35
Base Movement Rate	15	15	11	10	18	10	7	6	13	7	5	5	9	5	3	3	4	1	1	1	0	36
Attack Penalty					18		-1	-1	13	-1	-2	-2	9	-2	-2	-2	4	-4	-4	-4	0	37
AC Penalty					19				14		1	1	9	1	1	1	4	3	3	3	0	38
Base Movement Rate	16	16	12	10	19	10	8	7	14	8	6	5	9	5	4	3	4	1	1	1	0	39
Attack Penalty					20		-1	-1	15	-1	-1	-2	10	-2	-2	-2	5	-4	-4	-4	0	40
AC Penalty					20				15			1	10	1	1	1	5	3	3	3	0	41
Base Movement Rate	17	17	12	11	21	11	8	7	15	8	6	5	10	5	4	3	5	1	1	1	0	42
Attack Penalty					21		-1	-1	16	-1	-1	-2	10	-2	-2	-2	5	-4	-4	-4	0	43
AC Penalty					22				16			1	11	1	1	1	5	3	3	3	0	44
Base Movement Rate	18	18	13	12	22	12	9	8	16	9	6	6	11	6	4	4	5	1	1	1	0	45
Attack Penalty					23		-1	-1	17	-1	-2	-2	11	-2	-2	-2	5	-4	-4	-4	0	46
AC Penalty					23				17		1	1	11	1	1	1	5	3	3	3	0	47
Base Movement Rate	19	19	14	12	24	12	9	8	18	9	7	6	12	6	4	4	6	1	1	1	0	48
Attack Penalty					24		-1	-1	18	-1	-1	-2	12	-2	-2	-2	6	-4	-4	-4	0	49
AC Penalty					25				18			1	12	1	1	1	6	3	3	3	0	50

All Things Magic: Detecting Novelties - Divination Spells from the Library of Zymun Ruc

by Topher Kersting (HMA# TN-5-01344-03)

Detective Zymun Ruc always resented the fact that his Alterationist friends had so many more spells to use than his limited library of Divination magic. He vowed that when he got to sufficient level, he would create new spells for novice Diviners. These spells are the results of his research. Licenses are available from your local Temple of Thrain.

Zymun's Temple Locator (Divination)

Level: 1
Range: 1 mi/level **Components:** V, S, M
Duration: 1 rd/level **Casting Time:** 1 round
Area of Effect: Caster **Saving Throw:** None

This spell allows the magic-user to locate a temple where healing services are provided to the public. The magic-user knows the direction and distance of the nearest temple to offer these services. This spell does not allow the magic-user to locate temples that do not offer services to the public; therefore, hidden temples cannot be located with this spell.

This spell can also give the magic-user information on whether a specific type of healing service is offered. The magic-user can learn one service per round after the first, with a percent chance of success equal to 50% minus 10% times the healing spell level plus 10% times the magic-user level, but a 91-100% always fails.

For example, if a third-level magic-user wants to determine if the temple located offers Raise Dead, he would have a 30% chance (50% - 50% + 30%) to learn this. The same healing spell cannot be checked in a single casting of this spell, so if the magic-user fails to learn whether Raise Dead is offered in the second round, he could check to see if Minor Raise Dead is offered, but he cannot check for Raise Dead itself again.

The material component is a holy symbol from a gawd known for healing, such as Nudor. The symbol is not consumed in the casting.

Zymun's Lodging Guide (Divination)

Level: 1
Range: 1 mi/level **Components:** V, S, M
Duration: 1 rd/level **Casting Time:** 1 round
Area of Effect: Caster **Saving Throw:** None

This spell allows the magic-user to locate an inn or other establishment where lodging services are provided to the public. The magic-user knows the direction and distance of the nearest building to offer these services. This spell does

not allow the magic-user to locate buildings that do not offer services to the public; therefore, empty buildings that could be used for shelter cannot be located with this spell.

This spell can also give the magic-user information on whether a specific type of lodging-related service is offered, such as stables, a restaurant, room service, or a swimming pool. The magic-user can learn one service per round after the first, with a percent chance of success equal to 10% times the magic-user's level, but a 91-100% always fails.

The material component is a room key from an inn, which is not consumed in the casting.

Zymun's Travel Agent (Divination)

Level: 1
Range: 1 mi/level **Components:** V, S, M
Duration: 1 rd/level **Casting Time:** 1 round
Area of Effect: Caster **Saving Throw:** None

This spell allows the magic-user to locate the nearest public provider of a designated mode of transportation, such as horses, river transport, flying carpets, or ocean-going vessels. The magic-user knows the direction and distance of the nearest creature to offer these services. This spell does not allow the magic-user to find creatures that do not offer public services; creatures that could be forced to provide transport cannot be located with this spell.

This spell can also give the magic-user information on whether a specific type of transportation-related service is offered, such as meal service, sleeping facilities, or secure storage. The magic-user can learn one service per round after the first, with a percent chance of success equal to 10% times the magic-user's level, but 91-100% always fails.

The material component is an item symbolic of the type of transport desired, such as a hair from the mane of a horse, a splinter of wood from a boat, or the feather from a Pegasus.

Zymun's Guidance Counselor (Divination)

Level: 1
Range: 1 mi/level **Components:** V, S, M
Duration: 1 rd/level **Casting Time:** 1 round
Area of Effect: 1 creature **Saving Throw:** None

This spell allows the magic-user to locate the nearest public provider of educational services needed by the (willing) target of the spell. The magic-user knows the direction and distance of the nearest creature to offer these services. This spell does not allow the magic-user to find creatures that do not offer services to the public; therefore, private master teachers who are not currently advertising their services cannot be found using this spell.

This spell can also give the magic-user information on whether a specific type of course is offered.

The magic-user can learn one service per round after the first, with a percent chance of success equal to 10% times the magic-user's level, but a 91-100% always fails.

The material component is a piece of chalk and a bit of slate.

Zymun's Clairnosmiance (Divination)

Level: 1

Range: Unlimited

Components: V, S, M

Duration: 1 rd/level

Casting Time: 1 segment

Area of Effect: Special

Saving Throw: None

This spell allows the magic-user to smell what is in an area selected by the magic-user. Distance from the magic-user is not a factor, but the area must be known, familiar or obvious. The area of effect depends on the airflow in the area; a stagnant area may only allow smells within 10 feet, but an area with good airflow could allow much longer distances.

For example, it may be possible for a magic-user to smell a fire a couple of miles upwind from his position, if he targets an open area. Smells may nauseate the magic-user, but poisonous smells will not affect him.

The spell does not grant the magic-user the ability to recognize a smell automatically, and multiple odors in an area may make scents difficult to differentiate. Lead sheeting or magical protection foils a Clairnosmiance spell, and the magic-user has some indication that it is so blocked. The spell only functions on the magic-user's current plane of existence.

The material component is a pinch of dried saliva from a bloodhound.

Zymun's Clairtactiance (Divination)

Level: 1

Range: Unlimited

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 segment

Area of Effect: Special

Saving Throw: None

This spell allows the magic-user to feel what is in an area selected by the magic-user. Distance from the magic-user is not a factor, but the area must be known, familiar or obvious. The area of effect depends on how the magic-user controls the hand; a hand only moves 1 foot/round while actively feeling, and no more than 10 feet/round while moving rapidly along a surface. The magic-user can feel shapes, textures, and temperatures, but he may not be able to identify what he is feeling.

The spell does not give the magic-user the ability to manipulate objects, and his touch will not set off traps. If used to feel a living object, the subject does not know it is being touched remotely. Lead sheeting or magical protection foils a Clairtactiance spell, and the magic-user has some indication that it is so blocked. The spell only functions on the magic-user's current plane of existence.

The material component is the fingertip of a glove from a thief.

Zymun's Taste Sharing (Divination)

Level: 1

Range: Touch

Components: V, S, M

Duration: 5 rds/level

Casting Time: 1 segment

Area of Effect: 2 creatures

Saving Throw: Negates

This spell allows the magic-user to share one creature's tastes with another, either of which may be the caster himself, but both creatures must be determined when the spell is cast. Unwilling sharers (the ones doing the actual tasting) or recipients (those tasting what the sharers "transmit") can attempt a save vs. spells to negate the spell. Recipients cannot suffer from poisons tasted by the sharers, but they could be nauseated by bad tastes experienced by the sharers.

The material component is the tongue of a rat.

Zymun's Component Locator (Divination)

Level: 1

Range: 1 mi/level

Components: V, S

Duration: 1 rd/level

Casting Time: 1 round

Area of Effect: 1 spell component

Saving Throw: Negates

This spell allows the magic-user to locate a component for a spell he knows. Attempts to find components for a spell that cannot be cast by the magic-user automatically fail. The spell gives the range and direction of the nearest supply of that component, if it exists within the range of the spell. If the caster currently has some of the component, the magic-user will be directed to his own supply. Lead sheeting or magical protection blocks this spell.

When the magic-user casts the spell, the GM rolls to see if the caster succeeds. There is a base 50% chance of success, with the following modifiers:

- plus 10% per caster level
- minus 10% per level of the spell
- minus 10% per 100 gp value of the component

For example, a third-level caster attempting to locate a 100 gp pearl for an Identify spell would have a 60% chance of success (50% + 30% caster level - 10% spell level - 10% for 100 gp value). On a roll of 91-100, the caster is pointing away from the component.

Any monster targeted as a spell component gets a save vs. spells, along with any magic resistance the monster has, to keep the magic-user from detecting it as the closest source. For monster components, the GM should determine what the component would cost if it were available for purchase and make sure to include that modifier in the success roll.

GameMaster's Workshop: Strictly Need to Know

by Anthony Scopatz (HMA# CA-1-01959-04)

The Roll: A drama in one act and two scenes.

Pompous Player: Well then, Mr. Nutty is gonna attempt to Move Silently to sneak past that lame jailer...again!

Gullible GameMaster: Ok, roll it.

Two small 'tinks' are heard as percentile dice come to rest on the tabletop.

PP: Yes! I make it.

GGM: *snaps fingers and is seen to mouth an expletive.*

STOP! Do you know what is wrong with this scene? Other than the GM losing all of his authority at the table forever more? Here is how it should have gone:

Pompous Player: Well then, Mr. Nutty is gonna attempt to Move Silently to sneak past that lame jailer...again!

Great Game Master: All right, hmm...[rolls percentile dice, seems to add modifiers to the roll in head, then coldly states the grim results]. I'm sorry, Mr. Nutty doesn't seem to make it. It seems the Jailer was only faking being asleep to trap you on another indictment if you should live to see your cell again.

PP: Fine, fine, can we roll for init already?

Bravo, well played Old Bean.

Information is sacred in *HackMaster*. "So what went wrong initially?" we might ask ourselves. The player thought that he had information which his character had no possible way of knowing. The player made a ruling, even though ruling is the undisputed territory of the GM. This is where you really have to watch your dice.

Most players automatically — especially when it comes to the success or failure of their "mind children" — have their personal knowledge become character knowledge. Even the most seasoned veterans are bound to make this mistake and slip up occasionally — assuming that the player is ethical and actively trying to stop such information leaks.

Here is how, as a GM, you can prevent such problems from occurring and vastly increase the quality of your game. If the character has no way of knowing whether he has failed or succeeded simply by going through the motions, then you, the GameMaster, should — nay, must — roll for the player secretly. If, on the other hand, it is clear by the very nature of the beast whether he made it or not, then you may allow the player to roll his own dice (telling him the appropriate modifiers beforehand of course).

For example, a player has a druid who asks what a certain plant described by you is named. The player wishes to make a botany skill check while in the field. Since there's always the lurking possibility that the druid will misidentify the plant, the GM needs to roll for the player and deliver the either the real deal or misinformation.

On the other hand, the pinnacle of obvious success or failure may be the juggling skill. If someone screws up juggling, he knows — and so does everybody else. In this case, it is acceptable to let the player roll his own check as long as you tell him the modifier before he rolls. Telling a player a modifier to a roll (especially a success-altering one) after the dice have already landed will only call to mind the player's doubts about you as a GM and as a person — and will make them ornery ... possibly permanently!

I am not suggesting that the player should not be allowed to roll anything for himself. That would be akin to a dice-less RPG, which is, of course, heresy. Instead, we as GMs should stand by the rules-of-thumb "If the character is aware, then the player is aware in kind" and its opposite, "If the character is unaware, then the player is in the dark." This guides who rolls what dice. Occasionally who rolls is directly covered in the description of the skill or ability, as thief skills are detailed in the *Griftmaster's Guide*. More often than not, it is the GM's call on who rolls.

Scaling the Results:

We all know that the dice, falling where they may, determine success and failure. There is also the concept of critical rolls where something absolutely happens or does not happen. But what of all the in-between numbers?

They can't all be equal. An attack roll result of a 2 is not a fumble, so nothing specifically detrimental happens, but it is still a terrible miss. A well-placed 2 might even cause a PC to lose Honor.

This is juxtaposed with a result of 14, also a miss in this case, but a near one. You could simply say "Sorry bub, you missed" for both the 2 and 14, but it is much more descriptive to tell the players just how poorly they did, and also much more entertaining for all involved. This process is known as scaling the results and is entirely at the GM's discretion.

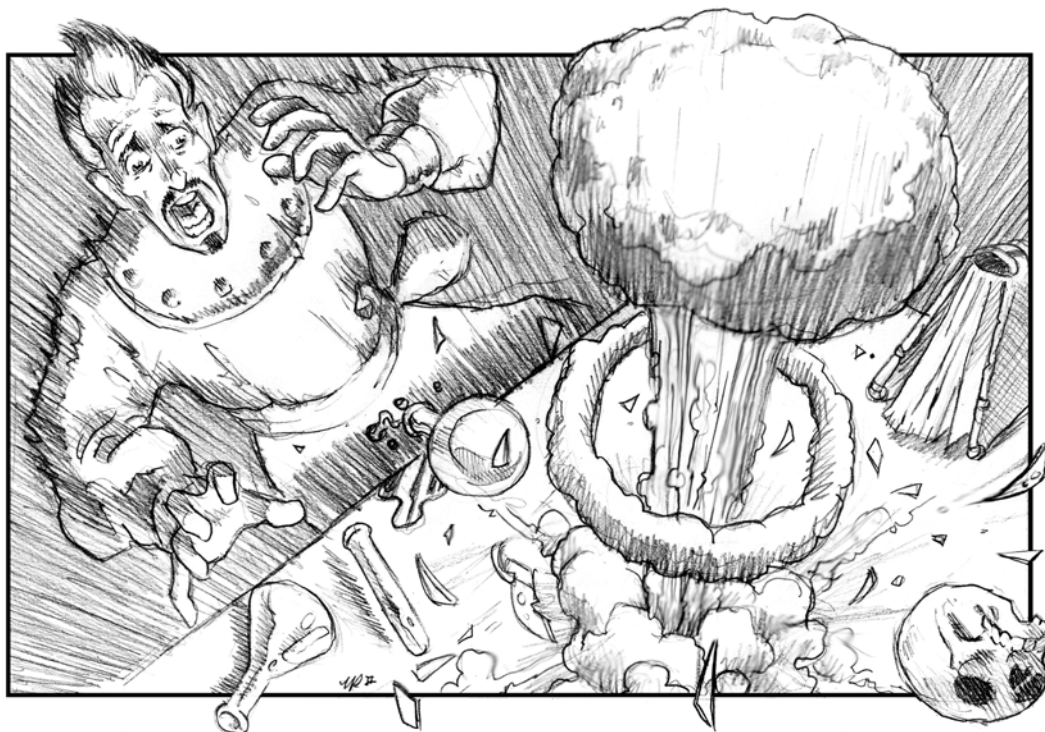
One of the great things about combat in *HackMaster* is that it is to some degree already scaled. If a character misses by a certain amount then they hit their opponent's shield (which may promptly break). Scaling is most easily and effectively used if the character, and thus the player, is not automatically aware of their success on a roll. A perfect example of this is the spellcraft skill when used to determine what spell another magic-user is casting.

To demonstrate the phenomenon, please refer to Table HJ23-3: Scaling Spellcraft as an example.

Remember, there are no optional rules in *HackMaster*. Why scaling is not a die-hard rule (apart from being totally at the GM's whim) is that for it to be a rule would require such charts for every roll imaginable. This is impossible. Hence, the technique of scaling results is offered here, not as an official rule, but just as some friendly GM-to-GM advice to improve your game. I have a feeling that most good GMs do something very similar to this anyway, whatever they choose to call it...

Table HJ23-3: Scaling Spellcraft

Miss by 9% or less	Report a result of the same type (i.e. Magic Missile of Skewering instead of Magic Missile).
Miss by 10-20%	Report a result from within the same school but not of same type (Evocation).
Miss by 21-40%	Report a result from a related school of magic (Abjuration perhaps).
Miss by 40-80%	Report a result of a completely random spell (the first thing that comes to mind).
Miss by > 80%	Report a result from directly opposed school of magic (Enchantment/Charm).
Critical Failure	Report an impossible result (That's not a spell; it's a mating ritual).
Make by 9% or less	Report a shifty response (You think it might be a Magic Missile).
Make by 10-20%	Report a likely response (It is probably a Magic Missile).
Make by 21-80%	Report a flat response (It is a Magic Missile).
Make by > 80%	Report a reassured response ("It's gotta be a Magic Missile").
Critical Success	Report a definitive response ("You know 100%, in your heart and mind, that that spell is a Magic Missile").



A Hacker's Guide to Garweeze World: A Complete Collection of Palace Wonders and Architectural Elements

by James Montney (HMA# MI-1-01486-03)

This collection supplements the list of castle modules found in *Lord Flataroy's Guide to Fortifications*.

Note: Some items listed may not be available in your game. Tech levels above eight are considered lost technology and are not available anywhere in the Eder Soult without searching for lost manuscripts, harassing magic users, or traveling to ancient civilizations outside of the Eder Soult.

Please consult with your GM about specifics, such as availability of architects and engineers who know how to build certain units, special items that need to be found before the construction can continue, etc.

Altar: 20 weeks, 5,000 gp, 6' x 4' x 4', Tech level 3
Made of good stone and carved with religious symbols.

Amphitheater: 500 weeks, 5,000 gp, 50' semicircular diameter x 20', Tech level 5
Stone benches and stone podium included.

Aqueduct: 40 weeks, 700 gp, 5' x 10' x 10', Tech level 5
An elevated stone trough for carrying water held up by arches. Pillars can be used to increase height

Aquarium: 10 weeks, 500 gp, 5' x 5' x 5' unit, Tech level 5
Made of stone, lead, and thick glass. Does not include any filtration or lighting. Note: fish not included.

Arena: Gladiator Pit 200 weeks, 1500 gp, 20' diameter x 15', Tech level 4
Small, personal pit, mostly used in dungeons or small towns.

Arena: Medium: 1000 weeks, 10,000 gp, 50' diameter x 20', Tech level 5
The most common size arena in the Eder Soult.

Arena: Large: 2500 weeks, 25,000 gp, 100' diameter x 35', Tech level 6
This size of arena can be found in cities. Contains a concession stand, gladiator barracks, and four small holding pens.

Artificial Lake: 6 weeks, 30 gp, 10' x 10' x 5' paved unit, Tech level 3
Price does not include water. Very similar to a moat.

Balcony: 10 weeks, 300 gp, 8' x 5', Tech level 5
A semi-circular stone balcony with stone railing.

Bar: Wet: 10 weeks, 500 gp, 3' x 10' x 4'8", Tech level 2
The bar contains six storage areas per 10'. The top of the bar is made out of rare wood imported from the south. Drinks are not included in the price.

Bath: Cold: 50 weeks, 3,000 gp, 20' x 20' with 10' diameter pool, Tech level 4
The pool fills a circular depression. Valves to let out the water are included.

Bath: Hot: 70 weeks, 5,000 gp, 20' x 20' with 10' diameter heated pool, Tech level 6
A crawlspace under the circular pool allows a fire to be built under it. The pool fills a circular depression. Valves to let out the water are included.

Bath: Steam: 80 weeks, 5,000 gp, 20' x 20' with 10' diameter heated steam pit, Tech level 6
A crawlspace under the steam pit allows a fire to be built under it. The pit is filled with large pumice rocks. Valves let in a trickle of water to produce steam.

Beacon: Grail-shaped: 50 weeks, 3500 gp, 6' x 6' x 8', Tech level 6
Built by persons of evil intent, the grail-shaped beacon is internally lit by magic, and can be seen up to seven miles away during good weather.

Bell: Small: 1 wk, 20 gp, 1' diameter, Tech level 5
Bell with mountings and rope.

Bell: Medium: 2 weeks, 50 gp, 2' diameter, Tech level 5
Bell with mountings and rope.

Bell: Large: 5 weeks, 500 gp, 4' diameter, Tech level 6
Bell with mountings and rope.

Bell: Gigantic: 10 weeks, 1,000 gp, 8' diameter, Tech level 7
Bell with mountings and rope.

Bell: Hell's: 100 weeks, 50,000 gp, 15' diameter, Tech level 9
A Hell's Bell will demoralize any attackers of the structure when rung. Attackers must make one moral check each hour when hearing the bell's sounding range of one mile. Note: this unit needs a power supply to operate.

Bottomless Pit: 500 weeks, 50,000 gp, 10' x 10' x Bottomless, Tech level 9
Many dungeons have one or more of these structures. The 'bottom' of the pit is a gate to the demiplane of shadow, and illusions keep the pit looking bottomless. Other pits link to especially nasty areas of the Inner Planes.

Brewing Vessel: 10 weeks, 2,000 gp, Tech level 5
The vessel is made of copper and holds up to 1000 gallons of fermenting beer. It also has two valves.

Bridge: Iron: 20 weeks, 5,000 gp, 5' x 10' x 10', Tech level 7
The cost is for one span, but they can be linked together. Only Dwarves know how to create iron bridges.

Bridge: Stone: 15 weeks, 1,000 gp, 5' x 10' x 10', Tech level 6
The cost is for one span, but these can be linked together.

Bridge: Wood: 10 weeks, 100 gp, 5' x 10' x 10', Tech level 4
The cost is for one span, but these can be linked together.

Building Sentience Module: 5000 weeks, 900,000 gp, 20' x 20' x 10', Tech level 10
By adding this module to a castle, the builder gives the building a life of its own. The intelligence of the building is between 5-7, but smarter buildings have been built in the very distant past. Each of these modules is considered a work of art by their designers, and their shape and appearance vary wildly. Note: this unit needs a power supply to operate.

Carillon: 100 weeks, 3,000 gp, 5' x 8' x 6', Tech level 8
A bell tower is musical instrument, where a keyboard is mechanically attached to bells by wires to facilitate playing. Note: bells are not included in the price.

Cathedral Crane: 10 weeks, 200 gp, 10' x 10' x 50', Tech level 5
The crane can aid in the construction of tall buildings.

Cess Pit: 10 weeks, 100 gp, 10' x 10' x 10', Tech level 3
The cost includes pipes built into the structure bring waste to the cess pit.

Chandelier: 30 weeks, 500 gp, 8' diameter x 5', Tech level 4
Built to impress visitors and illuminate large rooms. It holds 20 candles.

Chamber of Secrets: 50 weeks, 30,000 gp, 20' x 20' x 8', Tech level 8
This special room can and will avert any attempt to see into it, including scrying, wizard eye, and all other magical means.

Chimney: 1 wk, 10 gp, 3' x 3' x 10', Tech level 2
A chimney must have an adjoining wall for support.

Chute: 2 weeks, 30 gp, 5' x 5' x 10', Tech level 2
A chute can be built at any angle. Gnomes like to use chutes as emergency exits, whereas other races use chutes for traps.

Clock: Mechanical: 100 weeks, 20,000 gp, 5' x 5' x 15', Tech level 8
This large clock uses metal or wooden gears, a set of weights, and a pendulum to keep accurate time.

Clock: Time-Stopping: 5000 weeks, 1000,000 gp, 5' x 5' x 15', Tech level 10
This is a special mechanical clock with the extraordinary magical ability to stop time for 1 minute each day. Only the operator of the clock will notice its effects on the rest of the building, as they will be unaffected by the time stoppage. The technique for building such a clock was lost with the Raagen Empire, but the process was known to be lengthy and expensive. Examples of the clock can still be found in out of the way places in Raaga.

Defensive Flora: 5 weeks, 10,000 gp. 10' x 10' patch of 20-100 plants, Tech level 5
Plantings found, for the most part, around Elfish buildings, but gaining popularity amongst other races. Flora must be subdued before workers attempt planting. Some plants need special needs. See HOB for details on flora.

Dias: 5 weeks, 100 gp, 2' x 10' x 10', Tech level 3
The dais is composed of two steps, each one foot high, and a stone platform. Dias modules can be placed along side or on top of one another.

Dome: Egg: Small: 100 weeks, 5,000 gp, 20' diameter x 25', Tech level 7
Standard stone dome.

Dome: Egg: Medium: 200 weeks, 10,000 gp, 40' diameter x 45', Tech level 7
Standard stone dome.

Dome: Egg: Large: 500 weeks, 30,000 gp, 60' diameter x 70', Tech level 7
Standard stone dome.

Dome: Geodesic: Small: 50 weeks, 10,000 gp, 20' diameter x 20', Tech level 9
Usually built of metal, but may be of wood for half price.

Dome: Geodesic: Medium: 100 weeks, 20,000 gp, 40' diameter x 40', Tech level 9
Usually built of metal, but may be of wood for half price.

Dome: Geodesic: Large: 200 weeks, 70,000 gp, 60' diameter x 60', Tech level 9
Usually built of metal, but may be of wood for half price.

Dome: Onion: Small: 130 weeks, 6,000 gp, 20' diameter x 25', Tech level 8
Elaborate ovoid stone dome with pinnacle.

Dome: Onion: Medium: 250 weeks, 12,000 gp, 20' diameter x 25', Tech level 8

Elaborate ovoid stone dome with pinnacle.

Dome: Onion: Large: 550 weeks, 40,000 gp, 20' diameter x 25', Tech level 8

Elaborate ovoid stone dome with pinnacle.

Dumb Waiter: 18 weeks, 100 gp, 2' x 2' x 10 shaft, Tech level 6

This mechanism allows one to move a small box up and down a shaft between floors by the use of a rope or chain. Sometimes used as a trap.

Eagle Roost: 200 weeks, 20,000 gp, 20' x 20' x 35', Tech level 5

The roost must be built on top of another structure that is at least 30' high. 20 eagles (not included) will stay comfortably within the roost, which they will defend as their home.

Elephant Stable: 100 weeks, 10,000 gp, 20' x 50' x 18', Tech level 5

This type of stable is needed if elephants or other large creatures are stabled in the main structure. The structure can also hold other large beasts. The stable includes iron cages, watering area, and fodder holding area.

Elevator: 50 weeks, 10,000 gp, 10' x 10', moves 20' vertical, Tech level 8

Elevator units can be grouped together to make bigger rooms, or deeper shafts. Note: this unit needs a power supply to operate.

Fireplace: Small: 2 weeks, 20 gp, 6' x 4' x 5', Tech level 3

Fireplace: Medium: 2 weeks, 20 gp, 6' x 4' x 5', Tech level 3

Fireplace: Large: 2 weeks, 20 gp, 6' x 4' x 5', Tech level 3

Fire Fountain: 20 weeks, 15,000 gp, 10' diameter x 6', Tech level 7

Spews forth fire instead of water. More an impressive wonder than an actual defense. Anyone touching the flames receives 1D10 points of magic fire damage. A saving throw vs. breath weapon will negate this damage. Multiple fire fountains can be built together for an impressive display. The flames can be made any color when the fountain is built.

Fire Sprinkler: 20 weeks, 10,000 gp, 1' x 1' x 1', Tech level 9

Fire sprinklers are attached to the ceilings of halls, gatehouses, and other stone defensive works. Each fire sprinkler spits out magic fire at the rate of 1D4 hp of damage a round for ten rounds. A saving throw vs. breath weapon will negate this damage. Fire sprinklers can be linked together, and are activated with a key and lock mechanism that can be located anywhere in the structure.

Furnace: Blacksmith: 10 weeks, 550 gp, 6' x 6' x 6', Tech level 4

Forge used for blacksmithing. The forge includes bellows and minimal set of maintenance tools.

Furnace: Alchemic: 25 weeks, 2500 gp, 10' x 10' x 8', Tech level 4

Furnace used for many small smelting and alchemical/chemical operations. The alchemic furnace is specifically constructed to maintain a specific temperature, which can not be changed without rebuilding the furnace.

Furnace: Industrial: 50 weeks, 5,000 gp, 20' x 20' x 35', Tech level 5

Large furnace for reducing ores. An industrial furnace is specifically constructed to maintain a specific temperature, which can not be changed without rebuilding the furnace.

Gargoyle: 2 weeks, 60 gp, 3' x 3' x 5', Tech level 1

A stone sculpture worked into the structure of the building. The gargoyle can be used as a waterspout or as part of a defensive work for spewing boiling oil, lead, etc.

Gate/Portal: 1000 weeks, 500,000 gp, 6' x 2' x 10', Tech level 10

Gates transport anything put through them to another gate, or can send things on a one-way trip. Gate transportation can cover an unlimited distance and can even transport across the planes of existence. They can be programmed to only let certain creatures through, change destinations each time they are activated, or only to activate if a certain item is carried through them. Once the programming is set, there is no way to alter it without destroying the gate. Needless to say, gates are very rare and expensive to construct. They usually take the form of a stone arch, but they can be made out of metal. Some are built to look like a regular door.

Glass Roof: 10 weeks, 1,000 gp, 10' x 10', Tech level 8

Used primarily in greenhouses, but are also used for decor. Glass is held together with lead and metal supports.

Glockenspiel: 150 weeks, 40,000 gp, 10' x 10' x 10', Tech level 8

Mechanical clock with chimes and animated figures. Many times a glockenspiel's animated figures relate a historical event or act out a favorite scene from a play.

Griffon Roost: 400 weeks, 10,000 gp, 30' x 40', Tech level 5

The roost must be built on top of another structure that is at least 50' high. 10 griffons (not included) will stay comfortably within the roost, which they will defend as their lair.

Gymnasium: 200 weeks, 5,000 gp, 30' x 30', Tech level 3
Cost includes changing area, weapons racks, and a special wooden floor.

HackJammer Wharf: 50 weeks, 300 gp, 10' x 10' x 7', Tech level 5

The wharf, which is made of stone, must be built on top of another structure no less than 30' tall. The wharf allows HackJammer ships to dock at the structure.

Hall of Mirrors: 100 weeks, 10,000 gp, 10' x 10' x 10', Tech level 8

Hall of mirror units are usually strung together to make a confusing maze.

Hall of Mist: 100 weeks, 10,000 gp, 10' x 10' x 10', Tech level 8

A hall of mist uses magical energy from the plane of steam to fill the area with a cold mist when someone enters the area. Halls of mist are usually strung together to create a maze, and may be combined with a hall of mirrors.

Hermitage: 20 weeks, 200 gp, 20' x 20', Tech level 4

Nudorites in Garweeze Wurld often create a hermitage on their property to keep in tune with Nudor and to contemplate melancholy pleasures. Bones and skulls are often incorporated into the building design. The hermit is not included in the price but the standard contract is for seven years for 100-500 gp, during which the hermit is not permitted to leave the hermitage, speak, bathe, or to cut his beard, hair, or nails.

Hanging Garden: 50 weeks, 2,000 gp, 10' x 10' x 6', Tech level 4

Hanging gardens are basically balconies filled with soil used for growing plants. Common plants are included in the price, but can be replaced with exotic plants.

Harbor Chain: 1000 weeks, 50,000 gp, 1' x 1' x 500', Tech level 7

A very heavy chain suspended across a harbor mouth. The purpose of a harbor chain is to stop ships from entering a harbor. In the 'open' position the chain would be lowered so that the keels of the boats would sail over the chain. In the 'closed' position the chain would be raised so that it was at or slightly above the water surface, thereby prohibiting ships from entering the harbor. Large winches raise and lower the chain. Stone blockhouses support the chain and hold the winches. The chain can be extended for an additional 1,000 gp per 10' of chain.

Harem: 200 weeks, 20,000 gp, 50' x 50', Tech level 5

An abode for women designed for maximum seclusion. Cost includes a guard chamber, numerous alcoves, reflecting pools, arches, and small statues.

Hofstadter Figure: 50 wks per face, 1,000 gp per face, 10' x 10' x 10', Tech level 8

A special statue constructed in such a way that each face or side casts a unique shadow from a light placed illuminating the opposite face of the statue. Usually made as a cube with three shadows. Cost per face includes a magical light

source. The famous artist Hofstadter states, "No matter how long we may stare at two-dimensional representations of three-dimensional objects, we often find ourselves surprised when we examine a three-dimensional model of the depicted object."

Hovel: 6 weeks, 20 gp, 5' x 8' x 8', Tech level 1

A small structure made from wattle and daub. Standard peasant house. Cost includes one door.

Indoor Plumbing: 2 weeks, 20 gp, 10' section, Tech level 4

Plumbing must be built at the same time as the structure. Plumbing is usually made of metal. The plumbing network needs a water tower (100 gp) or an aqueduct to provide pressure. Price includes one shutoff valve per section.

Infinite Ice Sculpture: 10 weeks, 5,000 gp, 5' x 5' x 5', Tech level 7

An ice sculpture magically endowed not to melt. The sculpture can be destroyed by other means, such as smashing.

Jewel box Room: 200 weeks, 100,000 gp, 10' x 10' x 10', Tech level 6

A jewel box is a room inlaid with precious metals and stones in intricate patterns. Entranceways are favorite places for a jewel box room in order to impress guests. The impressiveness of this room helps boost the status of the owner. Every month, the owner gains 1 point of full honor and 1 point of fame. Guard niches are almost always added to a jewel box room.

Killer Rabbit Warren: 100 weeks, 2,000 gp, 30' x 20' x 5', Tech level 3

Killer rabbits have special housing needs, and this unit takes care of them. The warren includes a watering area, nesting supplies, and a prey containment area. Many general contractors strongly advocate at least one iron gate between the warren and main structure.

Kiln: 8' x 8' x 15', Tech level 2

Pottery kiln can fire up to 500 pieces of ceramic at once.

Labyrinth/Maze: 100 weeks, 3,000 gp, 50' x 50' x 10', Tech level 1

This is a small puzzle maze contained in a larger room, and is more for pleasure than defense.

Lean-to: 4 weeks, 15 gp, 10' x 15' x 7', Tech level 1

A lean-to is a wooden building supported on one side by an existing building. Lean-tos are a cheap addition to a hovel or barn.

Library: 40 weeks, 1,000 gp, 20' x 20' x 10', Tech level 4

Cost includes 100 shelves, ladders, and a beginning card catalog. Each shelf can hold 100-150 books. Note: books, lamps, and easy chairs are not included.

Life-Size Game Board: 100 weeks, 10,000 gp, 30' x 30', Tech level 4

Built out of rare stone and placed into the floor. The game includes giant playing pieces and rules.

Magnetron: 10' x 10' x 10', Tech level 10

The magnetron is an odd magical device shaped like a horseshoe mounted on a pillar, and can be swiveled in much the same manner as a ballista. A spiked mantel covers the front end of the magnetron. When the activation jewel is depressed, an invisible force leaps up to 100' feet and attracts all iron and steel to the magnetron. The force is strong and will pull objects out of hands, rip pockets out, and cause armored individual to be pulled 20' per round towards the magnetron. If within 20' the armored person will be pulled into the spikes for 1 to 6 D4 points of damage. The magnetron can be operated for 3 minutes at a time, once per day. Note: this unit needs a power supply to operate.

Menagerie/Zoo: 75 weeks, 2500 gp, 40' x 40' w/ 4 cages, Tech level 6

The zoo includes landscaping, interpretive signs, watering, and feeding areas. The cages are made out of iron. Note: animals/monsters not included.

Milling Machinery: Grain: 100 weeks, 500 gp, 10' x 10' x 10', Tech level 4

Includes all of the machinery required to create a grain mill. A wooden building should be built to contain the machinery. This unit needs a power supply to operate.

Minefield: 50 weeks, 5,000 gp, 10' x 10', Tech level 4
Alchemic mixtures are buried in a random pattern to deter foot traffic. If stepped upon, a mixture does 4d4 points of damage and marks the offender with a bright blue dye.

Mosaic: Simple: 20 weeks, 1,000 gp, 5' x 5', Tech level 3
A simple geometric motif made from squares of colored ceramic for either a floor or a wall.

Mosaic: Complex: 50 weeks, 5,000 gp, 5' x 5', Tech level 3
A picture made from small polygons of colored ceramic set either in a floor or a wall. The mosaic can depict a famous person's portrait, an idyllic garden scene, a famous battle, etc.

Moveable Fortress: Time to build fortress x .66 weeks, cost of fortress x 1.66 gp, variable size, Tech level 10
Giant wheels, legs, tracks, or other devices are fitted into the structure and hidden from view. A control room operates the movement of the structure, which can only move around 1 mph/2 mph. Note: this unit needs three (yes, three) power supplies to operate.

Museum Display: 3 weeks, 50 gp, 5' x 5' x 3', Tech level 3
A glass display case with one shelf.

Necropolis: 60 weeks, 1,000 gp, 20' x 20' x 10' w/ 20 niches, Tech level 3

A room dedicated to the afterlife and the preservation of the memory of the dead and fallen. Niches in the walls contain the deceased. The room is also decorated with scenes of the afterlife and religious motifs.

Observatory: 300 weeks, 10,000 gp, 15' x 15' 20', Tech level 8

A domed room capable of being moved 360 degrees to any declination by the use of ropes and counterweights. The dome has a slot that can be opened and closed. The cost covers a mounted low powered (10x) telescope.

Ocular: 10 weeks, 100 gp, 5' diameter, Tech level 4
A round window built into a ceiling or wall.

Orangery/Heated Garden: 75 weeks, 5,000 gp, 20' x 20' x 10', Tech level 8

A crawlspace under the garden allows a fire to be built under it to keep it warm. Some gardens use magical means for climate control (not included in price).

Orchestra: Mechanical: 1000 weeks, 200,000 gp, 20' x 10' x 10', Tech level 10

The mechanical orchestra is a set of 50 instruments that are played mechanically by an intricate set of levels, gears, and actuators. Brass, percussion, strings, and woodwinds are all represented. The mechanical orchestra plays a pre-set piece of music encoded on a silver cylinder set with tiny studs. A bard of 10th level or higher can reset the song, or with the help of a silversmith, can create a new cylinder. A mechanical conductor for the orchestra takes another 100 weeks and 10,000 gp to build. Note: this unit needs a power supply to operate.

Parabolic Mirror of Doom: 300 weeks, 45,000 gp, 8' diameter x 1' thick, Tech level 9

A great, mounted, glass mirror system that concentrates the rays of the sun directs them as a weapon against attackers. The ray can extend up to 2500' and can ignite flammable materials in one minute at long range. The beam causes 10-40 points of damage per round of exposure. Note: Will not operate during cloudy conditions.

Peephole Picture: 3 weeks, 100 gp, 3' x 5', Tech level 3
A painting (usually a portrait) built into a wall. A secret door on the other side of the wall allows the eyes of the picture to be pulled away to reveal a squint.

Pendulum: Foucault's: 400 weeks, 10,000 gp, 40' arc x 45', Tech level 5

This pendulum shows the passing of time by swinging freely in space over a mosaic of a clock face in the floor. This needs to be placed inside a 50' x 50' x 50' room. Note: this unit needs a power supply to operate.

Pendulum: Bladed: 30 weeks, 1,000 gp, 10' arc x 10', Tech level 5

A very quick counter weighted pendulum used as a trap. The blade causes 3D10 points of damage for anyone caught in its path.

Pillar: 3 weeks, 50 gp, 3' diameter x 10', Tech level 1
A cylinder of stone used as a firm support.

Pipe Organ: 100 weeks, 3500 gp, 10 stops, 2 keyboards, 1 foot pedal set, 100 pipes, Tech level 6

This musical instrument is built into a room holding the sounding pipes. Keyboards control air blown through the pipes. Each stop controls a separate set of unique sounding pipes. Pipe organ units can be added together for more pipes, stops, or keyboards. Note: this unit needs a power supply to operate.

Power Supply: Fire Elemental Furnace: 1000 weeks, 10,000 gp, 10' x 10' x 20', Tech level 8

This furnace provides a continuous source of heat with no fuel. Pipes that cross through the furnace convert water to steam. The steam is turned into mechanical energy through the use of a clever Dwarvish device. Note: Fire elemental not included in the price.

Power Supply: Giant Hamster Wheel: 20 weeks, 200 gp, 8' diameter x 5' wheel + 20' x 20' room, Tech level 2
Similar to a peasant treadle, this power supply uses giant rodents to provide mechanical power. Attached room provides a lair for the rodents. Note: rodents not included in the price.

Power Supply: Peasant Treadle (Slave Wheel): 9 weeks, 100 gp, 8' diameter x 5', Tech level 1
Large foot-powered mechanism provides mechanical power to a structure.

Power Supply: Netherthermal Heating Element: 100 weeks, 40,000 gp, 5' x 5' x 2,000-4,000', Tech level 9
A great well dug to tap a lava pool of the NetherDeep. Pipes lowered into the well convert water to steam. The steam is turned into mechanical energy through the use of a clever Dwarvish device.

Power Supply: Steam Mephitis Furnace: 1000 weeks, 10,000 gp, 10' x 10' x 10', Tech level 8
Containment area for steam mephitis using lead alloy walls, runes, and sigils. Pipes collect the steam, and the steam is turned into mechanical energy through the use of a clever Dwarvish device.

Power Supply: Troll Works: 1000 weeks, 50,000 gp, 10' x 10' x 10', Tech level 10

Using the unique qualities of troll flesh, gnomes have developed the troll works power supply. Troll flesh is fastened to cams in a self-contained unit. A rotating rod protruding from the troll works provides mechanical

energy. Levers next to the rod allow one to stop, start, and vary the power output.

Power Supply: Water Elemental and Wheel: 200 weeks, 2,000 gp, 10' x 10' x 20', Tech level 8

Essentially a water tank containing a water elemental, a water wheel, a water screw, and a continuous race.

Provides mechanical power. Note: Water elemental not included.

Power Supply: Water Wheel: 50 weeks, 100 gp, 10' diameter, Tech level 2

A large double wooden wheel with either blades or troughs that is spun by falling water. Provides mechanical power.

Power Supply: Windmill: 50 weeks, 100 gp, 15' diameter, Tech level 2

A wheel operated by the wind blowing upon oblique sails. Provides mechanical power.

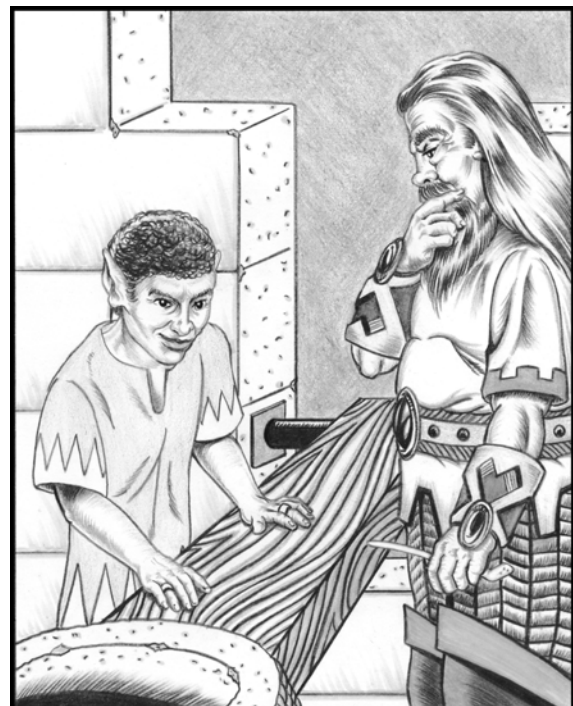
Power Train: 10 weeks, 50 gp, 10' section, Tech level 2

A series of pulleys and gears used to transfer power from the power supply to a architectural unit that requires power.

Privy: 1 wk, 10 gp, 5' x 5' x 7', Tech level 1
Two-holer with pit.

Rainmaker: 300 weeks, 50,000 gp, 15' x 15' x 15', Tech level 9

The device creates a continuous rain cloud over the structure. The cloud is 1000' x 1000' x 100' in volume. The rainmaker can not be 'turned off'- only destroyed.



Reassembling Fortress: Time to build fortress x .66 weeks, cost of fortress x 1.66 gp, Tech level 10
With this remarkable addition, a structure can actually regenerate itself. The regeneration process is slow, at 1 structural point per day, but steady. Note: this unit needs a power supply to operate.

Revolving Door: 10 weeks, 200 gp, 5' x 5' x 7', Tech level 6
A door consisting of two or more flaps revolving around a common axis and contained in a cylindrical vestibule. The door can be made to revolve in only one direction.

River of Fire: 50 weeks, 10,000 gp, 10' x 10' x 8' deep, Tech level 8
Built in much the same way as a moat, the river of fire holds a band of eternal fire. Magic generates and contains the fire. The river of fire does not contain lava. The fire does 4-16 pts of damage per round of exposure.

Self-destruct Mechanism: 1000 weeks, 10,000 gp, 5' x 5' x 5', Tech level 9
This unit appears to be an iron box bolted to the floor with one large red jewel set on the top. Once the jewel is depressed the sub-sonic magic of the box begins to shake the structure apart. It causes 1 structural point of damage per minute of operation until the entire structure is reduced to rubble. Once started, the operation can not be reversed. Note: this unit needs a power supply to operate.

Sepulcher: 10 weeks, 200 gp, 8' x 8' x 5', Tech level 3
Stone monument usually constructed inside a holy structure holding the remains of renowned figures.

Shrine: 5 weeks, 1,000 gp, 3' x 3' x 7', Tech level 1
Upright standing stone dedicated to a god.

Shifting Room: 100 weeks, 5,000 gp, 20' x 20' x 10'-moves 20' horizontal, Tech level 8
A shifting room may move to a new location, or may just spin in place to confuse the occupants.

Scrying Chamber: 50 weeks, 30,000 gp, 20' diameter x 8', Tech level 8
This special room creates prime scrying conditions for crystal balls, wizard eye, ESP, or other crying spell. Room is either circular or ellipsoid, and has a dais with a pedestal in the center intended for a crystal ball. The walls are inscribed with arcane symbols. Crystal ball not included.

Solar Clock: 10 weeks, 300 gp, 10' x 10' Tech level 4
Using a pole, usually worked into a stained glass window, and a simple floor mosaic, the solar clock shows the time.

Speaking Tube: 2 weeks, 50 gp, 10' section, Tech level 4
A small metal tube that conveys sound from one room to another. The speaking tube must be built into the structure while under construction.

Spire: Dread: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 9

A structure that, by its very shape, causes dread, fear, and loathing in all who see it. This causes a -1 to all morale checks to all creatures within viewing distance. Creatures inside the main structure are unaffected. May (10% chance per month) cause peasants under its shadow to revolt.

Spire: Fire: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 9
A saving throw vs. breath weapon will negate this damage. Note: this unit needs a power supply to operate.

Spire: Hope: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 9
A structure that, by its very shape, causes hope, happiness, and joy in all who see it. This causes a +1 to all morale checks within viewing distance. A holy symbol of a good-aligned deity sits at the top of the spire. Creatures inside the main structure are unaffected.

Spire: Hypnotic Light: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 10
The spire casts a strange, multicolored pulsing light from its top point. Anyone seeing the pulsing light on top of the spire must save vs. paralyzation or be rooted to the spot for 1-4 rounds. Creatures inside the main structure are unaffected. An operator can turn the light on three times a day for 10 minutes. Note: this unit needs a power supply to operate.

Spire: Lightning: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 10
This spire, when activated, launches a lightning bolt into the surrounding grounds of the main structure. Anyone out in the open and within 500' of the spire is at risk. The bolt will hit in a random fashion and cause 10d10 points of damage. A saving throw vs. breath weapon will negate this damage. Bolts can be thrown ten times in a 24 hour period. Note: this unit needs a power supply to operate.

Spire: Moaning: 1000 weeks, 100,000 gp, 7' x 7' x 40', Tech level 8
Numerous holes in this spire cause a moaning voice to echo around the main structure.

Spire: Needle: 1000 weeks, 100,000 gp, 5' x 5' x 100', Tech level 10
The impressive height of this spire helps boost the status of the owner. Every month, the owner gains 1 point of full honor and 1 point of fame.

Squint: 3 weeks, 100 gp, Tech level 2
A secret peephole located behind a stone gargoyle or other carved face. The viewer looks through the gargoyle's eyes

Stained Glass Window: 20 weeks, 1,000 gp, 3' x 10', Tech level 4

Colored glass fragments held together by lead. Artists create well-known scenes or geometric patterns out of the glass.

Staircase: Aescher: 1000 weeks, 10,000 gp, 1 wrap-around flight with 4 landings, Tech level 9

A magical staircase that wraps itself (Möbius-like) through the fourth dimension to come back to itself. Used as a trick to confuse would-be explorers or attackers.

Staircase Tower: 300 weeks, 400 gp, 10' diameter x 25', Tech level 4

A round tower with built-in spiral staircase. The stairs take up all of the room in the tower.

Stairs: Spiral: 10 weeks, 200 gp, 10' rise, 3' w, Tech level 2
Made of stone.

Star Chamber: 500 weeks, 15,000 gp, 30' x 30' x 15', Tech level 9

Secretive justice chamber. Includes a judicial bench and/or podium, a holding cell of iron bars, a strong magical white light that illuminates the defendant, and a magical jury box. While the defendant is in the star chamber, the jury box will create the illusion of the most biased jurors possible (i.e. an Orcish jury for a Dwarf defendant, etc.).

Tele-pad: 2000 weeks, 50,000 gp, 5' x 5', Tech level 10
Tele-pads allow instant travel from one part of a structure to another, and are always linked in pairs. They can not be turned off, and are always 'on'. Tele-pads are always made out of rare stone and embedded in the floor.

Throne: 20 weeks, 7,000 gp, 4' x 4' x 7', Tech level 2
Thrones are made out of rare stone and are carved to compliment the ruler.

Time Lock: 50 weeks, 4,000 gp, 1' x 1' x .5', Tech level 10
A time lock automatically locks and unlocks a door at a given time. The times can be changed with a special key.

Torch Sconce: 1 wk, 10 gp, Tech level 1
A stone or iron torch holder built into a wall.

Underwater Exit: 50 weeks, 10' x 30' x 10', Tech level 5
The underwater exit is a secret tunnel under the structure that leads to a moat, pond or other watery exit. Contains a air trap to keep bubbles from coming to the surface. Requires the user to be fully immersed in the water to exit.

Vault: 100 weeks, 10' x 10' x 10', Tech level 7
Room made out of a sandwich of basalt, granite, or other dense stone with a rubble fill to discourage magical entry.

Wall Niche: 3 weeks, 100 gp, 5' x 5' x 8', Tech level 3

Small hollow made in a stone wall to display a statue or other work of art. May be used as a guard niche.

Watcher: 100 weeks, 25,000 gp, 5' x 5' x 8', Tech level 8
A large magical statue used to guard an entranceway. The statue does not move but its eyes seem to gaze into a person's soul. If an attacker is within 10' of the watcher, the watcher transfixes the subject and sends an alarm throughout the building. The attacker can save vs. spell to avoid being transfixed.

Water Screw: 20 weeks, 500 gp, 2' x 2' x 10', Tech level 7
A water screw is a helix of metal operated by a water wheel that lifts water up to 10 feet.

Water Tower: 10 weeks, 100 gp, 10' x 10' x 15', Tech level 3

A wooden tub on top of a sturdy wooden scaffold. The water tower can provide water pressure to interior plumbing. Note: Inlet and outlet pipes not included.

Well: 10 weeks, 100 gp, 5' diameter x 10' deep, Tech level 1

Many keeps have a well for siege situations.

Wharf: 1 wk, 100 gp 10' x 10' x 30' pilings, Tech level 1
A wooden landing area for a ship.

Wunderkammer: 500 weeks, 20,000 gp, 30' x 30' x 25', Tech level 8
Octagonal room used to display unique curiosities from around the world. In addition to 20 built-in museum display cases, the wunderkammer includes a spiral staircase to a balconied second floor, stained glass windows, and a magic viewing balcony (it appears to open out on an actual view, but is only a magical projection of a real or designed vista; nothing but walls behind)

Xylarium: 5000 weeks, 5,000 gp, 20' x 20' x 10', Tech level 10
Very rare outside of Elvish controlled areas, the xylarium is a room grown from a tree at least 20' from the ground.

Ylud's Crystal Barrier: 100 weeks, 30,000 gp, 10' x 10' x 8', Tech level 10

The crystal barrier grows huge crystal spikes when threatened (i.e. someone walks within 10' of the barrier). When the threat is gone, the spikes are absorbed. The spikes are very sharp and break off in flesh easily. They cause 6-24 points of damage to anyone walking through the barrier.

Zone of Zollner: 100 weeks, 10,000 gp, 10' x 10' x 10', Tech level 9
Illusionary zone of black and white herringbone lines that obscures sight beyond. Anyone within the zone has a -4 to hit and sight is reduced to a mere 2'. Note: this unit needs a power supply to operate.

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 if used by non-HMA members. GMs must initial coupon check box(es) when a coupon is used. Sheet expires three (3) months after GM validation.

VALIDATION AREA

MEMBER NAME: _____

MEMBER #: _____

GM SIGNATURE: _____

GM #: _____ DATE: _____

HackJournal #23 coupon GM#: _____
PLAYER # _____ GM Initials: _____

TOUGH AS A TROLL Automatically heal 1d3 lost 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 #23 coupon GM#: _____
PLAYER # _____ GM Initials: _____

OOPS! NO, JUST KIDDING. One (1) free mulligan

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 #23 coupon GM#: _____
PLAYER # _____ GM Initials: _____

A CHIROPRACTOR'S WORST ENEMY Immunity to one (1) Encumbrance Audit

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 #23 coupon GM#: _____
PLAYER # _____ GM Initials: _____

MEDUSA, MEDUSA, MEDUSA! Gain additional save (at +2) vs. Petrification

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 #23 coupon GM#: _____
GM USE ONLY

ROYALTY IN DISGUISE You're going to jail.

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 #23 coupon GM#: _____
GM USE ONLY

THINK YER SLICK, HUH? Re-roll that last save

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 #23 coupon GM#: _____
GM USE ONLY

YOU SHAME ME WITH YOUR PRESENCE Subtract your Honor die on any one (1) roll

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 #23 coupon GM#: _____
GM USE ONLY

WALKED INTO A DOOR Subtract -50 fractional points from Comeliness

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: ☐