

HACKMASTER®



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Welcome to the newest 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 first look at the ranger and rogue classes
- Over 40 additional mage and cleric spells
- Advanced information on misses and fumbles
- Details on the lands of the Kalamaran Empire
- A new skill and talent for rogues and other characters
- A special Hacklopedia giant type monster
- Special Frandor's Keep preview pages
- A new map of the Splendorous Deep complex

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ABOUT THE HACKJOURNAL

This PDF supplement is written specifically for (and by) the members of the HackMaster Association: a member-driven organization of HackMaster players and GameMasters who meet to discuss and play the HackMaster role-playing game.

HackJournal also previews special pre-release material, including 'alpha' and 'beta' rules previews for future HackMaster products! HackMaster Association members are encouraged to try out these new rules and provide feedback on the Kenzer and Company discussion forums.

HackJournal is published quarterly. HMA members may submit articles for publication in future issues by posting them on the official 'Submission and Editing' forum of the Kenzer and Company website and submitting release forms to the Editor-In-Chief.

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ADVANCED HACKMASTER PREVIEW:

Rangers (a fighter subclass)

Ranger spell casting tables, fatigue and other rules, such as those beyond 10th level, will appear in Advanced HackMaster and may be previewed in future issues.

Rangers are a subclass of fighters that specialize in unconventional warfare. Rather than leading a phalanx of pikemen against an enemy arrayed for battle or conducting siege operations, the Ranger's field craft skills enable them to lead small independently operating teams that scout out enemies, conduct raids and disrupt enemy command and control.

Like standard fighters, rangers are tough combatants that can handle the front line, wade into opponent's ranks and take down the enemy, whether at range or up close and personal. Though not quite as adept with weapons as a fighter, the ranger can more than hold his own when laying down some steel on foes, particularly from range and especially against giant-kin and humanoids.

Rangers can wield just about any weapon with some competence, even those they've never seen or used. While other character classes can brandish various arms and even excel at their use, due to extensive hunting experience, no class exceeds the ranger in skill with their chosen range weapons. Rangers are not quite as adept at melee as a standard fighter being slightly less effective in attacking, specializing and rate of attack. Further, like fighters, rangers may employ any armor type and may also avail themselves of shields of any size or shape, although most rangers prefer lighter armors and shields so they can fully employ their special skills that involve stealth.

Because of their nature and many of the advanced abilities gained at higher levels, the best rangers have high scores in several attributes. Without a high Strength a ranger can't wield a full array of weaponry without tiring, not to mention that the extra damage bonus helps make sure your foes go down - and stay down - when you hit them.

Ranger Advancement

Level	Hit Dice (d8)	Attack Bonus	Speed (melee)	Speed (ranged)	Initiative	Initiative Die
1	1	0	0	0	0	one better
2	2	0	0	0	0	one better
3	3	1	0	0	0	one better
4	3 + reroll	1	0	-1	-1	one better
5	4	2	0	-1	-1	one better
6	4 + reroll	2	0	-1	-1	one better
7	5	3	-1	-1	-1	one better
8	5 + reroll	3	-1	-2	-1	two better
9	6	4	-1	-2	-1	two better
10	6 + reroll	4	-1	-2	-2	two better

Dexterity also helps with defense and attacks and a solid Constitution will help keep a fighter alive in case things go worse than you'd hoped for.

A ranger character also needs a decent to high Wisdom and Intelligence in order to unlock the secrets of casting spells and employing arcane magic items at higher levels, but this is not a requirement.

Rangers are good by their very nature; they may align themselves with law, neutrality or chaos, but the ranger must always be good. While their workplace is the wilderness, make no mistake, for they toil behind enemy lines to defeat the mortal foes of humanity before they can disembowel the innocents sleeping soundly in village, thorp and town. Humanoids and the various giant-kin, being the most common and numerous of humanity's foes, are special enemies of the ranger. All rangers have spent considerable time battling these foes and learning to hit them where most effective, thus their training allows them to defeat such creatures more effectively.

Rangers are surprised less often than other characters. Further, the hardiness gained from their outdoors lifestyle allows them more hardiness at lower levels than any class (as expressed by an extra Hit Die at second level) as well as higher Fatigue Factors, especially so when in light armor.

Fatigue Bonus

Due to their special training, rangers are acclimated to the rigors of combat far more so than other classes. Accordingly, a ranger's Fatigue Factor increases by his level, but in medium or lighter armor the ranger's Fatigue Factor increases by one and a half times his level.

Other Bonuses

Rangers improve their number of attacks (Speed bonus), reduce their chance of surprise (Initiative bonus) and increase their chance of landing a hit (Attack bonus) as they gain experience and levels. Further, on a successful hit, rangers gain a bonus of +1 to damage for every two full experience levels attained (round down) against giant-kin and humanoid foes (kobolds, goblins, orcs, hobgoblins, gnoles, bugbears, ogres, trolls and giants of all types).

Initiative Bonus

Rangers are also difficult to surprise, and as they gain experience, this ability improves even further. This is reflected by a decrease in the die type a ranger uses for initiative. The number shown in the "Initiative Die" column indicates the decrease in appropriate die type (from d12 to d10 to d8 to d6 is each one step better, while d12 to d8, d10 to d6, d8 to d4 and d6 to d3 show two steps better, and so on). The Initiative Die type cannot be improved beyond d3.

Weapon Specialization

Rangers can specialize in weapons by spending BPs to improve in the four key areas of attack, defense, damage and speed. For a cost of 6 BPs times the new bonus level, a ranger can improve in each area for a particular weapon. However, if he

desires to excel in one of these areas and increase it to more than a factor of +1 beyond other areas (for instance, improving defense to +4 while attack remains at +2), the cost of improving that score increases by an additional 6 BP per factor, plus difference from the improving score to the lowest score from the other areas.

Since rangers spend much of their formative years hunting, specializing with the following weapons costs only 4 BPs rather than 6 BPs: short bow, long bow, javelin, throwing axe and throwing dagger.

Mechanical Ranged and Hurled Weapons. Specialization with mechanical ranged weapons (bows, crossbows and so on) is handled a bit differently. With these weapons, only attack and speed are modified, but damage and defense are not. For hurled weapons, attack, speed and damage may all be modified. All other rules continue to apply.

Spell Casting

Starting at 15th level, rangers with at least a 14 Wisdom score gain some limited druidic spell casting abilities. While no one is certain where this power comes from, most believe it is a combination of learned natural skill and a boon from either of the deities known as The Bear or The Mother of the Elements (or perhaps both). At 15th level they gain the ability to cast one first level spell, at 17th level one 2nd level spell and at 19th level one 3rd level spell.

Starting at 16th level, rangers with at least a 13 Intelligence score gain some limited arcane abilities. At 16th level they gain the ability to cast one Apprentice spell, at 18th level one Journeyman spell and at 20th one first level spell. A ranger does not maintain a spell book and cannot use Spell Points to improve spell attributes beyond their base effects.

Further, rangers with the requisite Intelligence of 14 gain one mastery die in the Arcane Lore skill for free at 16th level (and a bonus of 1% per level gained thereafter), as well as the Magical Transcription proficiency.

Skills

Naturally, one of the ranger's core competencies is tracking. Accordingly, at first level the ranger gains the Tracking skill at no cost. Thereafter, he gains one free roll of the appropriate mastery die every level.

Rangers also receive their first purchase of the following skills at no cost (1st level only): Botany, Fire-Building, Observation, Sneaking and Survival.

Rangers can choose from the following skills at half their standard BP cost: Animal Empathy, Animal Mimicry, Botany, Climbing, Disguise, Fire-Building, First Aid, Hiding, Listening, Observation, Rope Use, Sneaking, Survival, Swimming and Tracking.

Weapon Specialization Bonus	
BP Cost	Bonus
6	+1
12	+2
18	+3
24	+4
30	+5

ADVANCED HAGMASTER PREVIEW:

Rogues (a thief subclass)

The archetypical grifter, a rogue makes his way in life by his charm, talent, and wit coupled with a strong sense of underhandedness. A successful rogue should be glib of tongue, talented in many areas and fleet of foot (when all else fails).

While the traditional thief resorts to burglary, theft, larceny and other stealthy disciplines, the rogue specializes in gaining wealth through manipulation of other sentient beings whether by underhanded means such as cons, swindles, confidence games or more above-board tactics involving superior negotiation, salesmanship and diplomacy. Sometimes they sell snake oil, other times they perform for coppers while wooing the noble's daughter (only to later steal her jewelry and her heart).

Like his thief peer, combat is not the rogue's forte in part owing to his low Hit Points and inability to wear even middling armor or a shield. However, he shines in other areas. Played properly, the rogue is the perfect front-man for the party with the capabilities to negotiate the best pay rates, sell off goods won at a premium, parley better outcomes with opponents (or tricking them out of their treasure), and so on.

The rogue shares many of the same abilities as the standard thief, but due to his emphasis on social skills, he generally performs these to a lesser degree. His fighting skills are slightly inferior to the standard thief, but he has a wider selection of weapons.

The primary ability for a rogue is Charisma because it is central to many of his social skills and critical for successful interaction with other intelligent species. A high Intelligence and Looks are also very useful as well as a solid Dexterity in case things get rough or stealth is required.

A rogue can be lawful, neutral or chaotic, good or evil, but must always be partially neutral. Only by retaining some amount of detachment can he be so entirely self-centered and care so little for the welfare of the poor suckers he's fleecing.

Rogue Advancement					
Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die	Spells Gained
1	1	0	-1	standard	none
2	1 + reroll	0	-1	standard	none
3	2	0	-1	one better	1st level
4	2 + reroll	1	-1	one better	none
5	3	1	-2	one better	2nd level
6	3 + reroll	1	-2	two better	none
7	4	1	-2	two better	3rd level
8	4 + reroll	2	-2	two better	none
9	5	2	-2	two better	4th level
10	5 + reroll	2	-3	two better	none

Combat

Like the thief, the rogue must utilize his wits, talents and skills to shine. Like thieves, rogues gain improved Initiative Dice (see the Rogue Advancement chart), can Backstab, and strike a Fleeing Opponent as if with a backstab (*HMB* p37-38).

Weapon Specialization

Rogues pay 8 BP for each initial tally in Attack, Speed, Defense and Damage. Further purchases cost 2x, 3x and 4x. Other than the increased BP cost, this is handled just as the fighter's weapon specialization.

Proficiencies

Weaponry. Rogues can use any weapon they purchase the proficiency for.

Armor. Rogues get the Light armor proficiency for free, and can wear Medium but not Heavy armors except for chainmail. They cannot employ shields without purchasing the Shield Use proficiency.

Luck

A rogue gains and can utilize Luck Points just like a thief.

SKILLS

Rogues have a number of valuable skills. While other classes have access to the 'traditional' set of skills one normally associates with rogues, what differentiates the rogue is his skill in employing these skills.

Core Skill Advancement

Rogue skill progression is handled somewhat differently than that of other character classes. A beginning rogue receives one purchase (at no BP cost) in each of the following skills: Acting, Appraisal, Diplomacy, Disguise, Fast Talking, Forgery, Glean Information, Language, Listening, Literacy, Salesmanship and Seduction (Art of).

At each subsequent level, he receives (at no BP cost) one roll of the mastery die in five of the core rogue skills. Note that one

Core Rogue Skills

Acting
Appraisal
Diplomacy
Disguise
Fast Talking
Forgery
Glean Information
Language
Listening
Literacy
Salesmanship
Seduction, Art of

and only one roll of the mastery die may be taken in a particular skill during advancement.

Rogues may opt to make additional purchases in their core skills with BPs gained from their initial allotment or during advancement.

Other Skills

The following list of skills represent secondary areas where rogues excel: Climbing/Rappelling, Current Affairs, Gambling, Hiding, History (ancient), Lock Picking, Musicmaking, Observation, Pick Pocket, Reading Lips, Recruiting, Riddling, Sneaking and Survival (urban). If a rogue purchases any of these skills, the mastery roll is modified by +3 or the rogue's relevant ability score modifier, whichever is better.

The rogue also receives his first purchase of the Arcane Lore skill for free.

Bonus Talent

Rogues receive the No Accent talent at no cost.

Spell Casting

Rogues with an Intelligence of at least 13 can pick up arcane spells here and there. Since rogues are dabblers rather than full-time mages, their spells tend to be gained by serendipity and happenstance. He doesn't need to keep a spell book, these are simply tricks and magics he's learned to harness (although spell components are needed as indicated in the spell).

Beginning rogues do not have a selection of spells. A third level rogue begins with one spell rolled randomly by the GM. The rogue can add new spells to his repertoire as he finds them, but he does not automatically gain additional spells as he advances in level; all spells beyond the first one must be found during the course of adventuring (*e.g.*, in scrolls or spell books). A successful Arcane Lore and then an INT check must be made to see if the rogue can learn a given spell.

Influence

The rogue can influence reactions of non-player characters and/or monsters. When talking to or performing before a group of such individuals, the rogue can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment – a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody or a heroic song from the old homeland. Everyone in the group listening must roll a saving throw (if the crowd is large, make saving throws for groups of people using average Hit Dice).

If the saving throw fails, the group's reaction can be shifted one level (*forthcoming; in the Reactions section in the GMG*), toward either the friendly or hostile end of the scale, at the rogue's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale. This ability can only further anger characters or creatures in the midst of battle (*i.e.*, it cannot be used to talk them out of fighting). It is effective only if the audience has time to listen.

Knowledge

Rogues learn a little bit of everything in their travels and interactions at seedy pubs, brothels, etc. Because of this, rogues tend to know useless bits of trivia and other background history on just about any given topic (to wit, a 3% chance per level). The facts are only as correct or as complete as the GameMaster's secret percentile die rolls allow.

For example, Quentin the Shrill of Voice is in a tavern in Frandor's Keep when another patron strikes up a conversation about kobold mating rituals. As a 2nd level rogue, Quentin has a 6% chance to know some useless trivia on the subject. The GM rolls a 05 on a percentile die, so Quentin knows something on the subject. To check for correctness/completeness, the GM adds 6 (3x Quentin's level) to 100, then deducts a second percentile roll (in this case a 77). The total comes to 43. Quentin is only 43% percent correct, but acts as if he knows it all. If anyone at the bar happens to be a sage that studied kobolds, he could call Quentin on this and Quentin would lose Honor. If not, Quentin's Honor would likely rise.

Rogue Junior Players

Being grifters, rogues never attract more than a few protégées to help them run scams and other cons, nor can they attract large numbers of followers by building a stronghold. They can build or own one, but never seem to be able to keep it for long. Most often, they win them in card games, or in trade for old mines or other worthless real-estate. Eventually, the real owner comes back to take the property by force. In any case, by then a good rogue will have sold it off to a third party and moved on to some place where no one knows his name.

Advanced HackMaster Previews

We hope you enjoy the *Advanced HackMaster* preview material we've provided in this issue. Please note that this is 'alpha' or 'beta' material that may change between now and final publication in *Advanced HackMaster* rulebooks.

We encourage you to try out these new rules and post any of your suggestions or comments in our HackMaster discussion forums at www.kenzerco.com/forums.

HackMaster Basic Submissions

Even though we're packing *HackJournal* with lots of new material, the HMA is still volunteer-driven, and we'd like to see your *HackMaster Basic* submissions!

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 *HackJournal* forum and opening the thread entitled "*HackJournal* submission FAQ and release form."

NEW SKILL:

Musician (specify instrument)

Relevant Ability: Wisdom
Cost: 3 BP
Universal: No
Prerequisite: Literacy 53 or better (transcription only)
Materials/Tools: Yes

Characters with this skill can play a specific musical instrument (often fiddles, flutes, dulcimers, lutes and recorders). Of course, the musician must have the instrument in order to utilize this skill. Transcribing musical notation to parchment requires a certain mastery of the Literacy skill as well as appropriate materials.

Mastery Level	The character can...
Novice	Play one short tune
Average	Play a handful of short tunes; play a short duet; compose a catchy rhyme
Advanced	Compose a short song using musical notation; play with a small musical ensemble
Expert	Compose a longer piece of music so impressive as to attract local listeners; play with an orchestra; direct a small musical ensemble
Master	Compose a symphony or complex, inspiring masterpiece that will last for many years and be remembered by other musicians who heard it played; direct an orchestra

Difficulty	Examples
Trivial	Accurately playing a piece of music practiced a great many times
Easy	Accurately playing a piece of music practiced several times
Average	Accurately playing a piece of music practiced a few times; playing a very similar instrument (e.g., a flute and a recorder)
Difficult	Accurately play a piece of music practiced once; playing a damaged instrument
Very Difficult	Accurately play an unknown piece of music with no practicing; compose a new work

NEW TALENT:

No Accent (10 BP)

A character with this talent can speak any language he knows without revealing his native accent, regardless of his mastery in the Language skill. (This talent does not provide additional mastery.)

BEYOND THE BOOK:**Additional Mage Spells****First Level Spells****Magic Shield**

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	Personal
Area of Effect:	Special
Duration:	1 minute
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 40 SP/1 minute Increase Damage Capacity: 5 SP/1 HP (max 30 HP)

This spell conjures a translucent force field with 15 HP in the shape of a medium shield. It behaves just as a 'real' shield except that it does not encumber the spellcaster or contribute to the chance of a spell mishap. The spell dissipates immediately if the magic shield accumulates 15 HP of damage.

Shift Blame

Base SP Cost:	50
Components:	V, S, M
Casting Time:	3 seconds
Range:	10 feet
Area of Effect:	One creature
Duration:	5 minutes
Saving Throw:	Negates
Additional Spell Point schedule:	Extend Duration: 10 SP/1 minute

This spell causes a creature to radiate a strong aura of guilt and suspicion if he fails a saving throw. Everyone who subsequently encounters him must succeed at a saving throw or believe him (and not the true culprit) to be responsible for a certain act, even if there is significant evidence to the contrary.

The spell is contingent on there being blame to shift. As such, it must be cast in response to some act that would draw the ire of those witnessing it. Overly broad blame shifting, such as assigning culpability for a recent crop failure, is generally ineffective.

Once the spell duration ends, those affected by the spell may change their minds if evidence supports the target's innocence. Otherwise, they may continue to believe him responsible.

The somatic component for this spell is the caster pointing at the target, the verbal component is an accusation of blame, and the material component is a dab of tar and a feather.

Shrink

Base SP Cost:	50
Components:	V, S, M
Casting Time:	5 seconds
Range:	15 feet
Area of Effect:	One creature or object 10 cubic feet or smaller
Duration:	5 minutes
Saving Throw:	Negates
Additional Spell Point schedule:	Extend Duration: 10 SP/1 minute Increase Shrinking Factor: 20 SP per 10% additional shrinkage (max reduction of 20% of original dimensions)

When this spell is cast, the target (as well as all gear and adornments, if applicable) shrinks to 90% of its height, width and length (effectively reducing its volume and mass to 73% of original). The target must be within range and line of sight of the caster, and no larger than 10 cubic feet to be affected. If the target agrees to be shrunk or is inanimate, no saving throw is necessary. A mage can expend additional Spell Points to shrink the target even further (10% per 20 SPs spent).

For example, consider Jandy, a sorceress who burns 90 Spell Points (the base 50 SP plus an extra 40 SP) to shrink Valimir, a human fighter and her fellow adventurer. Assuming Val was originally 6 feet tall (72 inches), he becomes 50.4 inches tall (70% or 0.70 of 72 inches) with a corresponding reduction in his girth and width. Computing his new weight is a little more difficult. Since he shrunk in three dimensions, you must account for this by cubing the reduction. Don't worry, the math isn't difficult; simply multiply the reduction three times to get the weight reduction factor of 34.3% (.70 x .70 x .70 = .343). So, if Val's original weight was 175 pounds, it would now be 59 1/2 pounds (175 x .343 = 59.5). It doesn't take a whole lot of shrinking to significantly reduce weight.

Of course, shrunken creatures can't deal out as much damage in combat as they could at their normal size. To simplify things, simply roll damage as normal and multiply by the new size. For example, if Val (who was shrunk to 70% of his height) hit an orc for 10 points of damage, he would actually inflict only 7 points of damage (10 x .70 = 7).

Being shrunk decreases an individual's Hit Points to the same degree he was shrunk. His new size might also come into play with regard to being targeted with missile weapons, reach and knock-backs.

The material component is a sea sponge that is compressed (the somatic component) when casting the spell.

Mage Spells

Number	Apprentice Level	Journeyman Level	First Level
1	<i>Amplify Illumination</i>	<i>Audible Clamor</i> ^{K155}	<i>Bash Door</i>
2	<i>Buoyancy</i> ^{K155}	<i>Aura of Innocence</i> ^{K155}	<i>Deep Sleep</i>
3	<i>Feat of Strength</i>	<i>Aura of Protection</i>	Magic Shield
4	<i>Fire Finger</i>	<i>Bar Portal</i>	<i>Planar Servant</i>
5	<i>Illusionary Mural</i>	<i>Candlelight</i>	<i>Scorch</i>
6	<i>Permanent Mark</i> ^{K155}	<i>Enrage</i>	<i>Sense Magic Aura</i>
7	<i>Phantom Irritation</i> ^{K155}	<i>Perimeter Alarm</i>	Shift Blame
8	<i>Repair</i>	<i>Remote Audio Link</i> ^{K155}	Shrink
9	<i>Repel</i> ^{K155}	<i>Tireless Run</i> ^{K155}	Throw Voice
10	<i>Springing</i>	<i>Virtual Mount</i> ^{K155}	<i>Translate</i>
11		<i>Yudder's Whistle of Hells Gate</i>	Wall Walk
Number	Second Level	Third Level	Fourth Level
1	Bedazzle	<i>Cheetah Speed</i>	<i>Bottomless Pouch</i>
2	<i>Charm</i>	Pyrotechnic Display	<i>Enfeeble</i>
3	Chilling Touch	<i>Rope Charm</i>	<i>Fireball, Skipping Betty</i>
4	<i>Disguise</i>	<i>Unlock</i>	Fracture Object
5	Frighten	<i>Veil of Darkness</i>	<i>Memory Wipe, Lesser</i>
6	Illusory Leather Armor	<i>White Hot Metal</i>	<i>Motion Blur</i>
7	<i>Magic Projectile</i>	<i>Wizard's Lock</i>	Prerecorded Audio Message
8	Shocking Touch		Reveal Secret Portal
9	<i>Slippery Surface</i>		<i>Transmogrify</i>
10	<i>Smoke Screen</i>		
11	<i>Torchlight</i>		
Number	Fifth Level	Sixth Level	Seventh Level
1	<i>Copycat</i>	<i>Boost Strength</i> ^{K156}	<i>Clairnosmia</i> ^{K157}
2	<i>Disembodied Floating Hand</i>	<i>Find Stuff</i> ^{K156}	<i>Cutaneous Respiration</i> ^{K157}
3	Entrancing Lightshow	<i>Flame Ball</i> ^{K156}	<i>Immunity to Apprentice Magic</i> ^{K157}
4	<i>Heat Seeking Fist of Thunder</i>	<i>Inflict Temporary Blindness</i> ^{K156}	<i>Induce Fratricide</i> ^{K157}
5	<i>Levitation</i>	<i>Invisibility</i> ^{K156}	<i>Low Light Vision</i> ^{K157}
6	Massive Smoke Screen	<i>Mind Reading</i> ^{K156}	<i>Retard Reaction</i> ^{K157}
7	Munz's Bolt of Acid	<i>Stink Bomb</i> ^{K156}	
8	<i>Panic</i>	<i>Telepathic Mute</i> ^{K156}	
9	<i>Sense Invisible Beings</i>	<i>Viscous Webbing</i> ^{K156}	

Spells in italics list spells previously printed in HackMaster Basic or in other sources.

Spells notated with K(number) indicate its appearance in the monthly Knights of the Dinner Table magazine. The number indicates the issue number.

Throw Voice

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Area of Effect:	One creature or object
Duration:	1 minute
Saving Throw:	Negates
Additional Spell Point schedule:	Extend Range: 1 SP/1 foot (max 90 feet) Increase Damage Capacity: 20 SP/1 min.

This spell makes the caster's voice or any other noise he could normally vocalize emanate from somewhere other than his person. Opponents suffer a -2 saving throw penalty to detect the ruse. The GM may eliminate or alter this penalty as needed.

For example, an intelligent character may easily believe that the caster's voice comes from someone else in a crowd, but not from a lifeless statue, especially if he knows the caster is nearby.

Wall Walk

Base SP Cost:	50
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Area of Effect:	One creature
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 10 SP/1 minute

This spell gives the target the ability to ascend or decent sheer surfaces at a movement rate of 2 feet per second. The wall cannot exceed perpendicularity (90 degrees) or the recipient of a Wall Walk falls to the ground.

The material component is any sticky substance, which the target must first spread on the soles of his footwear .

Second Level Spells

Bedazzle

Base SP Cost:	60
Components:	V, S, M
Casting Time:	1 second
Range:	Personal
Area of Effect:	d6p creatures in a 5 x 20 ft cylinder
Duration:	Instantaneous
Saving Throw:	Special
Additional Spell Point schedule:	Extend Cylinder Length: 1 SP/1 foot Extend Duration: 1 SP/1 second Increase HPs Affected: 40 SP/1 HP

This spell enables the caster to blind or stun creatures with a bright, shimmering cone of light that emanates from his outstretched hands (holding the material components). The cone rapidly (over three feet) spreads to five feet in diameter at which point it stretches as a cylinder for 20 feet. The dazzling light affects d6p creatures, all of whom must be within the Volume of Effect. If there are excess creatures within this area, they are affected in order of proximity to the mage.

A creature's maximum Hit Points (rather than its current HP total if wounded) serves as a gauge of its ability to resist this power. Those with 25 or fewer HP are stricken comatose for 2d4p x 10 seconds with no saving throw allowed. Individuals with 35 or fewer HP must save or be blinded for d4p x 10 seconds. More powerful creatures (with 36 or greater HP) must save or be stunned for 10 seconds, during which they are unable to take any offensive action, but may defend themselves at -4.

Blinded creatures suffer combat penalties as if fighting in total darkness. This spell is ineffective against creatures that lack or do not employ a sense of sight (i.e. blind).

The material components for this spell are two cut and polished six-sided rock crystals at least 1 inch on a side. These components do not disintegrate or disappear upon use, but each pair only lasts for 1d6p uses before they must be replaced.

Chilling Touch

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	Touch
Area of Effect:	One individual
Duration:	1 minute or until discharged
Saving Throw:	Negates
Additional Spell Point schedule:	Extend Duration: 1 SP/1 second Increase Damage: 20 SP/point of damage (max. 10 points of extra damage)

This spell allows the caster to channel negative energy , and, through contact with a sentient being, discharge the energy. Upon a successful touch attack, the victim is chilled to the bone, suffering 1d4p points of damage* and losing a point of Strength**. A successful saving throw negates the effect.

It takes one hour for an affected creature to regain this point of Strength loss. If the creature suffered a Chilling Touch multiple times, each lost point takes an additional hour to regain (2 points takes two hours, 3 points takes three hours, etc.). Lost Hit Points are not regained automatically, but must be magically healed or allowed to heal naturally.

* *bypasses DR*

** *"Monsters" suffer -1 to all damage rolls*

Disguise

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	Personal
Area of Effect:	Personal
Duration:	2d6 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 1 SP/1 second Increase Height Range: 10 SP/1 inch Increase Weight Range: 3 SP/1 pound

When the caster completes this spell, he alters his physical appearance (including his clothing and gear) via illusion. This might be taking on a different face, altering his hair color, adding a beard, changing sex, and so on. He may even opt to disguise himself as a member of a different race (subject to limitations below). The spell cannot, however, duplicate the appearance of a specific individual.

In all cases, the caster's weight cannot seem to change more than 25 pounds, nor can the spell make him seem more than 1 foot taller or shorter. As such, a change to some species may be beyond the spell's ability, such as a 5-foot tall human to a 3-foot tall halfling. Even if the spell is successful, ability scores, special powers, racial abilities, and so on, are unaffected.

Frighten

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Area of Effect:	One individual
Duration:	Special
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Efficacy: 25 SP/per -1 penalty to target's saving throws (min. -6)

When this spell is cast, the target is deluded into believing that the caster is the thing he most fears. The target must then make a saving throw or flee from the caster as quickly as possible. The victim continues to imagine that his nemesis is pursuing him, however he gains a saving throw every 10 seconds (until successful) to disabuse himself of this notion. Undead and creatures with an Intelligence score below 3 are unaffected.

The somatic component for this spell entails the caster moving threateningly towards the creature for a distance of at least 1 foot.

Illusory Leather Armor

Base SP Cost:	60
Components:	V, S, M
Casting Time:	10 seconds
Range:	Touch
Area of Effect:	One individual
Duration:	Special
Saving Throw:	None
Additional Spell Point schedule:	Increase DR: 20 SP/1 pt (max 20 pts)

This spell conjures an invisible field of force around the caster, protecting him as if he were clad in leather armor but without accompanying defensive penalties.

Like physical armor, the virtual armor does reduce damage, so a successful hit causes 2 fewer points of damage. The spell ends after it absorbs 10 points of damage.

The spell is ineffective on creatures already wearing armor or with natural armor equivalent or superior to leather in terms of Damage Reduction.

The material component for this spell is a piece of cured leather at least 3 inches in diameter.

Shocking Touch

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	Touch
Area of Effect:	One individual
Duration:	20 seconds or until discharged
Saving Throw:	None
Additional Spell Point schedule:	Increase Damage: 20 SP/point of damage delivered (max. 10 additional points of damage) allocated at time of casting Reduce Capacitive Bleed: 2 SP/1 second (allows extra time before spell dissipates)

This spell enables the caster to store a powerful electric charge in his hand and to subsequently discharge this as high voltage current dealing out 1d8p damage. The mage must succeed at a touch attack to accomplish this. With regards to this spell, metal armor offers no damage reduction.

The spellslinger must walk in place dragging his feet during casting for the somatic component.

Third Level Spell

Pyrotechnic Display

Base SP Cost:	70
Components:	V, S, M
Casting Time:	5 seconds
Range:	150 feet
Area of Effect:	One fire source
Duration:	Special
Saving Throw:	None
Additional Spell Point schedule:	Extend Range: 1 SP/2 feet

This spell causes an open fire to produce either fireworks or a dense smoke cloud, depending on the caster's preference. If the former, a dazzling array of colored sparks bursts upwards from the fire. Creatures within 120 feet of the fire are blinded for 20-50+ seconds $((d4p+1) \times 10)$ unless they succeed at a saving throw. Creatures blinded suffer a -8 attack penalty.

Alternatively, the fire is immediately extinguished and produces an acrid choking smoke cloud centered on the fire's embers that fills a hemisphere with a 10-foot radius (about 2000 cubic feet). Creatures within the cloud suffer a -4 combat penalty (Attack, Defense, Speed, Initiative) and 1-3p points of damage per round from smoke inhalation unless they succeed at a saving throw. Visibility within the cloud is reduced to two feet. This smoke dissipates within five minutes.

The material components for this spell are a fire on which the spell is cast, and a pinch each of sulfur, salt and powdered copper.

Fourth Level Spells

Fracture Object

Base SP Cost:	80
Components:	V, S, M
Casting Time:	2 seconds
Range:	180 feet
Area of Effect:	3 foot radius
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	Extend Area: 40 SP/1 ft radius Increase Weight of Objects Fractured: 10 SP/1 pound

This spell causes one object (weighing no more than 10 pounds) to develop stress fractures that compromise its structural integrity. Weapons crack on the next blow, bowstrings snap, locks easily give way, chains are broken, ladders collapse and pottery or glass vessels shatter.

Magic items are unaffected by this spell. However, a potion vial is itself not magical and thus subject to the spell. The material component is a dry twig snapped during spellcasting.

Prerecorded Audio Message

Base SP Cost:	80
Components:	V, S
Casting Time:	per message length/complexity
Range:	30 feet
Area of Effect:	One object
Duration:	Until discharged
Saving Throw:	None
Additional Spell Point schedule:	Extend Trigger Range: 2 SP/1 ft (max. 120 feet) Extend Message Duration: 2 SP/1 second

This spell allows the spellcaster to leave an 'outgoing message' on a material object whose playback is activated by some contingent event specified at the time of casting. Trigger events may be tactile, visual, auditory, olfactory or chronological with as much or little complexity as desired by the magic-user. The incantation only responds to quantifiable data within a 30-foot radius thus a mage may have to, in effect, program the trigger if he wishes it to respond to a very specific audience.

For example, a complex trigger may be represented as: IF time greater than five years since casting AND door is touched AND "friend" is spoken in Merchant's Tongue OR "friend" is spoken in Elven AND individual touching door is wearing a gray robe AND individual touching door reeks of pipeweed THEN speak message.

The message is limited to a maximum of one minute. The 'playback' is a precise recording of the caster's actual voice and limited to languages he knows (though nothing prevents him from recording gibberish, reading transliterations, etc.). If desired, others nearby may also chime in on the recording (or the mage could even arrange for musical accompaniment).

When the message is spoken, a disembodied mouth appears to deliver the speech (for those of you old enough to recall cheap 1960s' animation, think *Clutch Cargo*).

Reveal Secret Portal

Base SP Cost:	80
Components:	V, S, M
Casting Time:	30 seconds
Range:	Personal
Area of Effect:	Special
Duration:	15 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 20 SP/5 minutes

This spell allows the mage to sense any concealed or secret doors, portals or compartments within a 5-foot radius. It does not divulge illusions, enable the caster to see through physical objects or reveal hidden or invisible creatures.

The material component of this spell is a magnifying glass.

Fifth Level Spells

Entrancing Lightshow

Base SP Cost:	90
Components:	S, M
Casting Time:	7 seconds
Range:	90 feet
Area of Effect:	30 foot radius
Duration:	Special
Saving Throw:	Negates

This enchantment creates a complex and strangely hypnotic visual show of multi-hued lights that fade in and out of existence, zoom about and otherwise engage the visual senses of all that gaze upon the patterns.

The spell captivates up to 300 Hit Points of creatures within its boundaries, though only sighted ones with a minimum INT score of 5/50. The GM should note those possibly affected and make saving throws in order of increasing intelligence (lower to higher) until reaching the 300 HP cap. Those who are entranced stand motionless, focusing on the visual presentation until the mage (and any accompanying musicians) stop concentrating/performing or they or the targets are physically attacked.

There is no verbal component but the caster must spin a small mirrored ball while maintaining concentration for the spell to continue. If accompanied by an average musician who practiced with the spellcaster, reduce all saving throws by -1. Further mastery on the part of the accompanist reduces saving throws by -1 for each skill level.

Massive Smoke Screen

Base SP Cost:	90
Components:	V, S, M
Casting Time:	5 seconds
Range:	30 feet
Area of Effect:	24,000 cubic feet
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Area: 3 SP/1000 cubic feet Extend Duration: 10 SP/1 minute

As the caster chants the verbal component, a dense cloud of smoke churns from his mouth and moves rapidly along the ground to the final range and location desired.

The dense smoke is of any size and shape up to a maximum volume of 24,000 cubic feet (or 24 10'x10'x10' cubes). The smoke obscures all sight beyond two feet.

A strong breeze (with a wind speed of eight to 18 miles per hour) cuts the spell's duration by half. Greater wind speeds end the spell duration in 1 minute.

Munz's Bolt of Acid

Base SP Cost:	90
Components:	V, S, M
Casting Time:	7 seconds
Range:	250 feet
Area of Effect:	One target
Duration:	Special
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration of Acid Seepage: 50 SP/10 seconds

By means of this spell, the magic-user creates a magical bolt that speeds to its target. The mage must attempt to hit the target as if having fired a heavy crossbow (attack modifiers from Intelligence and Dexterity apply, though proficiency with a heavy crossbow does not).

In addition to damage equivalent to having been struck by a heavy crossbow bolt, the projectile inflicts 2d4p points of acid damage. The acid, unless somehow neutralized, continues to seep out for another 10 seconds, inflicting an additional 2d4p points of damage.

The material components of the spell are a crossbow bolt, powdered rhubarb leaf and an adder's stomach.



BEYOND THE BOOK:**Additional Cleric Spells****First Level Spells****Diagnose Injuries**

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell allows the cleric to determine the number of remaining Hit Points a creature possesses, as well as the effects of any critical hits the person has suffered. Naturally, the cleric does not understand this insight as precise game mechanics.

For example, if a creature with 30 Hit Points has lost 14 Hit Points, the spell could reveal that the creature "has lost about half his fighting spirit."

Induce Sobriety

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

When this spell is cast, the cleric can reduce the effects of alcohol and other narcotics on a character. Highly intoxicated individuals, however, require greater spell efficacy achievable only by higher level clerics.

The four stages of intoxication are: buzzed (1-2 hours recovery time), sloshed (2-4 hours), wasted (4-6 hours), and passed out (7-10 hours). Normally, a character must rest for a number of hours until his recovery time equals the maximum recovery time for the next lowest stage, and so on. However, this spell instantly lowers a character's intoxication level by one stage for every four caster levels the cleric possesses. A 13th level cleric can bring a passed out character to full sobriety instantly.

This spell is ineffective against toxins (that is, chemical agents unaccompanied by mood-altering effects).

Inflict Trifling Injury

Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

By calling upon the wrath of his deity, a cleric inflicts d4p points of bodily injury to anyone whom he casts this spell upon. Opponents cognizant of the cleric's intent naturally resist attempts to harm them and thus require a successful touch attack on the part of the cleric.

This spell (and all higher level Inflict Injury spells) ignores Damage Reduction. Furthermore, attempting to block such a spell with a shield is basically the same as presenting the shield to the mage to be touched and so counts as a successful touch attack.

Influence, Minor

Components:	V, S
Casting Time:	5 seconds
Range:	5 feet/level
Area of Effect:	One living creature
Duration:	1d4 minutes + 1 minute/level
Saving Throw:	Negates

Upon casting this spell, the target's current mental state becomes more or less exaggerated, depending on the caster's preference. For example, the cleric might cast this spell to push an angry merchant over the edge into starting a fight, or make him calm down and resume negotiations over the price of an item. An officious guard might become more or less stringent about following the rules, or so on. The creature must not be actively combative when the spell is cast or it will be ineffective.

Should the successfully influenced individual face severe consequences for his action, he receives an additional saving throw to resist potentially disastrous actions. A merchant grumbling about taxes in front of a royal parade, who knows he faces death for yelling insults at the king, will be loath to do so even if magically influenced. Instead, he may redirect his anger and punch someone else in the crowd. The GM determines whether a particular emotion can be influenced, and exactly how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame, and even smugness are examples of potential mental states the caster can goad. This spell does not affect biological urges, such as hunger, pain or thirst.

When the spell wears off, the target creature becomes aware that it has been magically influenced.

Cleric Spells

Number	First Level	Second Level	Third Level	
1	<i>Alleviate Trauma</i>	<i>Aggravate Pain</i>	<i>Blessing</i>	
2	<i>Ceremony: Consecrate Divine Icon</i>	<i>Alter Emotion: Frighten</i>	<i>Cure Light Wounds</i>	
3	<i>Cure Trifling Injury</i>	<i>Bless</i>	<i>Cursing</i>	
4	<i>Diagnose Injuries</i>	<i>Ceremony: Anoint</i>	<i>Detect Influence</i>	
5	<i>Extend Fuel</i>	<i>Cure Minor Wound</i>	<i>Endure Temperature</i>	
6	<i>Induce Sobriety</i>	<i>Curse, Petty</i>	<i>Illumination: Torch</i>	
7	<i>Inflict Trifling Injury</i>	<i>Inflict Minor Wound</i>	<i>Imperceptibility to Undead</i>	
8	<i>Influence, Minor</i>	<i>Innocuousness</i>	<i>Indulgence, Minor</i>	
9	<i>Know North</i>	<i>Moderate Elemental Damage</i>	<i>Inflict Light Wound</i>	
10	<i>Moderate Emotion: Cause Fear</i>	<i>Moderate Personal Climate</i>	<i>Know Position</i>	
11	<i>Moderate Emotion: Reduce Fear</i>	<i>Purify Food</i>	<i>Rectify Sprain/Hyperextension</i>	
12	<i>Purify Water</i>	<i>Sterilize</i>	<i>Safe Haven</i>	
13	<i>Sense Divine Magic</i>			
14	<i>Sense Presence of Evil</i>			
15	<i>Sense Presence of Good</i>			
Number	Fourth Level	Fifth Level	Sixth Level	
1	<i>Command</i>	<i>Ceremony: Investiture</i>	<i>Cure Fairly Serious Wounds</i>	
2	<i>Contagion</i> ^{HJ30, K153} (clerics of Mangrus only)	<i>Create Water</i>	<i>Holy Blessing</i>	
3	<i>Cure Wound</i>	<i>Cure Injury</i>	<i>Illumination: Lantern</i> ^{K156}	
4	<i>Divine Steward</i>	<i>Hallowed Weapon</i>	<i>Inflict Fairly Serious Wound</i> ^{K156}	
5	<i>Inflict Pain</i>	<i>Indifference</i>	<i>Laryngitis</i> ^{HJ30, K156}	
6	<i>Inflict Wound</i>	<i>Inflict Injury</i>	<i>Remotely Cure Trifling Injury</i> ^{K156}	
7	<i>Influence</i>	<i>Rectify Strain</i>	<i>Righteous Cursing</i> ^{K156}	
8	<i>Reattach: Finger/Toe</i>			
Number	Seventh Level	Eighth Level	Ninth Level	Twelfth Level
1	<i>Catalepsy</i> ^{K157}	<i>Cure Considerably Serious Wound</i> ^{K157}	<i>Mend Muscle Tear</i>	<i>Repair Torn Tendon/Ligament</i>
2	<i>Cure Serious Wound</i> ^{K156}			
3	<i>Hush</i> ^{HJ30, K157}			
4	<i>Induce Migraine</i> ^{K157}			
5	<i>Indulgence</i>			
6	<i>Pestilent Swarm</i> ^{K157}			
7	<i>Remotely Cure Minor Wound</i> ^{K157}			
8	<i>Seraphic Weapon</i> ^{K157}			

Spells in italics list spells previously printed in HackMaster Basic or in other sources.

Spells notated with K indicate that spell's appearance in the monthly Knights of the Dinner Table magazine. The number indicates the issue number.

Spells notated with HJ indicate its appearance in this quarterly HackJournal periodical. The number indicates the issue number.

Know North

Components:	S
Casting Time:	1 minute
Range:	Personal
Area of Effect:	Personal
Duration:	Instantaneous
Saving Throw:	None

This spell enables the caster to determine which direction is true north. He stretches out his arm, points forward and slowly circles in place. When aligned to the proper direction, he receives a distinct sensation. The efficacy of this spell enables it to function even in areas designed to disorient the caster's sense of direction.

Moderate Emotion: Reduce Fear

Components:	V, S
Casting Time:	3 seconds
Range:	5 feet/level
Area of Effect:	One living creature
Duration:	5 minutes/level
Saving Throw:	Special

This spell causes courage to well up in the breast of a living creature, giving him a +6 bonus on saving throws v. fear spells and effects. If the creature is already under a fear effect when this spell is cast, he may immediately attempt a saving throw (with the +3 bonus) to end the effect.

Sense Divine Magic

Components:	V, S
Casting Time:	5 seconds
Range:	Personal
Area of Effect:	10 foot sphere
Duration:	2 minutes/level
Saving Throw:	None

This spell enables the caster to locate divine magical auras, such as those emitted by priestly spells, holy water, icons and other sanctified objects. By spreading his arms and uttering a short phrase, the caster becomes sensitive to divine energy in a 10-foot radius. The caster can then 'feel' the power of the magical radiations, which may be faint, weak, moderate, strong, or powerful. The caster also has a 3% chance per level to determine whether the magic is of a particular type (such as enchantment or summoning).

Wood (3' thick), stone (1' thick), or metal (1" thick) blocks this spell.

Sense Presence of Evil

Components:	V, S
Casting Time:	3 seconds
Range:	Personal
Area of Effect:	15 foot sphere
Duration:	5 minutes/level
Saving Throw:	None

This spell enables the caster to locate negative energy forces, such as those emitted by sentient undead creatures or cursed objects. The spell does not detect creatures of evil alignment unless they are of supernatural origin.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of an evil presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of evil.

Sense Presence of Good

Components:	V, S
Casting Time:	3 seconds
Range:	Personal
Area of Effect:	15 foot sphere
Duration:	5 minutes/level
Saving Throw:	None

This spell can be cast to detect positive energy forces, like those radiating from angels or blessed objects. The spell does not identify a creature of good alignment unless it is a supernatural being.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of a good presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of good.

Second Level Spells

Alter Emotion: Frighten

Components:	V, S, M
Casting Time:	3 seconds
Range:	30 feet
Area of Effect:	One living creature
Duration:	1d4 minutes + 1 minute/level
Saving Throw:	Special

When this spell is cast, the target creature must make a saving throw or be gripped with an irrational fear of the caster (Wisdom defense modifiers apply allowing sagacious individuals to question this sudden upwelling of terror). Those stricken with fear flee from the evangelist's presence for the duration of the spell. However, if prevented from such flight and engaged in

combat, their trembling fits impart a -2 penalty to attack and defense rolls.

Creatures without emotions are unaffected by this spell.

The material component for this spell is a piece of bone or flesh from an undead creature.

Curse, Petty

Components:	V
Casting Time:	1 second
Range:	30 feet
Area of Effect:	One living creature
Duration:	5 minutes
Saving Throw:	None

The recipient of a divine explicative suffers a -1 penalty to all attack and defense rolls as well as saving throws.

Inflict Minor Wound

Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

By channeling the ire of his deity, a cleric may cause bodily injury to anyone whom he smites with this spell. Opponents aware of the cleric's intent will naturally resist his attempt to cause them harm and thus require a successful touch attack on the part of the cleric. This spell inflicts 1d6p points of damage.

Moderate Personal Climate

Components:	V, S
Casting Time:	1 minute
Range:	Personal
Area of Effect:	Personal
Duration:	1 hour/level
Saving Throw:	None

This spell keeps the cleric's immediate surrounding at a comfortable 68° Fahrenheit, whether the ambient temperature is as low as freezing (32° F) or uncomfortably hot (95° F). He suffers no ill effects of natural temperature within those ranges.

The spell ends if the local temperature drops below 32° F or rises above 95° F.

Purify Food

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	1 cubic foot/level
Duration:	Instantaneous
Saving Throw:	None

This spell eliminates harmful bacteria, micro-organisms and other pestilences such as maggots from food thus making it suitable for consumption. It does not improve the food's original appearance, smell, or taste but will remove the rancid taste and odor of putrefaction. It does not remove toxins from food (other than the by-products of decay such as botulism).

Sterilize

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	Special
Duration:	Instantaneous
Saving Throw:	Special

This spell enables a cleric to clean and disinfect a number of wounds equal to his caster level thereby eliminating the risk of infection to his patient. He can also disinfect an object or area no larger than one square foot per caster level.

Sterilized wounds are treated as if a successful First Aid skill check was applied (*i.e.* 1 Hit Point per wound is recovered immediately). These are analogous treatments and thus do not compound their efficacy.

Third Level Spells

Cursing

Components:	V
Casting Time:	2 seconds
Range:	30 feet
Area of Effect:	1 living creature/level (max. 6)
Duration:	5 minutes
Saving Throw:	None

The recipients of a Cursing receive a transient measure of godly displeasure that negatively impacts their performance. If engaged in combat, they must subtract -1 from all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are decreased by five percent.

While the spell is effect, those cursed will have a barely perceptible ringing in their ears.

Detect Influence

Components:	V, S
Casting Time:	1 minute
Range:	5 feet
Area of Effect:	One creature
Duration:	Instantaneous
Saving Throw:	None

This spell enables the caster to determine whether a creature is under the magical influence of another, such as through some form of charm or enchantment. The spell does not reveal the specific type of magic used, nor does it provide any information as to the identity or location of the individual exercising the control.

Endure Temperature

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	Creature touched
Duration:	1 hour/level
Saving Throw:	None

When casting the spell, the cleric must choose either Endure Cold (down to -30 degrees Fahrenheit) or Endure Heat (up to 135 degrees Fahrenheit). After the casting is complete, the spell recipient can survive comfortably in unusually harsh temperatures, feeling nothing more than the mildest of chills or warm breezes. If the temperate goes beyond the spell's efficacy, the enchantment is broken.

If the character is attacked by magical heat or cold (e.g. spells or breath weapons), this spell ends prematurely but in so doing reduces the amount of damage dealt by 1 point per two cleric levels.

Indulgence, Minor

Components:	V, S, M
Casting Time:	5 minutes
Range:	5 feet
Area of Effect:	Special
Duration:	Special
Saving Throw:	None

A cleric may listen to a follower's devout confession of a dishonorable act and intermeditate on his behalf to restore a portion of honor lost. Naturally, such confessions can only be acted upon for anointed followers – other confessions are simply juicy gossip.

A Minor Indulgence restores 1 point of Honor. Note that the particular infraction being forgiven must not be repeated. Repeating offenses for which one has received an indulgence cause twice the Honor hit per reoccurrence (in addition to crushing guilt).

Inflict Light Wound

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

A cleric may inflict damage upon anyone whom he casts this spell upon. A successful touch attack is required. This spell inflicts 1d8p points of damage.

Rectify Sprain/Hyperextension

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell repairs the muscles damaged by a sprain or hyperextension, thereby restoring full movement and contributing to a faster recovery. The debilitating effects of the injury cease immediately and lost Hit Points heal as an ordinary wound.

The material component is liniment balm that must be applied to the injury.

Fourth level Spell

Reattach: Finger/Toe

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting this spell enables a cleric to reattach a severed finger or toe. A few caveats apply - the digit may not have been severed more than 12 hours ago, nor may it be severely damaged (crushed, charred, gangrenous or so on).

The material component is a bit of a spider's silk and a bone needle.

Fifth Level Spell

Rectify Strain

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell repairs a strain or pulled muscle injury thereby restoring full movement and contributing to a faster recovery. The debilitating effects of the injury cease immediately and lost Hit Points (if the strain was collateral damage from a critical hit) are healed as an ordinary wound.

The material component is liniment balm applied to the injury.

Sixth Level Spell

Holy Blessing

Components:	V, S
Casting Time:	10 seconds
Range:	10 feet
Area of Effect:	1 creature/level (max. 7)
Duration:	5 minutes
Saving Throw:	None

The recipients of a Holy Blessing receive a measure of divine favor. If engaged in combat, they may add +2 to all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are improved by ten percent. Anointed followers of the cleric's deity receive a blessing of twice normal duration.

If cast by an evil cleric, the spell is known as Unholy Laud, but its effects are identical.

Seventh Level Spell

Indulgence

Components:	V, S
Casting Time:	10 minutes
Range:	5 feet
Area of Effect:	Special
Duration:	Special
Saving Throw:	None

By means of an indulgence, a cleric may intercede on the behalf of one of his parishioners that has confessed to some dishonorable act.

An indulgence restores 2 points of Honor. Note that the particular infraction being forgiven must not be repeated. Repeating offenses for which one has received an indulgence cause twice the Honor hit per reoccurrence (in addition to crushing guilt).

Note that "burning" Honor to affect die rolls is a meta-gaming effect, not a character action per se. As such, an indulgence cannot restore Honor lost in this manner.

Ninth Level Spell

Mend Muscle Tear

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

By means of this spell a cleric may immediately mend a muscle tear and restore any capabilities compromised by the injury. Though no hit points are restored, this treatment of the underlying cause allows any hit point damage sustained in tandem with the tear to heal at a normal rate.

The material component is willow bark that the subject of the spell must consume.

Twelfth Level Spell

Repair Torn Tendon/Ligament

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This rehabilitative spell will repair a torn ligament or tendon and restore all deleterious consequences of the injury. No hit points are returned but any damage sustained in conjunction with the torn ligament may be healed as a normal wound.

The material component is a ligament or tendon from a fresh cadaver.

Note: This spell will not restore permanent disabilities acquired after allowing this type of injury to heal naturally.

Ettin, Lesser

Also Known As: Etin, Three-Headed Terror



Lesser ettins resemble their more massive kin, with reddish hide and three heads marked by pig-like snouts and lower jaw tusks. One head always remains awake, making the ettin quite difficult to surprise.

Its six eyes glint red and its hair is coarse and black. Furthermore, an ettin's hand has only three fingers and a thumb (the latter sprouting from the base of its palm rather than the side), and its elbows are not hinged but move freely on ball-and-socket joints.

There have also been rumors of similar creatures with either two or four heads (depending on the teller of the tale). Whether these are true relatives of the lesser ettin, or merely stories based on misconceptions, is unknown.

A typical adult male lesser ettin stands about 13 feet tall and weighs around 1700 pounds. The female greatly resembles the male, only slightly smaller and possessing three breasts.

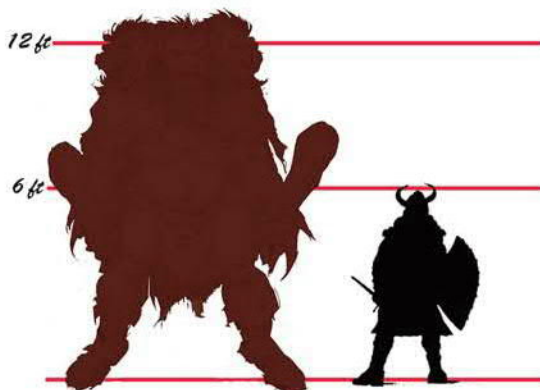
COMBAT/TACTICS

The creature's special physiognomy (i.e., the three heads, ball-and-socket elbows and thumb placement) help make the ettin an even more fearsome giant. Because one of its three heads is always awake, its Initiative dice are improved by three. For example, if the circumstances would normally call for the GM to roll a d12, the ettin instead gets a d6. This racial bonus cannot improve an ettin's Initiative below a d4.

In addition, an ettin uses a d20p-4 defense die (plus Defense Bonus and other modifiers) for attackers to the rear, rather than the standard d8p.

An ettin's footprints.

Note that they are proportionately wider than a human's.



A lesser ettin carries two clubs, one in each hand. When attacking, it swings one club first and then the other club on the following second. Because its three brains allow it to focus on more than one thing at a time, these attacks may be against the same target or two different targets.

ECOLOGY

Lesser ettins are nocturnal cave-dwelling creatures that hunt only at nighttime, dawn or dusk. They spend their daylight hours resting. Lesser ettins feed primarily on large ungulates including horses, donkeys, pigs and sheep raided from local farms, but they have no qualms about eating the flesh of humans, demi-humans or any other creature. They consider elf meat to be a fine treat and so attack elves on sight, devouring their prey immediately after a successful battle.

Lesser ettins hunt singly or in pairs, and live in a family unit that includes a mated pair and young from prior seasons. Female lesser ettins can bear one youngling per year. They nurture this offspring primarily on ettin milk and the crushed and pulped hearts, lungs and livers of other intelligent beings.

The lesser ettin hates all other creatures, though it may ally with more powerful beings in order to achieve some greater aim (such as in exchange for expanded hunting territory) or aid a band of orcs (in exchange for treasure or food tributes) when faced with an enemy the orcs cannot defeat on their own.

They enjoy destruction, and when bored often swing their clubs to bash half-heartedly at trees and other nearby objects in a haphazard fashion. Such destruction helps skilled trackers by providing them with an obvious trail of the creature's movements.

Ettin. Lesser

Alignment	Chaotic Evil
Number Appearing	1d4
Initiative:	0
Speed:	6
Reach:	Long or by weapon +2 feet
Attack:	+10
Damage:	4d8p +5, 6d6 +5 (large clubs)
Special Defense:	improved Initiative dice, no defense die penalty on rear attacks
Damage Reduction:	5
Hit Points:	36 + 5d8
ToP Save:	8
Morale:	Steady
Size:	Huge
Move:	15 feet/second
EPV:	1,242

YIELD

Medicinal: Nil

Spell Component: Nil

Hide/Trophy Items: Nil

Treasure:

Edible: Yes

Other: Nil

ON TELLENE

Wanderers speak of the lesser ettin presence wherever orcs are prominent, though they seem to be particularly numerous in the Krond Heights and the Odril Hills.

Advanced HackMaster:

Fumbles and Mishaps

In *HackMaster Basic*, a fumble (an attacker rolling a natural “1” on his Attack die with his modified total not exceeding the defender’s) automatically entitles the defender to a free counter-attack. In *Advanced HackMaster*, the rules present a variety of possible outcomes for this event.

If an attacker fumbles, he should note the difference between his modified Attack roll and the defender’s modified Defense roll. Multiply this value by 10 and add it to a d1000 roll to determine a final result on the Fumbles and Mishaps Table.

Note that if this result is an odd number, the defender gains a free counter-attack in addition to the baneful effect prescribed on the chart.

Most of the results are self-explanatory. However, the following two groupings require further elaboration.

Sprains/Hyperextension: These results impose a -1d3 Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Sprains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals. For example, if he suffered a -3 Attack penalty that required 6 weeks to heal, he drops to a -2 Attack penalty after 1/3 the healing time [2 weeks]).

Muscle Tear: If a tear is indicated, healing time increases by 50%.

Strains/Pulls: These results impose a -1d4p Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Sprains require xd3 weeks to recover from (where X is the Attack penalty resulting from the injury). If X>1, the character gets incrementally better as his injury heals.

Torn Ligament/Tendon: These results require 2Xd3p weeks to recover from. In addition, half of the penalties are permanent. For example, Joe the Fighter suffers a torn ligament in his should resulting in a -4 Attack penalty. He rolls 8d3p getting 15 meaning that it takes 15 weeks to recover from his injury. Since half is permanent, his Attack penalty is reduced to -3 after 7.5 weeks and -2 after 15. The -2 is a permanent disability.

Fumbles and Mishaps

modified
d1,000 roll Effect

No Add'l Effect (1-200)

1-200 No special ill effect

Hindrance (201-263)

201 - 216 Sweat in your eyes, -1 to hit for 10 seconds
217 - 232 Blood in your eyes, -3 to hit for 10 seconds
233 - 247 Nearby Ally is Automatically hit (by their opponent)
248 - 263 Distracted by ally or opponent, -4 to hit and no Dex bonus to AC for 10 seconds

Equipment Mishap (264-398)

264 - 276 Boot/footgear breaks, -1 to attack and defense until repaired or discarded
277 - 318 Backpack, pouch or other container strap breaks, -1 to attack and defense until item repaired or discarded
319 - 343 belt, girdle, etc. breaks -1 to attack and defense until item repaired or discarded
344 - 364 Armor loosened, -1 to attack and defense until readjusted (by redonning or by another person helping for 10 seconds)
365 - 370 Armor strap breaks, and -2 to attack and defense until repaired
371 - 398 Shield strap breaks, -3 to attack and defense until repaired or discarded

Armor Damage

399 - 436 Damage own armor (1 point)

Weapon damaged/broken (437-616)

437 - 472 Handle Broken -1 to hit
473 - 508 blade/head broken -1 to damage
509 - 517 blade shattered (useless)
518 - 526 handle/haft sheared (useless)
527 - 535 sheared (useless)
536 - 553 Handle Badly Broken -2 to hit
554 - 571 Blade/head badly broken -25% to damage
572 - 580 Blade/head sheared/cracked -50% to damage
581 - 616 edge dulled, nicked and/or cracked (-1 to attack/-1 to damage)

Unbalanced (617-688)

617 - 630 Overextend +d4 seconds penalty to next attack, -2 to next defense roll
631 - 644 Hinder a random, adjacent ally- suffers +d6 seconds penalty to next attack and -(d4+1) penalty on next attack roll or 25% chance of hitting you instead
645 - 758 off balance +d4 seconds to next attack
759 - 772 Overextend, -2 to next defense roll
773 - 786 Slip, make check vs. 1/2 Dex or fall prone plus -6 to all defense and attack rolls for 10 seconds.

Non-weapon injury to self (689-774)

Non-weapon injury to self, sprains/hyperextensions*

689 - 690 big toe, left
691 - 692 big toe, right
693 - 694 foot, left
695 - 696 foot, right
697 - 698 ankle, right
699 - 700 ankle, left
701 - 702 knee, right

703 - 704 knee, left
705 - 706 hip, right
707 - 708 hip, left
709 - 710 wrist, right
711 - 712 wrist, left
713 - 714 shoulder, right
715 - 716 shoulder, left
717 - 718 elbow, right
719 - 720 elbow, left
721 - 722 neck
723 - 724 back
725 - 726 achilles, left
727 - 728 achilles, right

Non-weapon injury to self, strains/pulls**

729 - 730 calf, left
731 - 732 calf, right
733 - 735 hamstring, left
736 - 738 hamstring, right
739 - 740 quadriceps, left
741 - 742 quadriceps, right
743 - 744 gluteus max
745 - 746 forearm
747 - 748 bicep
749 - 751 tricep
752 - 759 lower back
760 - 761 side
762 - 766 upper back
767 - 768 shoulder, left
769 - 770 Shoulder, right
771 neck
772 - 773 hip
774 abs

Injure Ally (775-864)

775-864 Damage to a random ally within reach; roll damage dice, add strength, make Dex check to deliver only half damage

Lose Weapon (865 - 1044)

866 - 941 Drop weapon at feet
942 - 964 Drop weapon 2 feet away
965 - 982 Drop weapon 3 feet away
983 - 995 Drop weapon 4 feet away
996 - 1004 Toss weapon 5 feet away
1005 - 1010 Toss weapon 6 feet away
1011 - 1015 Toss weapon 7 feet away
1016 - 1020 Toss weapon 8 feet away
1021 - 1024 Toss weapon 9 feet away
1025 - 1028 Throw weapon 10 feet away
1029 - 1031 Throw weapon 11 feet away
1032 - 1034 Throw weapon 12 feet away
1035 - 1037 Throw weapon 13 feet away
1038 - 1039 Throw weapon 14 feet away
1040 - 1041 Hurl weapon 15 feet away
1042 - 1043 Hurl weapon 16 feet away
1044 Hurl weapon d4p+16 feet away

Injure self (1045-1100)

1045-1100 Damage to self; roll damage dice, add strength, make Dex check to suffer only half damage total

Roll twice summing all results (1101-1200)

Roll thrice summing all results (1200+)

* one in 6 sprains result in a muscle tear
** one in 6 strains result in a torn ligament or tendon

If multiple rolls are called for and identical results are obtained, extend the durations.

Armor Damage will be covered in Advanced HackMaster.

THE KINGDOMS OF KALAMAR:

The Vast Kalamaran Empire

As *HackMaster* players, some of you may not be too familiar with the *Kingdoms of Kalamar* setting - the background world of the *HackMaster Basic RPG*. Starting with last issue's article (where we looked at the lands of Brandobia), we began to give you a taste of the *Kingdoms of Kalamar* campaign setting. This month, we look at the setting's namesake, the Kalamaran Empire. Can't wait for more? Check out previous editions in our online store, many as easily downloadable PDFs.)

History

After their journey over the land bridge (from the island of Svimohzia) to the mainland, the tribe soon to be known as the Kalamaran people settled down to become a kingdom of simple farmers and ranchers. Then, after encountering a settlement of dwarves who traded with them for the secret of bronze, everything changed. Armed with this new knowledge, they easily crushed any force that dared oppose them. After securing the jungle border to the south, the Kalamaran leaders spied on the countries to the north, but were turned back by the local barbarians, as well as by sub-zero temperatures and heavy snow. Declaring the north a worthless wasteland, the Kalamarans focused their attention on the lands of Brandobia.

After the battle, the Brandobians retained all lands west of the Legasa Mountains, but conceded P'Bapar Pass and the Legasa Peaks to the Kalamarans. Foreseeing his inability to control such an enormous land, the Kalamaran emperor divided the land into smaller kingdoms and duchies that were to pay fealty directly to Kalamar. Two noble houses each declared their own senior member as the new Emperor, and the land was thrown into a bloody civil war.

During the next seventy years, commonly known as the Age of Great Anguish, the Empire crumbled into fragmented kingdoms ruled by lesser lords with each monarch attempting to assume the Imperial throne. However, one petty lord from the south, Prince Theodorus, had a small army of loyal troops including many dwarves from the Ka'Asa Mountains - and the secret of steel. With his troops' steel weapons and armor, King Theodorus I vanquished the remaining lords and reunited the Empire, reigning for the next fifty-seven years. Yet, little more than a week after his death, the land entered another civil war.

The next several years, known as the Time of Misfortune, were marked by a return to conditions not unlike those of the Age of Great Anguish. Over the next three centuries, the once great Empire slowly deteriorated to less than half its original size. During the last 200 years, incompetent, insane or drunken emperors dominated the Bakar dynasty. These feeble rulers allowed dependent duchies to openly defy the Crown and eventually the western and northern lands began to declare independence. While some of these provinces (Basir, Dodera, O'Par, Tarisato, and Tokis) remain under the nominal control or guidance of the Kalamaran Empire, others became completely independent (such as Pekal and the Young Kingdoms).

Lands of the Empire

Kalamar: The largest and most populous nation on Tellene is the central kingdom of the Vast Kalamaran Empire. Once the most powerful force for good and justice, the empire has declined to an unspeakable state of decadence. Even their former dwarven allies have been enslaved, and their great city occupied. As such, dwarves are rarely seen very far east, because they fear being mistaken for escaped slaves. Many elves live within Kalamar, although they typically stay within the confines of the forests. Halflings are quite rare. Hobgoblins and monstrous races are common as Kalamaran soldiery, though independent tribes are sometimes seen raiding the countryside.

Adventure in Kalamar comes in many forms. Plots to overthrow Emperor Kabori, brigand raids, border skirmishes and peasant uprisings are, while not necessarily routine, not uncommon. Also, creative burglars, scheming nobles, haughty ambassadors and arrogant soldiers all have plans involving wealth and power, and all have someone who wishes to stop them.

Basir: This small, yet affluent land is the naval power of the Kalamaran Empire. Laws are fair and just, and racial tolerance is high here. Dwarven miners and halfling farmers are common. Elves in the Edosi Forest claim allegiance to their city of Douathanorian, but are on mostly friendly terms with Basir.

Adventurers may enter Basir on their way to Douathanorian, hire a ship to some foreign land, or even seek out the dark side of the capital city Bet Urala. Rough sailors cause much trouble along the slums and wharfs, while smugglers and a widespread thieves' guild do business in a bustling marketplace that rivals those of most other cities (in business, if not in size).

Dodera: The northeastern corner and smallest province of the Empire, the Duchy of Dodera serves as an Imperial staging area for launching assaults into Tharggy and Paru'Bor. Demihumans are rare, with the exception of a few halfling farmers and dwarven traitors, and all are unpopular. Mages are rare here. Citizens have great respect for the military, but they do not trust outsiders. Dwarven retaliatory strikes do not help matters.

The capital city of Bet Dodera claims one of the oldest thieves' guilds on Tellene, as well as production of fine arms and armor, and is a frequent meeting place for spies, undercover military operatives and secret police. Some members of the military encourage dancers, bards, and other artistic types to visit, partly for the enjoyment of the troops, and partly to balance the city's emphasis on the army.

Douathanorian, City of Peril: This elven city lies deep in the Edosi Forest. The Empire periodically attempts to subdue it, but success is tenuous at best, and the woods remain a haven for those fleeing Imperial tyranny. Its citizens are belligerent to strangers, at least until convinced of their peaceful intentions, but are always quite vocal about their dislike of Basir and the Empire. For those seeking adventure, the forest also contains numerous faerie creatures, deep unexplored springs, bands of renegades and brigands, and several types of monstrous insects and vermin.



Karasta, Refuge of Exiles: After the famous Battle of Kadir Ridge, the dwarven kingdom of Karasta became a “protectorate” of the Empire, producing huge quantities of obsidian, iron, gold and diamonds, as well as other goods. Nearly 4,000 Kalamaran soldiers, officials and their families live here, along with over 21,000 dwarves. So far, the human soldiers and spellcasters (along with a number of dwarven traitors) continue to rule, but a full-scale rebellion is inevitable. Many dwarves still wage guerilla warfare upon the Empire, and a trustworthy adventurer would be strongly welcomed as an ally, while one of evil intent could wreak havoc on a dwarven uprising. In addition, an adventurer could explore for years and still not discover all the places worth noting in Karasta, from the underground lakes, rivers, waterfalls, fountains and whirlpools to the great catacombs and caverns and beyond.

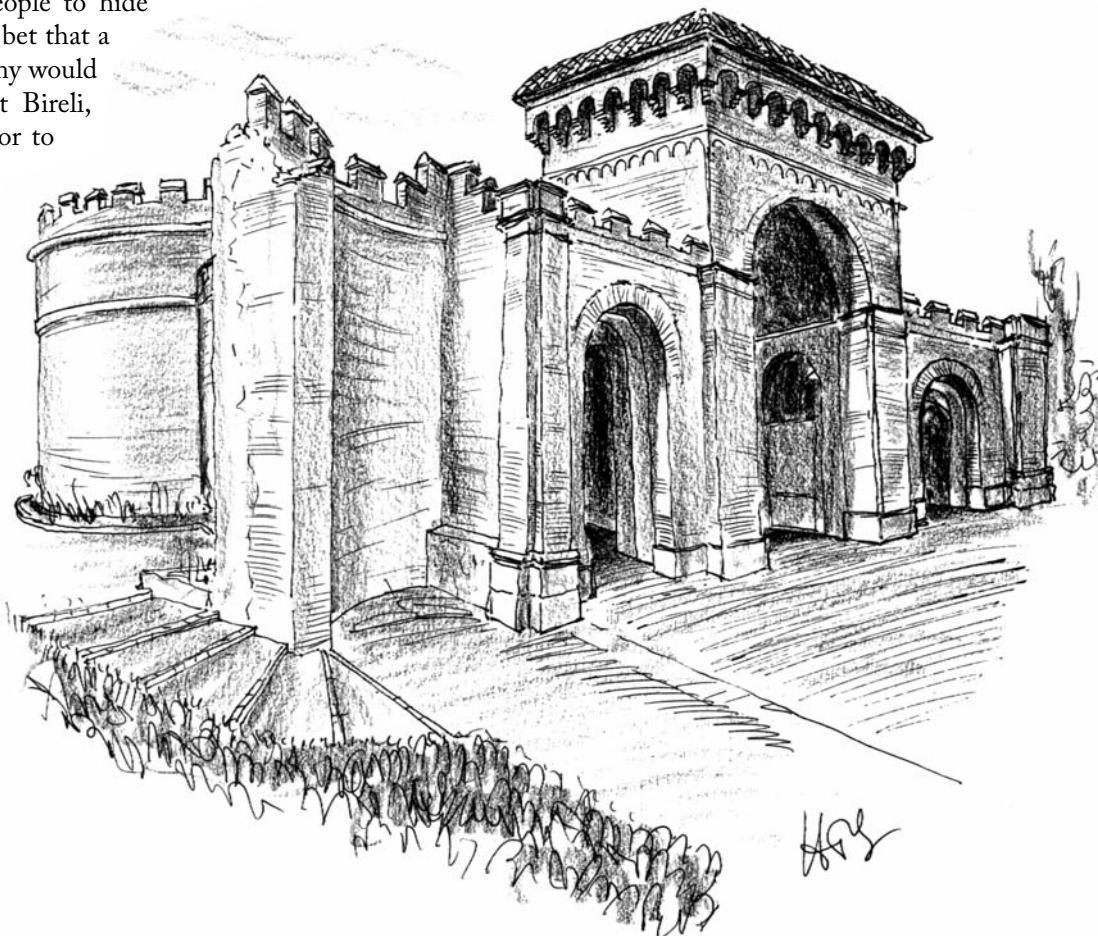
O’Par: The Duchy of O’Par declared neutral status and slipped away from the Empire about 83 years ago, and continues its survival by playing a game of politics and intrigue with its warring neighbors. Most citizens are human, though elves, halflings, and dwarven refugees from Doderia can also be found here. Most citizens are reluctant to talk about themselves, though they eagerly (sometimes rudely) ask questions. They are wary of visitors and even those who move into the city discover that acceptance takes years to earn. Foreign raiders and armies often pass through O’Par unhindered (rarely bothering the locals), and adventurers could easily find mercenary work with one or the other. The capital city, Bet Bireli, is an ideal place to hire spies, assassins and other unsavory specialists. It is also a perfect place to such people to hide from their enemies. It is a sure bet that a character with a dangerous enemy would do worse than to head to Bet Bireli, either to head that person off, or to take action of his own.

Pekal: Just over 100 years ago, having had enough of the oppressive Empire, the Principality of Pekal revolted. Today, they are one of the Empire’s main political enemies, and have been at war with neighboring Tokis for the last decade. The last two years have seen mostly border skirmishes, but Pekal would surely have been overrun if not for the aid from Ciloreal, Paru’Bor and Tharggy, as well as the local spellcasters. Pekal has a reputation for racial tolerance and harmony, and many demi-humans (mostly halflings and elves) live here. Adventure in Pekal could come in many forms, though most player characters may

visit the capital city of Bet Rogala, which boasts more mages than anywhere else on Tellene. Its College of Magic claims two-dozen instructors and possibly fifty dedicated students at any one time, and its graduates often become leaders of the city and the nation.

Tarisato: This southernmost Imperial land consists of nine fiefs, each lord answering to the Emperor. The lords tolerate the hobgoblins and the few demi-humans that live here, but the greatest threat to this land (and thrill to adventurers) is the Obakasek Jungle, with its seemingly endless numbers of blood-thirsty creatures. The few adventuring parties that returned from expeditions into the jungle claim to have seen great encampments of goblins, lizard-like creatures larger than houses and a mysterious hooded figure, among other tales of terror.

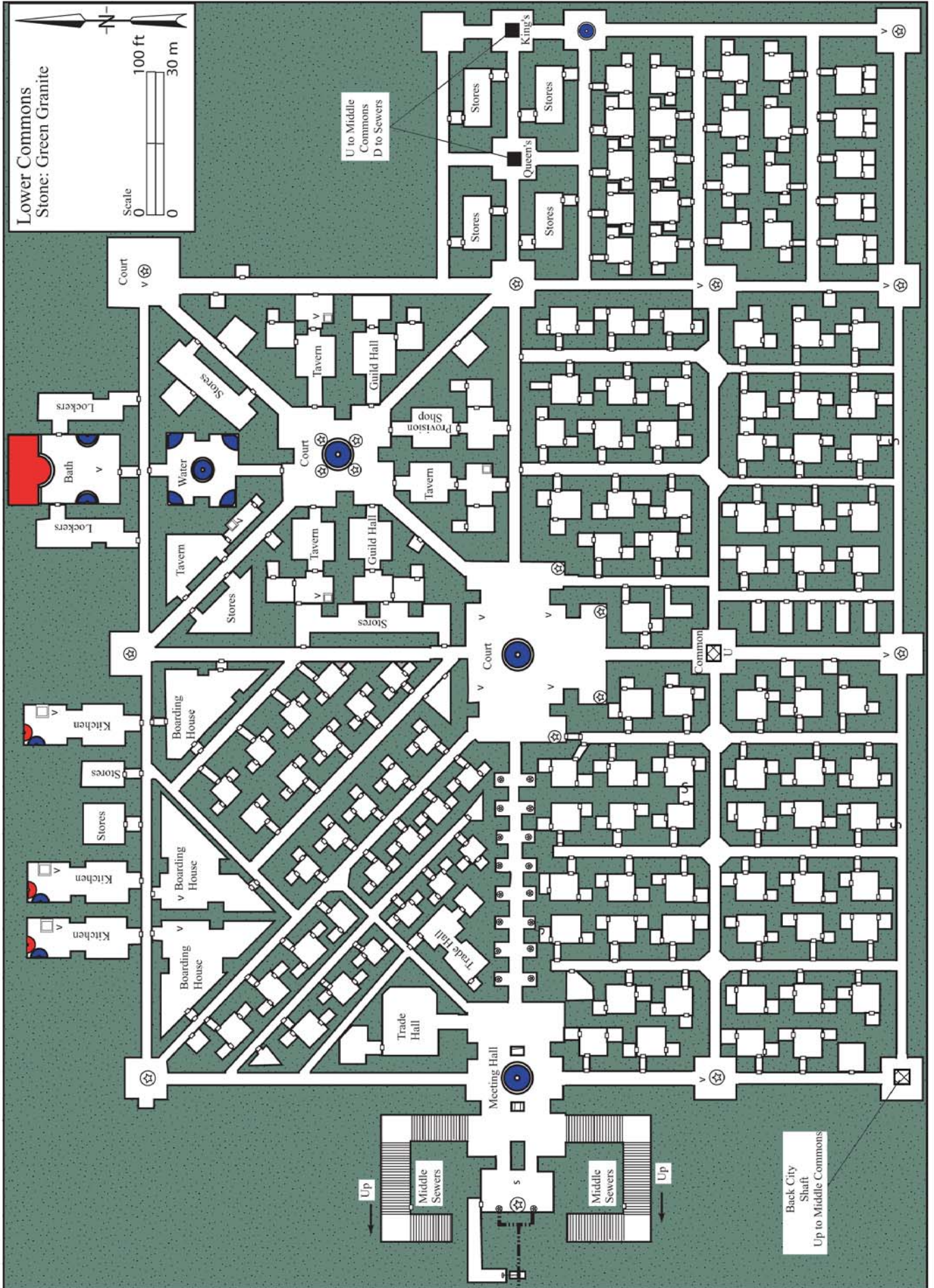
Tokis: Although Tokis is the largest kingdom under the influence of Kalamar, it faces a starving population (due to recent locust migrations), frequent assaults by Pekalese raiders, and an ill-equipped army. People here have a desperate attitude, welcoming strangers with insincere words of welcome, but they treat them fairly. Few demi-humans live here, save for halflings who make up about 15% of the capital city of Bet Seder. Adventurers can easily find work as mercenaries, pirates, privateers, thieves, smugglers and gladiators. Characters seeking fast horses often come to the city of Gaketa, as their steeds are highly prized for quickness and stamina.



This map continues the series of maps for Splendorous Deep, a vast underground fortress and mine system for use in any campaign setting.

DUNGEONS READY TO OCCUPY: Lower Commons Map

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





HackMaster

Basic

SPECIAL SNEAK PREVIEW



Frاندor's Keep

An immersive setting for adventure

HackMaster

Basic

Frandor's Keep



"Death must surely be laughing at us, lad. We were so quick tripping over ourselves to come to this accursed place - and for what? The promise of a good fight? A bit of fame? A chance to scratch rock and earth and break our backs for a glint of silver? We came for a better life and all we've found is hunger, thirst, forced marches, battles and a quick death. How many of our own have we buried? And how many more graves yet to dig? Aye, lad. Death is havin' a good laugh at our expense."

Sergeant of the Guard to one of his Soldiers, Frandor's Keep

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CHAPTER ONE

Introduction

Larzon Bayz tightened his grip on the bag slung over his shoulder as he stared at the small group of boys blocking his way to the foot of the bridge. He tucked his coin purse under his belt and gritted his teeth before running the gauntlet of dirty hands — all tugging at his tunic and vying for attention, pointing him out to others as a ‘puzhan,’ or ‘stranger.’

“You looking for guide, Puzhan? You look for woman?”

“Hey, Puzhan — I carry your things? Very cheap!”

“Here, stranger — here. I am the very best guide and interpreter.”

“You looking for room, Puzhan? Hot meal...?”

He pushed his way past the buzzing gnats, roughly shoving one small lad and sending him flying onto his backside in the mud. One of the guards posted at the bridge’s entrance belly-laughed at the sight.

“Careful, stranger — some of them shove back.”

He turned his head toward the brink of the falls where it passed under the bridge — its waters plummeting over 200 feet to the rocks below. His meaning understood, Larzon gave him a thankful nod of the head and moved past him.

The bounty hunter had been to Frandor’s Keep many times before, but he’d never become accustomed to the knee-knocking 200-pace trek across the bridge leading to the First Gate. No, he’d never gotten used to any of it — the rush of water under stone arches, the roar of the falls, the boards slick with mist and the view of nothingness where the earth seemingly fell away.

Although the locals boast that they rarely think twice of crossing the bridge, for newcomers it takes a bit of faith to make that trek. Even the godless need faith — in Baparan engineering — that the entire thing wouldn’t simply be swept over the edge.

It didn’t help matters that Larzon had a mild fear of heights.

At long last, he reached First Gate and the Outer Bailey. The two guards stationed there were more interested in making small

talk with an attractive maiden toting a basket of wax berries than doing their jobs, and he quickly moved past them toward the next gate.

He was beginning to think he would, just for once, make it inside the Keep without being molested. Then, one of the guards he had passed yelled out.

“You there — Stop!”

Larzon feigned he hadn’t heard the command and continued.

“I said halt!!”

He stopped and looked over his shoulder.

“You addressing me...?”

“What’s in the sack?”

Larzon slung the bag from his shoulder and turned around. Facing the guard he held the bloody sack up with one hand and shook it.

“Heads — I’m here to collect the bounties on ‘em.”

The guard’s face brightened. “Orcs...?”

Larzon shook his head. “Naaah, a pair of goblins — caught ‘em pokin’ about the Shelf two yesterdays ago.”

The guard waved him off with his hand. “Meh — goblins. There’s no fight in that.”

The bounty hunter shrugged and continued on his way.

The guard was right. There was no challenge in taking goblin heads — and no money. Three weeks at the Keep and all he had to show for it was making enough coin to cover drinks and whores.

He needed to make some real money.

Orcs, gnoles... Now, *there* was a challenge. Creatures that fetched a better price and often carried a bit of treasure on them as a bonus. Unfortunately, going after them also required partners — somebody trustworthy enough to watch your back in a fight, rather than putting a knife in it.

CHAPTER TWO

The History of Frandor's Keep

A History of the Keep & the Surrounding Area

Hell's Throat is a river gorge approximately seventeen miles in length. For eons, the raging Tanara River sliced through the living rock like a knife as it sought lower ground. From the resulting wound, gems and flakes of gold were freed from their prison of rock and washed scores of miles downstream. Such finds became known as "the great tease," for it was the promise of more such riches hidden in the Krond Heights that first brought humans into the area, panning their way up the various tributaries and feeds of to discover the source. Unfortunately, the region was already inhabited.

Orcs, and their evil kindred spirits the goblins, have called the eastern slopes of the Krond Heights home for centuries. They'd been attacking the ground with pick and axe (or, more accurately, forcing those enslaved by them to do the work under the whip) for much of that time. One can hardly traverse the region without stumbling across an abandoned mine, accompanied by piles of broken rock and soil ejected from the bowels of the earth. The region seems to hold a particularly strong sway over the orc race — one of religious import that I've never been able to fully understand.

Setting Note: The City-State of P'Bapar

Ever since it became the first nation to successfully declare independence, P'Bapar has been seen as something of a leader among the Young Kingdoms (free lands formerly under the yoke of the Kalamaran Empire). P'Bapar's status as the largest independent city-state on Tellene is a source of great pride for the citizenry.

Archduke E'Dos does not readily meddle in the affairs of his vassals, which implies that every lord shoulders a great deal of authority and responsibility. Naturally, this includes the Earl of Reyifor, in whose lands Frandor's Keep rests.

P'Bapar is a rich country. The great variety of wealth to be found in the Legasa Peaks to the west more than compensates for the scarcity of rich farmlands near the eastern slopes of the

The orcs named the Tanara River pass the "Mungra Morgsb" or "twisted colon." Humans, however, came to know it by a different name — "Hell's Throat" — because, as the sage Galinon the Gentle recorded, "All things evil and vile spew forth from its yawning maw."

Hell's Throat has proven to be a bane for humans, as it is used as a corridor for invaders moving down and out of the Krond Heights into the settled lands of the city-state of P'Bapar. It is an artery through which all manner of evil found lurking in the wilderness begins to funnel into the frontier of civilization.

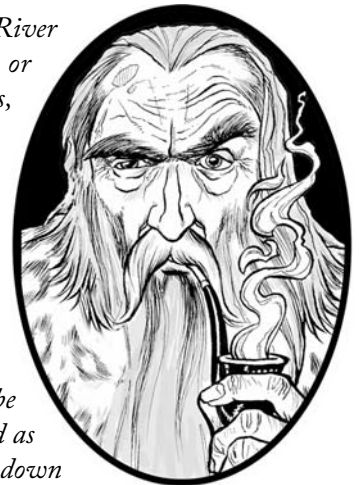
The problem was compounded, however, in the year 461 I.R. (Imperial Reckoning) when Cosdol resolved to drive the orc menace from its eastern marches by continuous and systematic patrolling of the Odril Hills (on the western slope of the Krond Heights, south of the Dalmond River). Organized veteran forces decimated numerous orc raiding parties while smaller

Elenon Mountains. The Elenons hold a great supply of gold, emeralds, topaz, amethyst and tourmaline. The farmlands and ranches east of the Banader River produce wool and vellum.

Most of this wealth flows down river to sell at Daresido, Korem, Bet Kasel, and Baneta, or back up the Renador to Kalaleta and the many small villages near the river.

Besides its tremendous exports, P'Bapar is the sole route for trade between the two sides of the Legasa Peaks via Coniper Gap. Goods travel overland through the gap and into Cosdol (a kingdom in northwest Brandobia, on the western side of the Krond Heights), bound mostly for the city of Cosolen and the villages along the Voldor Bay.

Note: In the Kalamaran tongue, an apostrophe between consonant pairs indicates a delay when spoken.



CHAPTER THREE

The Earldom of Reyifor

The Earldom of Reyifor

This fiefdom lies at the outermost limit of the Archduke of P'Bapar's sphere of control. Beyond its borders the mountains teem with goblins and other humanoids waiting to murder anyone foolhardy enough to enter their domain.

The enemies of mankind are not passive foes, their raiding typically being incursions by small bands seeking to kill travelers or attack individual homesteads. However, from time to time a unifying warlord emerges to lead much larger and more determined attacks. The Earldom of Reyifor thus serves as a bulwark against humanoid forays into more densely populated areas.

The earldom is sparsely populated by an assortment of frontiersmen engaged in dairying, stock raising, lumbering, trapping and mining. Though most are hearty souls and proficient in arms, they are too few in number to secure the territory. Archduke E'Dos Kalansi II has thus deployed regular army contingents to man the defenses. These remain under his direct control, nor the earl's, resulting in some degree of friction between the civil and military authorities. The region's freemen, however, are grateful for the armed presence and the influx of hard currency that the soldiers spend freely.

Placer deposits are occasionally found along the Tanara River. This has attracted a number of prospectors despite the immense danger. While little gold has been found, a good deal of silver has been flowing into the local economy. Most miners are tight-lipped about their finds, understandably fearful of having their digging sites discovered by bandits. Many have now resorted to using intermediaries to barter their hoard.

Settlements

Sabden (*Population: 456*): This palisaded settlement sits on the fork of the Dolvril and Brenolm rivers. Both rivers are navigable to boat trade making Sabden a stopping point for traders moving up and down the waterways. The site is built on the ruins of an old Brandobian settlement and many of its residents (a mixed community of farmers, herdsmen and craftsmen) exhibit the fair complexion common to that race.

The current village grew around a military outpost once located here. The wooden fort became redundant when Frandor's Keep was completed and the troops stationed here were largely dispersed to other areas. Sabden's population was halved almost overnight and was in a gradual state of decline for many years. Since being destroyed by orcs a decade ago, the town was rebuilt and a wooden palisade constructed by residents who stubbornly refused to abandon it. This project seems to have invigorated the town with fresh purpose and Sabden is prospering.

The area around the village is home mostly to dairy farmers and herdsmen. Many recent migrants are former soldiers who fulfilled their enlistments and were granted land nearby. Fur trappers and miners also frequent the locale, the latter routinely bringing in small quantities of copper ore. The village's craftsmen are known for their woodworking skills and provide sturdily crafted wagons, barrels and crates to the region (including Frandor's Keep). They also trade dairy products, pork, mutton and a frequent excess of vegetables.

A local council of elders maintains order and ensures the requisite taxes are remunerated to the Earl. They also help settle disputes and negotiate trade with other villages. So far, there hasn't been much need for the committee to do much arbitration. The people of Sabden are happy to farm their land, craft their goods and live in peace - though memories of the town's destruction by orcs is always on their mind. The cemetery that sprawls across a nearby slope is a daily reminder.

Visitors to Sabden find the townsfolk amenable to strangers but not overly friendly. There is one tavern (the Grass Solider) and an inn (Mauran's Perch) ready to take their silver.

Vew (*Population: 609*): Though burnt to the ground a decade ago, this village has rebuilt itself and is now larger and more prosperous. Like its sister town Sabden, a palisade wall surrounds it.

The village's resurgence is due largely to Frandor's Keep. Many of her tradesmen and farmers are directly involved in providing logistical support to the fortress. Farmers raise pigs, chickens and dairy cows, and plant barley and winter wheat. Mountain whitefish and trout are abundant in the river and

CHAPTER FIVE

Quarrytown



FROM GREYTAR'S JOURNAL: "Quarrytown — A Den of Thieves"

Follow the muddy trail beyond the Palisade to the northeast and you'll find yourself at one of the Keep's more interesting oddities — a rock quarry turned community. Referred to as "Quarrytown" by most, it is here those banished from the Keep (as well as those simply down on their luck) often choose to congregate.

I believe it was the orcs who first attacked the mountainside here with pick and axe, long before the Baparans harvested the great blocks of granite for use to build the original Keep. In fact, my research leads me to believe that evidence of their slave camps and the poor suffering souls who labored on the orkin burial mound, now buried beneath the Upper Bailey, can still be found to this day on Brandon's Field. And not all of their names have been lost to history.

While taking my midday meal there one day, relaxing in the warm sunshine, I came across some dwarvish runes seemingly scratched on a rock face centuries ago. My Dwarven is a bit rusty, but I translated the words as "Tandra of the Gurdan Clan made these marks. Though my back is broken, my spirit is not. For I know my brother Iron Beards come to free me."

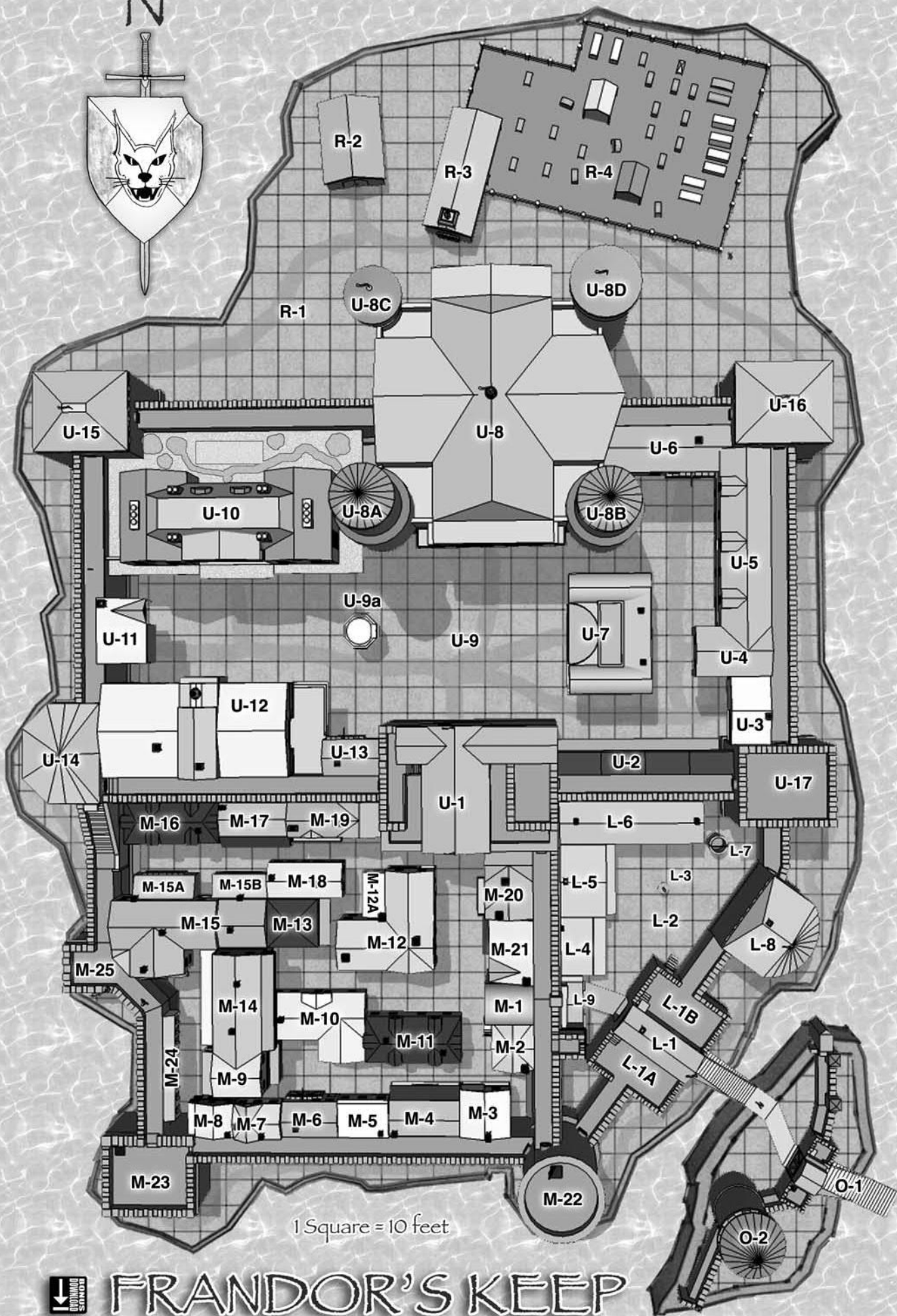
I like to think Tandra's brothers did, in fact, free him — but my knowledge of the region's history persuades me otherwise. Tandra is most likely buried in one of the countless mass graves that litter the area (these being constantly discovered by farmers on the Shelf as they turn the soil). Perhaps, if he was lucky, other slaves of his kind had the opportunity to cremate him and spread his ashes among the broken rocks. Regardless, I don't think it ended well for him.

Of course, as I say, that was before even the building of the original Keep. Then, after the Baparans returned and the reconstruction of the Keep was complete, the quarry was only worked occasionally as the need arose. The granite is suitable for defense works, but too far from Vew and too heavy to export, and so the quarry sat idle for months at a time.

I believe the first settlers to scramble up the rocks and occupy the quarry were merely attempting to escape the nightly predation of scavenger animals (and worse) that prowl the trash heaps outside the Keep. Those who found their way here later did so in search of safe refuge from the Keep's garrison, whose soldiers frequently turn the dogs loose whenever things get too unruly, or when they wish to deal out mass punishment.

Naturally, the wretches soon realized that the quarry could serve them as more than a temporary hiding place — it could be a home. Now, tents and piecemeal hovels stand among the various tiers of the quarry, providing permanent refuge to those who dwell here.

A network of ramps and rickety ladders enables individuals to traverse from one tier to the next — an adventure in itself. At the first sign of such trouble, an alarm is shouted, the ladders are pulled up, and the residents of Quarrytown hole up, waiting for the moment of danger to pass. Yes, the quarry provides quite a decent sanctuary for those denied the security of the Keep's walls."

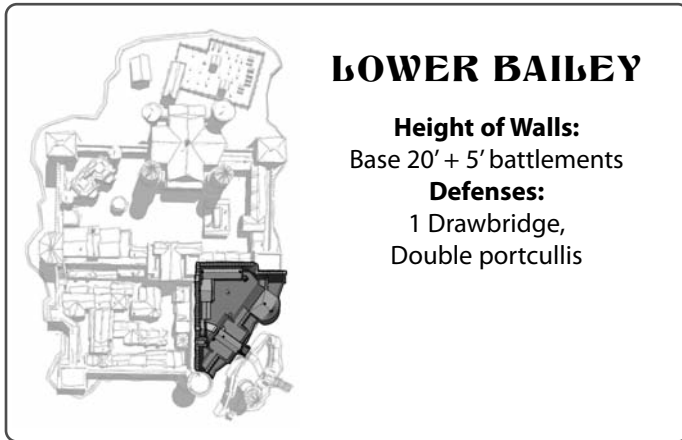


FRANDOR'S KEEP

Fourth Level: The top level is roofed with an open parapet ringed with a five-foot high battlement. Four guards are stationed here at all times. In the center of this level is a round wooden enclosure where guards can take shelter from inclement weather and yet keep a watchful eye. A ladder leading up through the roof gives access to the flag pole (on which the Keep's banner flies and a signal brazier filled with oil can quickly be lit with an open flame. The signal brazier is used to convey simple messages and warnings to the ring of watch towers on the surrounding mountain peaks.

Two sentries, clad in distinctive red and white tunics emblazoned with the head of a mountain lynx, stand at their posts on either side of the gate at all times when it is open.

Each sentry carries a horn as standard equipment. Sounding the horn summons the 4+1d4 guards on duty in the Flank Towers (L3a and L3b) within 30 seconds. It also causes the bells of the Sturm Tower to be rung alerting the entire Keep to secure its Baileys. Once the alarm sounds, all murder holes and arrow slits along the passageway will be manned within 120 seconds.



LOWER BAILEY

Height of Walls:
Base 20' + 5' battlements

Defenses:
1 Drawbridge,
Double portcullis

The Lower Bailey serves as a foyer and entryway to the Keep. Anyone entering this area finds himself quickly surrounded on all sides by imposing walls and towers, from which several dozen weapons can be brought to bear on any troublemakers at a moment's notice.

The courtyard also serves as an assembly area for outgoing foot patrols as well as for muster formations for the Bailey's detachment.

L1) Main Gate House

Height: 20' + 5' battlements
Dimensions: approx. 30' x 30' **Stories:** 2
Occupants:
Men-at-Arms, x2 on battlement duty
Men-at-Arms, x2 on gate duty
Scribe on gate duty

A second drawbridge spans the river between the two islands giving access to the Main Gate. There is a double portcullis at one end of the entrance passageway and at the other end a set of large wooden gates. As with the Outer Gate (O1), the drawbridge, along with the double portcullis, and gates are closed at sundown and opened at sunup.

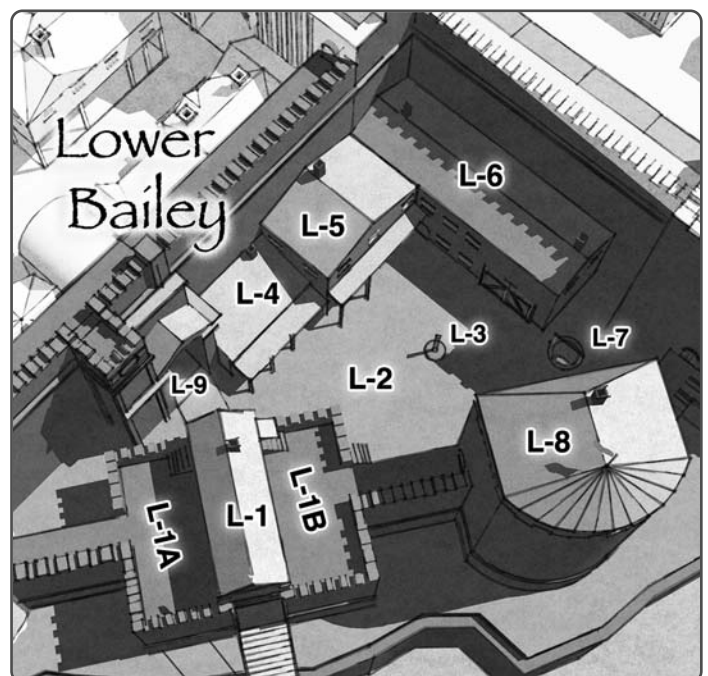
The passageway through the gates is 20 feet wide and 15 feet high. Murder holes pierce the ceiling above and archers' slits line the walls to either side. It is obvious that this construction is of great blocks of the same granite common throughout the whole fortress. The passageway ramps upward 20 degrees as it leads into the Lower Bailey which is at a general plane of elevation 10 feet higher than the ground level outside.

Entering the Keep

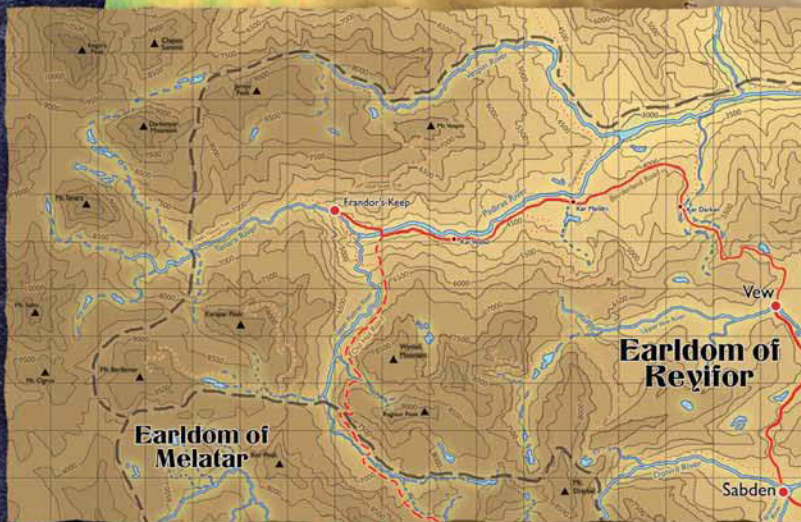
Security rules have been relaxed at the Keep since the arrival of Earl Reyifor. In the interest of increasing commerce and having more silver change hands (and filter back to him) he has insisted the former practice of guards harassing visitors be abolished. The soldiers resent his meddling, however, and occasionally fall back to their old habits if they feel they can get away with it. One thing that sets a guard off quicker than anything is a perception of disrespect.

Barring that, getting past the guards unchallenged and unmolested usually doesn't present a problem. Unless...

- ▶ The visitor is a demi-human. Though the Keep has no official policy on keeping them out, some soldiers are racists and use their authority to bully those they think are of lesser stock. Whenever a demi-human PC attempts to pass the guards at this location, roll percentile. A result of 20% or below makes for a bad day for the PC concerned.
- ▶ The visitor is obviously coin shy, badly wounded or otherwise draws attention to himself as someone who could be trouble.
- ▶ The visitor is attempting to enter the Keep with an



Set within the *Kingdoms of Kalamar*, Frandor's Keep is a fully detailed mini-campaign setting for character levels 1-5. A wide array of opportunities, some requiring brawn and others intellect, is presented to challenge players as they explore this environment.



Frandor's Keep features:

- ▶ A fully detailed garrison and surrounding community
- ▶ Annotated topographical maps covering the surrounding region
- ▶ Three full length adventure modules and five shorter excursions
- ▶ Over two dozen supplemental missions
- ▶ An extensive rumor and information system designed to make the region come alive as NPCs interact with and (often inadvertently) provide tips to players clever enough to pay attention
- ▶ Additional rules (diseases, extra monsters, quirks, flaws and proficiencies) for your HackMaster game



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