

FOURTH EDITION

HACKMASTER®



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Welcome to the latest edition of HackJournal, the HackMaster fanzine written by Players and GameMasters around the world! Whether you profess to be the greatest fighter, magic-user, cleric or thief, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- A magical article re-introducing the Abjurer specialist
- A new creature for your HackMaster campaign
- Castle and watch tower maps with construction and component guidelines
- A combatant's guide to the new Stinging Spear Style
- Special HackJournal coupons found only in this issue!

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ABOUT THE HACKJOURNAL

The HackJournal is a PDF supplement written 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. Each issue's game content contains GM's option material for the HackMaster 4th edition game system.

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MAGE'S ADVANTAGE:

Re-Introducing the Abjurer

by Chuck Boswell (HMA# IL-4-00766-02)

The near-destruction of the society known as the Brethren of the Star was perhaps symptomatic of an underlying concern felt within the magical school of Abjuration. Throughout Garweeze Wurld (and indeed, much of the Teraverse as well), the number of apprentices from the school of Abjuration in the magical academies and universities has been steadily declining over the past few centuries to the point where many high-ranking abjurers began to take notice of the troubling trend. Their school, once considered to be one of the most important – a school of magic designed to defend sentient life against dangerous magical spells and artifacts – had fallen to a point where it was almost seen as pointless by young, upcoming magic-users.

The school of Evocation continues to dominate as the most popular school of study for young, power-hungry magic-users, and the schools of Alteration and Enchantment

also have a large base of new apprentices. The schools of Illusion and Necromancy have many fervent followers, even if their spells aren't as highly sought after amongst the crowd of generalist magic-users. Conjuration has seen a slight increase over the past few years, as interest in power word magic and summoning spells is on the rise. The school of Divination, long considered more of an esoteric, sage-dominated field of study, has begun drawing more new apprentices than the ancient school of Abjuration. In short, abjurers have become the least populous group of magic-users around.

A few years ago, several noted Abjurers withdrew from the Circle of Sequestered Magicks (CoSM) and gave no hint of where they were going, or what their intentions were. Other members of CoSM suspected that these venerable mages might have finally decided to start over, abandoning an old, obsolete school for a newer, more powerful one. But then there were reports of the wizards being seen in the temples of Hokalas. There were whispers that others were spending their time in the groves of hierophant druids. And a handful of others were reported to be building a great library, amassing countless texts on various fields of study, and erecting a massive laboratory. When the Abjurers finally returned to the Circle, they brought with them their school's last, best hope: the Codex of Abjuration Magicks.

The Codex of Abjuration Magicks is more than simply a bunch of newly researched spells. It is a synthesis of both the ancient understanding of arcane abjuration magic fused with ideas discovered while living amongst the Keyholders and druids. It also represents new ways of looking at the world of magic – finding ways to combat dangerous spells and finding new strength to defend oneself and his compatriots. The Codex is a gift from the last masters of Abjuration to the next generation of magic-users, in hopes that their proud school will not vanish into the dusty vaults of history.

FIRST LEVEL CODEX SPELLS

Dispel Light (Abjuration)

Reversible

Level: I

Range: 60 yards

Duration: Special

Area of Effect: 60-ft. radius

Components: V, S

Casting Time: 1 segment

Saving Throw: None



Dispel Light will dispel any magical light source within its area of effect. Continual Light spells and magical devices that emit magical light are temporarily negated by this spell (2 rounds/level). The reverse of this spell, Dispel Darkness, will dispel magical darkness in the same manner. If the caster is inside the magical darkness when this form of the spell is cast, the range is reduced to zero (even if the caster has the Blind Casting talent).

SECOND LEVEL CODEX SPELLS

Minor Dispel (Abjuration)

Level: 2
Range: 90 yards
Duration: Instantaneous
Area of Effect: 20-ft. cube
Components: V, S
Casting Time: 3 segments
Saving Throw: None

Except as noted above, this spell is the same as the 3rd-level magic-user spell Dispel Magic, with the following change: the base chance is only 25% (16 or higher on 1d20 to dispel). Additionally, Minor Dispel cannot destroy potions, although potion effects can still be negated.

Ward Off Violence (Abjuration)

Level: 2
Range: Touch
Duration: 2 rounds/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Except as noted above, this spell acts the same as the 1st-level clerical spell, Sanctuary. The material component for this spell is a small silver mirror, which is not consumed in the casting of the spell.

THIRD LEVEL CODEX SPELLS

Negative Plane Protection (Abjuration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell is the same in all respects as the 3rd-level clerical spell by the same name.

Protection From Fire (Abjuration)

Level: 3
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Except as noted above, this spell is the same as the 3rd-level druid spell by the same name. The maximum duration of the spell is 1 turn plus 5 rounds/level. The material component is a holly leaf that has been soaked in the caster's blood.

Zone of Magical Resonance (Abjuration)

Level: 3
Range: 0
Duration: 1 round/level
Area of Effect: 60-ft. cube
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell creates a zone where magical energies shift wavelengths to the point where they emit visible light. After the spell is cast, all magic items already in the area of effect (or that enter it later) can be seen, although the nature of the magic is not known to all those who can see. The caster can also see new magical effects within the zone, but not existing magical effects (that were inside the area before he cast Zone of Magical Resonance).

The caster of this spell (and any magic-user who has this spell in his repertoire) can attempt to ascertain various properties of any spell or item inside the zone. After one minute of study, the caster (or other magic-user as described above) can attempt an arcane lore check on any one spell, effect or item. A successful check lets the observer know the magical school of the spell, effect or item. A failed check means the observer cannot make the determination and subsequent attempts will reveal nothing. If the check was successful, the observer may then attempt to determine the purpose of a spell or effect (items cannot be identified in this manner) with a successful Spellcraft skill

check (which requires 2 minutes of careful study). If the observer succeeds at this skill check, he can tell the basic purpose and function of the spell or effect; if he has the spell in his arsenal or has encountered it before then the observer knows exactly what spell it is. Note that spells like darkness, if functional, obviously do not emit light in this fashion.

Spells or items brought into (or cast into) the zone immediately begin to lightshift and become visible. This spell is considered to be particularly useful for the purpose of guarding important chambers from anyone attempting to enter them with a magic item or spell already cast. It is also considered to be useful for maintaining regulations for ritual combats where magic is prohibited. The material component for this spell is a quartz crystal worth at least 100gp.

FOURTH LEVEL CODEX SPELLS

Free Action (Abjuration)

Level: 4
Range: Touch
Duration: 1 turn + 5rds/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Except as noted above, this spell is the same as the fourth level cleric spell Free Action.

Protection From Lightning (Abjuration)

Level: 4
Range: 0
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Except as noted above, this spell is the same as the 4th-level druid spell by the same name. The maximum duration of the spell is 1 turn plus 5 rounds/level. The material component is an oak leaf that has been wrapped around a lightning bug.

Spell Immunity (Abjuration)

Level: 4
Range: Touch
Duration: 1 turn/level

Area of Effect: 1 creature

Components: V, S

Casting Time: 1 round

Saving Throw: None

Except as noted above, this spell is the same as the 4th-level cleric spell Spell Immunity. In addition to spells the caster has directly experienced, he can protect against spells in his own repertoire (i.e. in his spell book).

Zone of Sweet Air (Abjuration)

Level: 4
Range: 10 yards/level
Duration: 1 turn/level
Area of Effect: (Level x 10')-ft. cube
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Except as noted above, this spell is the same as the 4th-level druid spell Zone of Sweet Air (found in the *Zealot's Guide to World Conversion*). The material components are a silk handkerchief, a strand of spider web and some mistletoe.

FIFTH LEVEL CODEX SPELLS

Abjure (Abjuration)

Level: 5
Range: 10 yards
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

Except as noted above, this spell is the same as the 4th-level cleric spell Abjure. The material component is any material distasteful to the subject creature.

Minor Globe of Invulnerability, Mobile (Abjuration)

Level: 5
Range: 0
Duration: 1 rd./level
Area of Effect: 5-ft. radius
Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Except as noted above, this spell is the same as the 4th-level magic-user spell Minor Globe of Invulnerability. Additionally, this sphere can move with the caster at movement rate of 10 feet per round. If the caster exceeds this speed he will leave the sphere. The material component is a glass or crystal bead that shatters at the expiration of the spell.

Non-Magical Aura (Abjuration)

Level: 5

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Negates

This spell imbues the recipient with a powerful non-magical aura that makes magic less effective against them. Any humanoid that is targeted by this spell (unless they make a save vs. magic to avoid) gains resistance to magic similar to that of a dwarf or gnome. The character gets a +1 to his saves versus magic for every 3.5 points of Constitution (rounded down). Also similar to a dwarf, there is a 20% chance for failure every time they operate a magic item other than a weapon or armor. For creatures with no Constitution score, substitute their morale score. This spell stacks with dwarven (and gnomish and halfling) resistance, but not with itself. The material components for this spell are a hair from the beard of a dwarf and a drop of blood from a gnome.

Preemptive Dispel (Abjuration)

Level: 5

Range: Caster

Duration: 1 hour/level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

The caster casts this spell on himself to protect himself from another spell or effect that targets him. This spell is dormant until the caster becomes the target of a spell or effect that is cast by someone other than the caster himself – the caster's own spells are not affected. When the caster is targeted by a spell or effect, this spell immediately

attempts to dispel the spell or effect. The base chance of success is 50% (11 or better on a 1d20 roll to dispel), modified by the difference in caster level of the spell targeting the caster and the caster's own level. For every level the caster of this spell is higher than his opponent, the chance increases by 5%, whereas for every level the caster is lower than the opponent, the chance decreases by 5%. This spell does not discriminate between friend and foe – the spell will immediately discharge against any spell that targets the caster, including clerical healing spells, etc. This dispel only works against spells that specifically target the caster – area of effect spells that encompass the caster are not affected by this spell. This spell only operates once; upon discharge, the spell is ended. The material component is a rune drawn on a piece of paper, which is swallowed during the casting of the spell.

Protection From Acid (Abjuration)

Level: 5

Range: Touch

Duration: Special

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Except as noted above, this spell is the same as the druid 5th-level spell Protection From Acid. The maximum duration of the spell is 1 turn plus 5 rounds/level. The material component is a piece of shell from a Bombardier Beetle.

Protection From Nefarians (Abjuration)

Level: 5

Range: 0

Duration: 1 round/level

Area of Effect: 10-ft. radius

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Except as noted above, this spell is the same as the cleric 5th-level spell Protection From Nefarians (found in the *Zealot's Guide to World Domination*). The material components for each type of Nefarian are the same, but instead of requiring a holy symbol and holy water this version requires a dram of a paladin's blood freely given to the caster by the paladin.

Protection from Petrification (Abjuration)**Level:** 5**Range:** Touch**Duration:** 1 turn + 5 rds./lvl**Area of Effect:** 1 person**Components:** V, S, M**Casting Time:** 3 segments**Saving Throw:** None

Except as noted above, this spell is the same as the druid 5th-level spell Protection From Petrification.

SIXTH LEVEL CODEX SPELLS**Dispel Evil (Abjuration)**

Reversible

Level: 6**Range:** Touch**Duration:** 1 rd./level**Area of Effect:** 1 creature**Components:** V, S, M**Casting Time:** 8 segments**Saving Throw:** Negates

Except as noted above, this spell is the same as the cleric 5th-level spell Dispel Evil. The material components for this spell are holy (or unholy) water and a small object that has been consecrated by a cleric of at least 10th-level. The object may have been consecrated by a cleric of any alignment.

Major Dispel (Abjuration)**Level:** 6**Range:** 150 yards**Duration:** Instantaneous**Area of Effect:** 40-ft. cube**Components:** V, S**Casting Time:** 3 segments**Saving Throw:** None

Except as noted above, this spell is the same as the 3rd-level magic-user spell Dispel Magic. The base chance of success for this spell is 70% (7 or better on a roll of 1d20 to dispel), modified by the caster level of the dispel and the spell to be dispelled as per the Dispel Magic spell.

SEVENTH LEVEL CODEX SPELLS**Zone of Weakened Magicks (Abjuration)****Level:** 7**Range:** 0**Duration:** 1 turn/level**Area of Effect:** 60-ft. cube**Components:** V, S, M**Casting Time:** 1 round**Saving Throw:** None

Inside a Zone of Weakened Magicks, all magic is less effective. All saving throws against spells cast inside or into the zone are made with a +3 bonus. Any dispel magic spell targeting a spell inside the zone is made with a +3 bonus to dispel (except for the zone itself, which is dispelled normally). Damage dealt by spells or items within the zone is reduced by one point per die (minimum 1 damage per die). Magical weapon damage is not reduced in this manner. The caster can end this spell at will. The material component for this spell is a dull grey ioun stone.

EIGHTH LEVEL CODEX SPELLS**Protective Touch (Abjuration)****Level:** 8**Range:** Touch**Duration:** 1 round/4 levels**Area of Effect:** Special**Components:** V, S**Casting Time:** 1 round**Saving Throw:** None

The caster of protective touch gains the ability to provide a protective spell on any creature he touches for the duration of the spell. Each round he may touch a creature and decide what type of protection to pass onto that creature. The protection granted is the same as one of the Protection-based Abjuration spells in the caster's spell book from 1st to 5th level. This includes, specifically (and only the following): The "Protection From" Sunburn, Evil, Fire, Lightning, Acid, Nefarians and Petrification spells, and also includes the spells Negative Plane Protection and Protection Against Normal Missiles. The type of protection is spoken aloud by the caster as he touches the creature to be protected. Thus, a 16th-level caster can touch up to 4 different creatures during the 4 rounds of the spell, and grant each one a different protection spell effect (as long as the spell in question is in the caster's spell book and known by the cast-

er). The effects last as per the spell type of the protection granted (e.g. if the caster grants fire protection the recipient would be protected as per the Protection From Fire spell - a duration of 1 turn plus 5 rounds per level or when the total hit points of protection had been reached).

NINTH LEVEL CODEX SPELLS

Globe of Invulnerability, Mobile (Abjuration)

Level: 9

Range: 0

Duration: 1 round/level

Area of Effect: 5-ft. radius

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell functions exactly as the 6th-level magic-user spell Globe of Invulnerability, except that it is mobile and can move 20 feet per round. If the caster exceeds this speed then he passes through the globe. The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.



CODEX: TALENTS

Enhanced Dispel (12)

[Any]

A Character with this talent is more likely to dispel magic with one of his dispelling attempts. Enhanced dispel halves the range and area of effect of the caster's dispelling spells, but grants a +2 bonus to the d20 roll to determine if the dispel works. Using this talent is not a choice; once a character picks it, all of his dispel attempts work this way.

Anti-Mages may purchase this talent for a mere 6 BP.

Guardian's Shield (6)

[Any Guardian-Class Character]

This talent operates in many respects as the talent Divine Shield (ZG, p73), but with a few differences. Instead of using the character's comeliness modifier, the shield's AC bonus is equivalent to the character's magic defensive adjustment due to wisdom. For every AC modifier the shield drops due to damage, the character loses 1 random spell slot for 1 week. Each time the shield is destroyed, the character loses 33 points of permanent fractional wisdom. The guardian can apply this bonus to either himself or any other creature he touches at the moment of activation. This talent only operates for single-classed guardian characters (i.e. dual-class guardians lose this ability). The shield operates for 1 turn.

CODEX: NEW SPELL LISTS

The following are the new lists of spells for the abjurer and its sole practitioner classes. These replace the charts found in the SSG.

ANTI-MAGE

1st: Noonan's Nonsensical Nullifier, Remove Fear, Protective Amulet, Dispel Light*

2nd: Magic Missile Reflection, Minor Dispel*, Protection From Cantrips

3rd: Dispel Magic, Dispel Silence, Nondetection, Protection from Teleportation, Zone of Magical Resonance*

4th: Minor Globe of Invulnerability, Remove Curse, Spell Immunity, Wimpel's Dispelling Screen

5th: Containment, Minor Globe of Invulnerability: Mobile*, Non-Magical Aura*, Preemptive Dispel*, Spell Shield

6th: Anti-Magic Shell, Break Hex, Dispel Evil*, Globe of Invulnerability, Invulnerability to Magic Weapons, Major Dispel*

7th: Spell Turning, Volley, Zone of Weakened Magicks*

8th: Dispel Enchantment, Gandle's Spell Immunity

9th: Globe of Invulnerability: Mobile*, Prismatic Sphere

GUARDIAN

1st: Alarm, Protection from Sunburn, Protection from Evil

2nd: Filter, Preserve, Ward Off Violence*

3rd: Glyph of Ice, Glyph of Sniping, Negative Plane Protection*, Quarantine, Protection Against Normal Missiles, Protection From Fire*, Ward Off Evil, Zone of Magical Resonance*

4th: Circle of Protection, Exploding Glyph, Fire Trap, Free Action*, Protection From Lightning*, Zone of Sweet Air*

5th: Abjure*, Avoidance, Dismissal, Jorrel's Private Sanctum, Protection From Acid*, Protection From Nefarians*, Protection From Petrification*

6th: Anti-Animal Shell, Repulsion, Spiritwrack, Wildshield

7th: Banishment, Sequester, Zone of Weakened Magicks*

8th: Mind Blank, Protective Touch*

9th: Elemental Aura, Immunity to Undeath, Imprisonment, Jebidiah's Ultimate Circle

ABJURATION SPELLS BY LEVEL

The following list supersedes Spellslinger's Guide Table 1C: Abjuration Spells by Level.

LEVEL 1 (1d8)

- 1 Alarm
- 2 Dispel Light*
- 3 Protection from Evil
- 4 Protection from Sunburn
- 5 Protective Amulet
- 6 Remove Fear
- 7 GM Choice
- 8 Player Choice

LEVEL 2 (1d8)

- 1 Filter
- 2 Magic Missile Reflection
- 3 Minor Dispel*
- 4 Preserve
- 5 Protection from Cantrips
- 6 Ward Against Violence*
- 7 GM Choice
- 8 Player Choice

LEVEL 3 (1d20)

- 1 Dispel Magic
- 2 Dispel Silence
- 3 Glyph of Ice

- 4 Glyph of Sniping
- 5 Negative Plane Protection*
- 6 Non-Detection
- 7 Proof from Teleport
- 8 Protection from Fire*
- 9 Protection from Normal Missiles
- 10 Quarantine
- 11 Ward off Evil
- 12 Zone of Magical Resonance*
- 13-19 GM Choice
- 20 Player Choice

LEVEL 4 (1d12)

- 1 Circle of Protection
- 2 Exploding Glyph
- 3 Fire Trap
- 4 Free Action*
- 5 Minor Globe of Invulnerability
- 6 Protection from Lightning*
- 7 Remove Curse
- 8 Spell Immunity*
- 9 Wimpel's Dispelling Screen
- 10-11 GM Choice
- 12 Player Choice

LEVEL 5 (1d20)

- 1 Abjure*
- 2 Avoidance
- 3 Dismissal
- 4 Jorrel's Private Sanctum
- 5 Minor Globe of Invulnerability, Mobile*
- 6 Non-Magical Aura*
- 7 Preemptive Dispel*
- 8 Protection from Acid*
- 9 Protection from Nefarians*
- 10 Protection from Petrification*
- 11 Spell Shield
- 12-19 GM Choice
- 20 Player Choice

LEVEL 6 (1d12)

- 1 Anti-Animal Shell
- 2 Anti-Magic Shell
- 3 Break Hex
- 4 Dispel Evil*
- 5 Globe of Invulnerability

- 6 Invulnerability to Magical Weapons
- 7 Major Dispel*
- 8 Repulsion
- 9 Spiritwrack
- 10-11 GM Choice
- 12 Player Choice

LEVEL 7 (1d8)

- 1 Banishment
- 2 Sequester
- 3 Spell Turning
- 4 Volley
- 5 Zone of Weakened Magics*
- 6-7 GM Choice
- 8 Player Choice

LEVEL 8 (1d8)

- 1 Dispel Enchantment
- 2 Gandle's Spell Immunity
- 3 Mind Blank
- 4 Protective Touch*
- 5-7 GM Choice
- 8 Player Choice

LEVEL 9 (1d10)

- 1 Elemental Aura
- 2 Globe of Invulnerability, Mobile*
- 3 Immunity to Undeath
- 4 Imprisonment
- 5 Jebidiah's Ultimate Circle
- 6 Prismatic Sphere
- 7-9 GM Choice
- 10 Player Choice

The codex is intended for all magic-users (especially abjurers) in hopes of increasing the popularity of the school and ensuring its continued survival. That is why none of the spells within the codex have been copyrighted. It is the hope of those who spent those grueling years of their lives to accomplish this task that more apprentices will choose the ancient and honorable school of abjuration to be the focus of their studies.

Get yer Garweeze Wurld game on!

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PLAYER'S ADVANTAGE:

Stinging Spear Style

by Kenneth R. Osborne (HMA# TN-3-01712-04)

Deejak Jamison Woods, an undead slayer, realized very early in life that many insects had vicious and painful stings. Deejak, who always carried spears into battle, soon made the correlation between the sting of insects and the sting of his spear. Once he made this observation, Deejak began to study the insect world in detail and the Stinging Spear Style was soon created.

The Stinging Spear Style is a showcase of the deadly versatility inherent in Deejak's preferred spear, the chinbane. It emphasizes the fact that the initial sting is often the prelude to much more serious consequences. Practitioners of this art learn very early on that it is through maintaining the attack that victory is eventually won.

The first and primary addition to melee combat with a chinbane is that it sticks in its target (assuming there was a hit and damage dealt), thus it requires a secondary attack to pull it free. This gives the wielder two options. He can attempt a Str check to hold on to the spear until his next initiative, with the hand that planted the spear, and then make a 1/2 Str check to remove it. Should the character elect to use this option, then the victim now has a cumulative +2 to hit and a +2 to damage on the spear holder as it is much harder to hold onto a planted spear and still dodge incoming blows effectively.

The wielder also has the option of just letting go of the spear and either pulling another weapon, or waiting until his next attack and trying to grab the spear again to pull it free. Should he choose to draw another weapon, this is treated normally with whatever initiative penalties are applicable. Should he attempt to grab the spear again, this would be considered a called shot and would incur some hefty penalties (-4 to hit) and then still requires the 1/2 Strength check to pull the weapon free.

Note that any other modifiers than those listed are implied. All To-hit penalties are cumulative with any other applicable penalties, like a called-shot penalty, or fighting with two weapons, or a low Dexterity. If, for example, the stylist were to attempt a called shot on the Beginner maneuver, then the additional modifiers would apply. As for called shots, the only one actually listed is the one listed in the Master section for the critical stab to the chest. As the normal Beginner attack is at a -2, I also added the called shot torso modifier of -2 to reach the total of -4. GMs should always apply any appropriate called shot modifier, even if the text does not specifically mention it.

STINGING SPEAR STYLE

Weapons: One chinbane in each hand

Chinbane: The chinbane consists of a wooden shaft with a two-part iron head attached to one end. Just below the arrowhead-shaped tip, on each side, is a barb pointing forwards towards the head. Thanks to these barbs, the spear cannot be removed from the victim without dealing an additional 1d4 points of damage (a 1/2 Strength check is required to remove the spear during combat). The attacker or the victim may remove the spear during combat, but this requires using an additional attack (practitioners of the Stinging Spear Style receive free attack rolls to remove the weapon).



Weapon Cost 4 gp; Weight 6 lbs; Size M; Dmg Type Piercing; Speed Factor 2; Damage vs: T 1d4, S 1d6, M 2d5, L 2d6, H 2d6+1, G 2d5; Availability: Hi 70, Med 60, Low 45.

Course Prerequisites: Proficiency in chinbane; Advanced Two Weapon Fighting; Str 17+; Improved Charge 50%+; Press the Attack 50%+; Quick Draw

Restrictions: Medium sized or larger only; may not use full parry

Relevant Ability: (Str + Dex)/2

Course Cost: 2000 gp

Course Difficulty: +10%

STINGING STYLE MANEUVERS

Beginner (01%-25%): The first maneuver learned in the Stinging Spear Style is the Angry Hornet. The beginner launches into a charge (improved charge rolls can be made) and immediately hurls a chinbane at the intended target (-2 to hit and -1 to damage). If hit, the target is unable to set for the charge and does not get the -3 initiative bonus.

At the end of his movement, the beginner receives a free attack roll to forcefully pull his previously hurled chinbane from the target. This attack roll is made at -2 and must be followed by an opposed 1/2 Str check to pull the chinbane free.

Apprentice (26%-50%): Once he becomes adept at the basics, the apprentice can begin learning the Nar Wasp's Needle maneuver. The apprentice is taught to strike with both weapons at the same time. These attacks require only one initiative roll but can be split between two adjacent targets. Two attack rolls are made at -2 each to see if the weapons hit. If at least one the attacks does not hit, then both defenders get one attack of opportunity as the stylist becomes off balance.

The apprentice receives a free attack roll (one for each stuck chinbane) to forcefully pull his weapon from the victims. The attack roll for the stylist's main hand is made at -2 and the off-hand is at -4. Each must be followed by an opposed 1/2 Str check to pull the chinbane free. (For ambidextrous characters, the attack roll to remove the weapon is made at -4 for each hand.)

Advanced (51%-75%): After a significant amount of training, the student can begin to study the Scorpion's Tail maneuver. With this maneuver, the advanced student can impale his intended victim in such a way that the weapon hurl the victim up to 10 feet away. This maneuver can only be used on targets of the same size or smaller than the attacker. The initial attack roll is made at a -2 To-hit. Success indicates that the spear is firmly planted and can be used to throw the opponent.

An opposed Str check is then made to throw the target. If successful, the victim is thrown 1d10 feet suffering 1d6 points of damage from the impact, in addition to 1d4 points of damage from the chinbane being ripped free. This throw can only be performed if the defender's weight does not exceed twice the attacker's Max Press.

Expert (76%-100%): After considerable effort, the Stinging Spear Stylist can begin to learn one of the most deadly fighting maneuvers, the Tiger Fly Frenzy. This maneuver allows the attacker to make a flurry of attacks with his spears against one target. After each successful hit, the attacker makes an opposed 1/2 Str check to pull the chinbane free, then makes another attack.

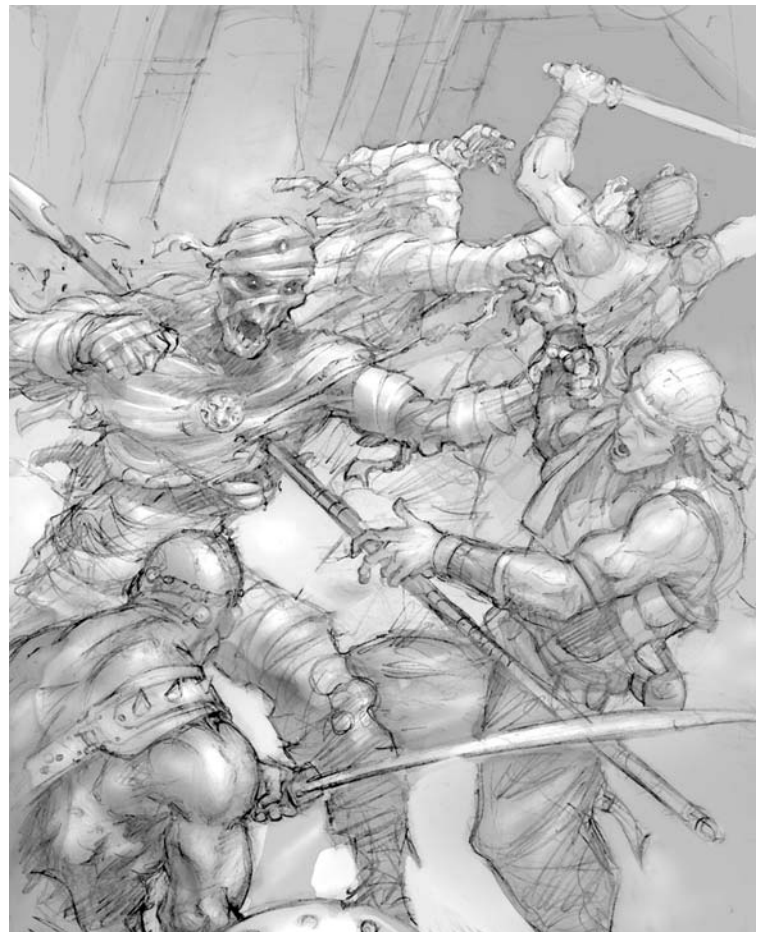
The first attack is a normal To-hit roll, the second is at -2, the third at -4, the fourth at -8 the fifth at -16. The attacks continue until the attacker misses a To-hit or Str roll, or the victim is dead, or the round ends. Initiative for this attack is rolled once with each consecutive hit having a delay of 2 segments. This maneuver counts as two rounds of action for purposes of fatigue.

Master (101%-125%): The final and most deadly maneuver to be learned is the Rib Splitter's Strike. This maneuver is similar to the Angry Hornet, except that instead of retrieving the hurled chinbane, the attackers goal is to critically stab the victim's chest. The master charges his

intended victim and immediately hurls a chinbane at the victim's chest, with a -4 To-hit penalty (called shot mod included). If hit, the defender is unable to set for the charge and loses the -3 Initiative modifier.

The Stinging Spear Stylist may draw another chinbane by the time he reaches the victim, and thusly equipped he may stab both weapons into the victim's chest, scoring a critical hit on a modified 18 or better.

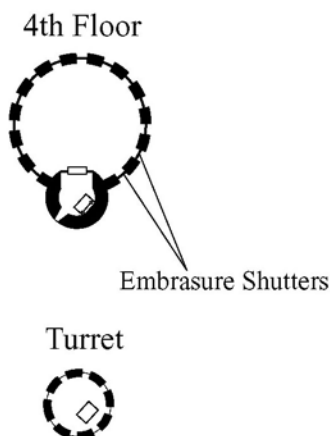
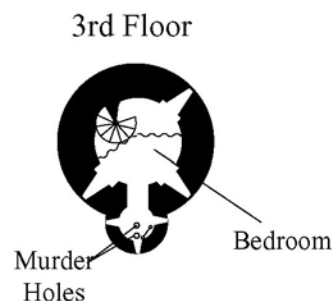
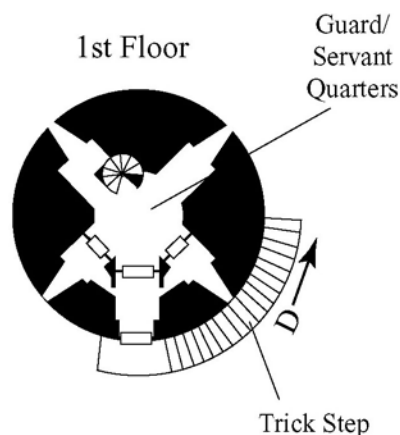
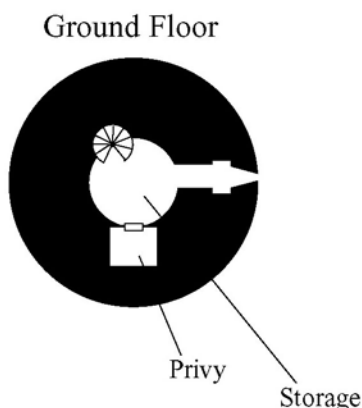
Editor's Note: After this article was written, the chinbane received some eratta about how much damage it deals (1d4 points) when removed. The barbed spear's weight was also increased from 4 to 6 pounds, and damage vs. Gargantuan creatures was reduced from 2d8 to 2d5.



A HACKER'S GUIDE TO ALDRAZAR:

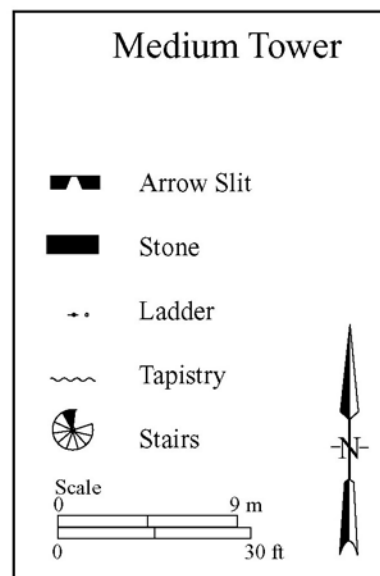
Medium Watch Tower Map

by James Montney (HMA# MI-2-01486-03)



- 1 Medium Stone Tower: 720 Wk, 12000 gp
- 1 Small Tower: 350 wk, 6000 gp
- 1 Bartizan: 250 wk, 4000 gp
- 15 Arrow Slit: 15 wk, 15 gp
- 3 Wood Door: 3 wk, 30 gp
- 2 Iron Door: 6 wk, 200 gp
- 1 Trap Door: 3 wk, 2 gp
- 4 Stone Stair: 20 wk, 200 gp
- 5 Flagstone Roof: 10 wk, 500 gp
- 16 Wood Floor: 16 wk, 640 gp
- 6 Parapet: 12 wk, 60 gp
- 22 Merlon: 22 wk, 132 gp
- 21 Embrasure Shutters: 21 wk, 63 gp

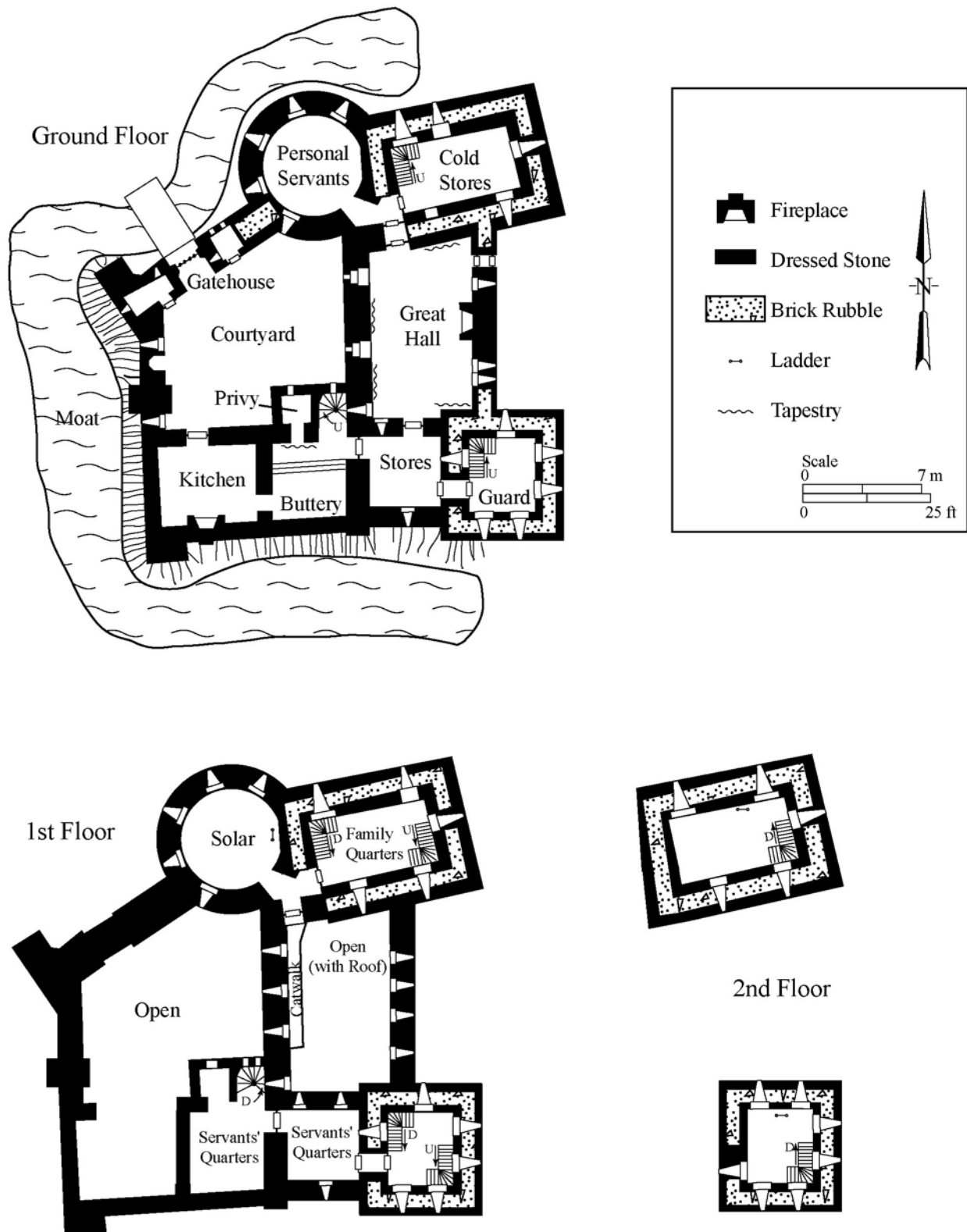
11448 weeks, 24042 gp



A HACKER'S GUIDE TO ALDRAZAR:

Medium Castle Map

by James Montney (HMA# MI-2-01486-03)



RUSTLERS OF THE NIGHT:

Auganadhr

by Keith C. McCormic (HMA# BR-3-01603-03)

DESCRIPTION: Perhaps first deformed by alchemical wastes or twisted by the hand of some loathsome, mad gawd, these grotesque abominations inhabit dark, forbidding places throughout the TeraVerse, including the realm of HackSpace. Shaped like an enormous leech or slug, the Auganadhr's front end is covered in some form of layered chitin. At the front of this monstrosity, a horrid, circular maw filled with ring after ring of thin, curved, inwardly pointing teeth awaits struggling morsels of food. These teeth grow with each successive layer of chitin, so older, larger specimens possess more teeth and thicker frontal armor.

More terrible still, the Auganadhr sprouts ten sinuous eyestalks, evenly spaced around its circumference from just behind its armor. These writhing, fleshy growths usually peek out between the scalloped ridges of the creature's chitin, but when attacking or looking around corners, the Eye Serpent can stretch them up to 3' from its body. The monster's rear is soft and unprotected, but the creature can change its orientation to hide its squishy parts behind or above its armored front.

COMBAT/TACTICS: Auganadhrs generally hide in underground alcoves or in the hollows of gigantic trees, watching their herds and looking for opportunities. Given their intelligence, they often adjust their location to pick ideal ambush sites (Establish Ambush Zone at 75%) and to accentuate their foes' weaknesses. Eye Serpents can float silently about and blend into their shadowy environment, being 80% undetectable until they reveal themselves.

The monster's armored front is AC -4, while its backside is a mere AC 8. Its eyestalks have AC 2 when drawn in near the chitin and AC 6 while looking around or using a gaze attack. Each eyestalk can take 10 hit points of damage before being severed. Severed eyestalks grow back in 3d4 days.

Auganadhr

AKA: Eye Serpent, Lord of the Eyes
HackFactor: 90
EP Value: 25,000
Climate/Terrain: Subterranean, Deep Forests
Frequency: Very Rare
Organization: Solitary, Pack
Activity Cycle: Any
Diet: Omnivore
Intelligence: Genius (17-18)
Alignment: Neutral Evil
No. Appearing: 1 or 2d4
Size: L (6-10' long)
Movement: 6", 3" Flying
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Defiant (17)
Armor Class: -4, 2, 6, 8
No. of Attacks: 1
Damage/Attack: 2d4
Special Attacks: Magic
Special Defenses: Anti-Magic Spittle
Magic Resistance: Special
Hit Dice: 6+20 (46-88 hp)
Fatigue Factor: 8
Threshold of Pain: Yes

Each of the creature's ten eyes possesses a terrible magical power, as indicated in Table HJ27-1: Auganadhr Eye Powers. All ten eyes can attack any creature directly in front of or behind the Lord of the Eyes. Creatures to the sides can only be attacked by those on that half of the creature.

In addition to their eyestalks, Eye Serpents spit vile, foul-smelling goo at their enemies. In any round that the creature does not attempt a bite attack, it can fire a loogie at any target within 50'. On a successful hit the target is affected by a personal Anti-Magic Shell effect that interrupts ongoing spells, prevents spell casting, and halts magic item use. This shell does not affect nearby creatures, nor does it block the Lord of the Eyes' eyestalk powers. Targets struck must also succeed at a Constitution check or suffer a -2 to hit penalty for 2d4 rounds.

Finally, Eye Serpents can bite adjacent creatures for 2d4 points of damage. The Auganadhr will only attempt a bite in desperation or against a helpless target. Bitten creatures are covered in Anti-Magic spittle as described above. If the creature hits by more than 10 minus the target's AC, the victim gets trapped in the monster's teeth and is automatically hit each succeeding round until the creature dies or it swallows the victim. Tiny creatures are swallowed the round following entrapment, small creatures on the second round after, and medium creatures on the third round after. A successful Open Doors check by another creature frees the victim (until swallowed), but the victim suffers 2d6 points of damage for each round it has been trapped in the teeth. Only one creature can be stuck in the teeth at any given time.

Swallowed creatures automatically take 1d4 points of acid damage each round and will drown unless they escape or are rescued. Such victims can attempt to cut their way out using daggers and similarly small cutting tools against the creature's AC 10 insides. The victim must inflict at least 20 hit points of damage within four consecutive rounds, then succeed at an Open Doors check to escape.

HABITAT/SOCIETY: The Auganadhr is a terrifying horror seen only in large subterranean settings or deep, dark forests where the thick canopy hides them from the sunlight. Unfortunately, bright light does not harm them; they just find it annoyingly cheerful. As a loathsome, wicked, frightening abomination, Auganadhrs do not like happiness, joy, beauty, or goodness. They also hate chocolate and fresh flowers and will preferentially attack anyone possessing them.

80% of the time, characters encounter only a single Lord of the Eyes. Reports of small packs clustered around a single, larger Auganadhr are common enough to suggest that these loathsome creatures reproduce sexually, or at least gather together around the monstrous equivalent of a water cooler. These packs of Eye Serpents frequently inhabit the catacombs beneath abandoned castles and ancient arenas. Sages know of at least three such groups living in ruined

Table HJ27-1: Auganadhr Eye Powers

Eye	Power	Range	Effect
1 and 6	Telekinesis Ray (250 lbs.)	100'	Falling damage (1d6 per 10')
2	Chain Lightning Bolt	50'	6d6 damage, 5d6 to next target, etc. Save vs. Spell for half damage.
3	Transmutation Ray	50'	Like Stone Shape, but any non-living, non-magical matter.
4	Paralysis Ray	250'	Save vs. Paralysis at -4 or paralyzed for 2d4 rounds.
5 and 10	Polymorph Other Ray	50'	Save vs. Spell or turn into livestock then succeed at System Shock check or die.
6 and 1	Telekinesis Ray (250 lbs.)	100'	Falling damage (1d6 per 10')
7	Death Magic Ray	50'	Save vs. Spell or die.
8	Charm Person or Monster	50'	Save vs. Spell or protect, obey, and serve the Lord of the Eyes.
9	Spectral Force	50'	As the spell, except that the image clearly emanates from the eye. Viewers automatically Save vs. Spell at +4 to realize that it's an illusion.
10 and 5	Polymorph Other Ray	50'	Save vs. Spell or turn into livestock then succeed at System Shock check or die.

grottles beneath major cities. Efforts to root them out are usually bloody and unsuccessful, largely because the creatures work together with deadly precision.

Auganadhrs can generally craft tools and items, create sculpture, construct or alter buildings, plan ahead, balance their checkbooks, and engage in agriculture. Most keep herds of livestock for breeding (and eating). Only one animal in the herd will be male, all others (including new polymorph victims) will be female. Roll on Table HJ27-2: Auganadhr Livestock to determine what species of livestock a given Auganadhr keeps. All such livestock are a variant suited to the creature's environment. Characters who spend more than one turn in a Lord of the Eye's herd suffer the loss of 10% of their base Honor.

Table HJ27-2: Auganadhr Livestock

Roll (d10)	Livestock	Types
01-02	Pigs	1 boar and 2d4 sows
02	Goats	1 buck and 2d4 does
03	Geese	1 gander and 2d6 geese
04-06	Sheep	1 ram and 2d6 ewes
07-08	Cattle	1 bull and 2d3 cows
09	Rabbits	1 buck and 3d6 does
10	Chickens	1 cock and 3d8 hens

If forced to parley, Auganadhrs generally communicate through their Spectral Force eyestalk power. The Lord of the Eyes creates a picture of what it wants and what it offers in return. These images are clear and straightforward, so any character rolling less than four times his Intelligence on percentile dice can easily interpret the images. Roughly 10% of Eye Serpents understand some form of Common, while fully 35% know some ancient language appropriate to the milieu. In these cases, the creature also creates a phantom spokesman to negotiate with the characters. They usually hide their treasure in hidden vaults with trapped, locked doors.

YIELD:

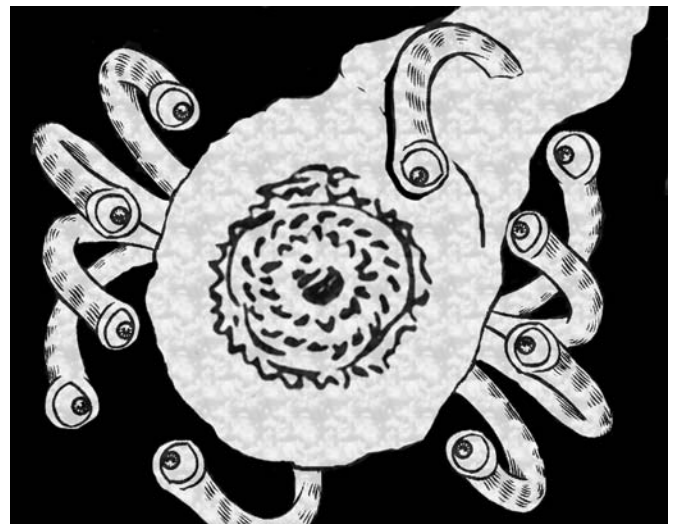
Medicinal: Auganadrs are inedible and eating even a single morsel of their flesh causes permanent anosmia 25% of the time.

Spell Components: An Eye Serpent's tooth can extend the duration of a Blade Barrier spell to 4 rounds per level. Only 2d4 teeth from a given creature will be large enough to provide this benefit. The creature's undamaged brain can be used to make Potions of Levitation, whilst its intact tongue doubles the area of effect of Anti-Magic Shell spells.

Hide/Trophy Items: An Auganadr's armor can be fashioned into non-metallic field plate armor, which can be enchanted up to +3. The largest 1d6 teeth on a given Auganadhr can also be made into excellent blades for daggers called Augabrands. Augabrands can be enchanted up to +4, but wearing one openly is tantamount to claiming a single-handed kill.

Treasure: F

Other: Nil



FROM THE CUBICLE OF THE CHANCELLOR:

New HackJournal Awards*by Mark Plemmons (HMA# IL-8-00005-01)*

Not worried about advancing your HMA level? Don't care about getting points in exchange for working on the HackJournal? Well, how about an extended membership?

Starting with this issue, **every article we print gives the writer one free month of HMA membership! Editors also receive one free week** of HMA membership for every printed article they provide helpful edits to (saying 'this article sucks/rocks' is not be considered 'editing'...). Of course, authors of larger manuscripts, and editors who provide tons of feedback, may receive additional bonus months or weeks.

And remember - we're still looking for more submissions to the HackJournal! Although we've got quite a few articles that have received editorial feedback, too many of them are languishing without further attention from their authors. We even have articles that could be published, if we only had the author's release form! So if you're one of these authors, or an HMA member who has never submitted an article before, now's the time when we need your help!

You can find full details on submitting an article to HackJournal simply by going to our discussion forums at <http://www.kenzerco.com>, scrolling down to the HackMaster HackJournal forum, and opening the thread entitled "HackJournal submission FAQ and release form." You can read the FAQ there and download the release form at the same time!

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Players' Advantage - things important to players (including skills, talents, advice, etc)

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Havens of Hack - plot hooks / extended encounters

The Good, the Bad, and the Ugly - three NPCs (please label each NPC as a "Good", a "Bad", or an "Ugly")

Rustlers of the Night - new monsters

Garweeze Wurd: The Waylands - articles on the fan-created region known as the Waylands (towns, countries, armies, notables, etc)

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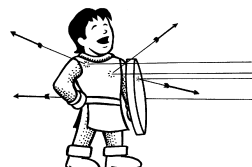


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added to the cost of
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or Raise Dead



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(present after session)



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