

HACKMASTER®



HackJournal Issue #32 Spring - 2010

Welcome to the newest edition of HackJournal, the HackMaster magazine for players and GameMasters around the world! Whether you profess to be the greatest fighter, thief, mage or cleric, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- Over 40 new cleric spells
- Six new cleric classes
- New subclasses and multi-class options
- New fighting styles, weapons and fatigue rules
- New talents and proficiencies
- Detailed info on rope and its uses

© Copyright 2010, Kenzer and Company. All rights reserved.



Kenzer and Company
511 W. Greenwood Avenue
Waukegan, IL 60087





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.

Credits

This Issue's Contributors:

Jolly R. Blackburn, David S. Kenzer,

Steve Johansson, Mark Plemmons and Jay Rutley

Interior Illustrations: Brendon Fraim, Brian Fraim,

Caleb Cleveland and Mark Parsons

Playtesters: Tim Anton, Wes Blair, James Colletti,

Brian Jelke, Don Morgan, Randall Nelson, John O'Neill,

Adam Niepomnick and Alex Niepomnick

Project Managers: Mark Plemmons and David Kenzer

Production Manager: Steve Johansson

Layout: Mark Plemmons

HMA Manager/Editor-in-Chief: Mark Plemmons

HMA Tournament Managers: Christopher "Face"

Stogdill and Joe "Geekbert" Reimers

Hard Eight Enterprises Approval Authority: Tuley Priswinkle

Contents

Knight (fighter subclass)	2
Paladin (knight subclass)	4
Fighter/Thief (multiclass)	5
Mage/Thief (multiclass)	6
Clerics of The Dark One	9
Clerics of The Eternal Lantern	10
Clerics of Thrain (aka The Wise One)	11
Clerics of Grawdyng (aka The Harvester of Souls)	12
Clerics of The Locust Lord	13
Clerics of Draper (aka Risk)	14
New Talent: Physical Conditioning	17
New Proficiencies	17
Combat: Fighting Styles	17
Combat: Fatigue	19
New Melee Weaponry	20
GameMaster's Workshop: A Guide to Rope	20
New Cleric Spells	22

© Copyright 2010 Kenzer and Company. All Rights Reserved.

With respect to trademarks: HackMaster, Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. The HackMaster logo, the HackJournal logo, the Kenzer and Company logo, HackJournal, HackMaster Basic, Advanced HackMaster, Hacklopedia of Beasts, Knights of the Dinner Table, Hard Eight Enterprises, GameMaster's Workshop, All Things Magical, Player's Advantage, Rustlers of the Night, A Hacker's Guide, From the Cubicle of the Chancellor, From the Armchair of the Arch-Mage, Behind the Shield, www.kenzerco.com, and all prominent characters and likenesses thereof are trademarks of Kenzer and Company.



Questions, Comments, Product Orders?

Kenzer and Company
511 W. Greenwood Ave
Waukegan, IL 60087

Phone: (847) 662-6600

Fax: (847) 680-8950

E-mail: questions@kenzerco.com

www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

THE KNIGHT

(a fighter subclass)

As a fighter subclass, knights are most similar to that class in their ability to destroy foes through force-of-arms. Knights are leaders of cavalry, excelling in mounted combat and weapons associated with same. They also outclass other characters with their chosen knightly weapons. However, they also have certain weapon and armor restrictions, as well as many restrictions based on their code of conduct.

A Knight must not only have the strength and skills to face mortal danger in service of his liege or cause, but must do so while following the chivalric code imposed by his order. Each order has its own particular Code that enumerates to qualities to which all knights of the order must adhere. Honesty, valor and loyalty are qualities required of all knights, with honor being of particular importance.

Knights in Average Honor or higher are admired (or at least respected) in most areas and so rank, at a minimum, just under the lowest form of nobility (if not actual nobility). As such, they are accorded high regard from all others and it is within their right to demand it from those below their station (even by force if need be).

Class Requirements

Unlike other classes, characters do not begin play as a knight. Rather, knighthood is earned through proven loyalty and combat prowess in service of a lord.

To become a knight, a fighter character must:

- be of strong body and stout heart (meet minimum physical requirements of Str 13, Dex 11/51 and Con 12) as well as show above-average leadership qualities (minimum Cha 11/76) and at least rudimentary understanding (minimum Wis 8/51).

- prove his worth (achieve at least 5th level in the fighter class, entering the knight class as the character advances to 6th level. This makes him a 6th level knight at that time.)*

**A character can choose to enter a knighthood at a higher fighter level than 5th. In this eventuality, the character becomes an equal level knight and advances from there (effectively losing one level).*

- have a certain mastery of horsemanship (attain at least Advanced mastery in Riding)

- show some skill at discretion and a good degree of willpower (attain at least Average mastery in Diplomacy, Etiquette, Recruiting and Resist Persuasion)

- join a knightly order in service of a lord or master with a cause. This can be a fatherland, religion, ideal or so on.

- have no major physical flaws (such as missing limbs, major digits and the like)

- be not afraid (have no phobias)

- be a man of honor (be in Average or higher Honor)

- must be proficient with one knightly melee weapon, mounted weapon and lance

Knighthly Weapons

Lance (required)

Melee weapon (one required): short sword, scimitar, long sword, great sword, two-handed sword, mace, flail, military pick

Mounted weapon (one required): horseman's flail, horseman's mace, horseman's pick

Weapon Specialization

Knights specialize as fighters but spend 4 BP times the new bonus level for knightly weapons or 6 BP per level for weapons falling outside this category.

Talents and Proficiencies

Knights may purchase any Weapon Proficiency or combat-related Talent for or related to their knightly weapons at half BP cost (round up). They receive the Etiquette proficiency for free.

Bonus Skills

Knights may purchase the Appraisal (Armor & Weaponry) skill for half BP cost and receive an additional +3 points in the Diplomacy, Recruiting, Resist Persuasion and Riding skills skills at each level. Knights who follow a particular deity also receive the Religion skill for free upon becoming a knight of that order and gain an additional +3 points in that skill for each level attained thereafter.

Special Restrictions

A knight may not employ ranged weapons against an honorable foe, nor pole arms or other reach weapons as these may call

Knight Advancement

Level	Hit Die gained	Attack Bonus	Speed	Initiative
1-5	as fighter (d10)	as fighter	as fighter	as fighter
6	3 + reroll (d12)	3	-1	-1
7	4	4	-1	-1
8	4 + reroll	4	-1	-1
9	5	4	-2	-1
10	5 + reroll	5	-2	-1
11	6	5	-2	-1
12	6 + reroll	6	-2	-2
13	7	6	-2	-2
14	7 + reroll	7	-3	-2
15	8	7	-3	-2
16	8 + reroll	8	-3	-2
17	9	8	-3	-2
18	9 + reroll	9	-3	-2
19	10	9	-3	-3
20	10 + reroll	10	-4	-3

Hit Dice are d12 with a half-level minimum roll of 6. Attack bonus and Speed modifiers are for Knightly weapons ONLY. For other weapons, the knight remains at the skill level he attained as a fighter.

his bravery into question (although some orders may serve a particular church that promotes use of such weapons but restricts others). Against ignoble or lesser opponents a knight may use a bow or crossbow (as well as pole arms and siege weapons) with impunity.

A knight may use no armor less than chainmail, but should wear at least platemail or suffer a loss of 2 points of Honor per level until platemail is obtained, since donning armor of less than platemail is below his station. A knight may never purposely attack an intelligent foe from the rear (vermin, beasts and the like are exempt) as this may also call his bravery into question.

Alignment

Since all knights serve an order, they must be lawful in alignment, but depending on the purpose of their order, may hail from any moral background whether of good, evil or neutrality. A knight must be of the same alignment as the religion he follows (if any).

Race

Humans may become knights with no additional expenditure of BP costs once the character gains the requisite fighter levels. Other races must spend the difference.

Honor Penalties

Knights suffer a 10% EP reduction in any EPs earned while their Honor is Average, a 50% EP reduction in any EPs earned while in Low Honor and no Experience Points if in the Dishonorable category. Knights immediately become normal fighters, expelled from their order (called before their liege-lord and publicly humiliated), if their Honor ever falls into Notoriety.

Special Benefits

Knights benefit from the social rank their status provides. Tangible manifestations of this are that the Knight is automatically accorded deference unless he takes explicit steps to call his actions into question. Samples of deference include city guards going out of their way to be polite and helpful, shopkeepers attending to their needs in preference to other customers, innkeepers suddenly having superior accommodations become available and young children standing in awe.

Ranking members of society (including gentry and often the bourgeois) may offer free accommodations to a knight. Good manners alone prescribe this behavior but it is also a mark of social distinction to host such an honored guest. This is a two-way street, however, for the knight is expected to be a gregarious participant in the revelries of his host and provide engaging tales of his exploits to an audience starved for entertainment. It would be churlish to impose on a host's generosity by treating his abode as a mere inn.

Inspire Others

A knight's leadership ability allows him to inspire others to resist terror in the face of foes. Consequently, all allies within 10 feet of an active knight (i.e., not fallen, dead or asleep) gain a +4 bonus to all saving throws versus fear, fatigue and morale checks.

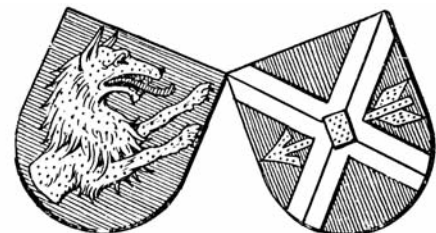
Chivalry Points

Heroic deeds are the meat and drink of knights. A knight always strives to pursue the main villain, engage the most fearsome beast on the battlefield, and so forth - and do so with conviction and in a valiant manner. A knight in Great Honor or higher receives Chivalry Points which may be spent to aid him at the key moment of a quest or mission. These points may be used to modify any of a knight's combat-related rolls (including attack, defense, damage, saving throws, pain checks, morale, fatigue and so on), but may only be used at an epic moment of the climax of an undertaking. A knight receives 10 Chivalry Points plus 1 point per level. Once Chivalry Points are expended, they are gone until the knight advances in level, at which time his Chivalry Points restore. Unused Chivalry Points do not carry over to the next level.

Code of Chivalry and the vows of Knighthood

A typical knight's Code of Chivalry (in this case serving the Halls of the Valiant) is as follows:

- To obey the church's authority
- To serve the clergy in valor and faith
- To fight for the welfare of all
- To protect the weak and defenseless
- To live by honor and for glory
- To guard the honor of fellow knights
- To keep faith
- At all times to speak the truth
- To eschew unfairness, meanness and deceit
- To refrain from the wanton giving of offense
- To despise pecuniary reward
- To respect the honor of women
- To give succor to widows and orphans
- Never to refuse a challenge from an equal
- Never to turn the back upon a foe
- To persevere to the end in any enterprise begun



THE PALADIN

(a knight subclass)

The ultimate holy warrior, a paladin is a specialized knight, dedicated to a particular lawful good deity. A paladin must always follow a true and just path in unwavering service to the chivalric code imposed by his order. Each order has its own particular code that enumerates the virtues to which all paladins of the order must adhere. Honor, honesty, valor and loyalty are qualities required of all paladins.

Class Requirements

A character may never begin play as a paladin. Rather, the status of paladin is bestowed upon the purest in body, heart, mind and spirit, and the most faithful servants of a religious knightly order and church.

To become a paladin, a knight character must:

- continue to be of strong body and stout heart (meet the knight's Str, Dex and Con requirements);
- have high leadership qualities (minimum Cha 17/01) and show distinct insight and understanding (minimum Wis 13/01);
- prove great worth (achieve at least 10th level in knight, entering the class as the character advances to 11th level (making him an 11th level paladin at that time)*

**Paladin status may be bestowed upon a knight after 11th level. In such a case, the character becomes an equal level paladin and advances from there (effectively losing one level).*

- maintain his mastery of knightly skills (per the knight's minimum skill requirements)
- have studied his faith and be nearly unshakeable in his convictions (attain at least Advanced mastery in the Religion and Resist Persuasion skills)

- have served and continue to serve a knightly order in service of a specific LG religious order
- be of sound mind and body (have no quirks, flaws or disfiguring scars)
- be a man of high honor (have Great or higher Honor)

Paladin Weapons

Lance (required)

Melee weapon (one required): short sword, scimitar, long sword, great sword, two-handed sword, mace, flail, military pick

Mounted weapon (one required): horseman's flail, horseman's mace, horseman's pick

Religious weapon (required): the paladin must become proficient in his deity's preferred weapon.

Weapon Specialization

Paladins specialize as fighters but spend 4 BP times the new bonus level for knightly or paladin weapons, or 6 BP per level for weapons falling outside this category. The paladin may not be specialized in any weapon to a greater extent than he specializes in his deity's preferred weapon.

Talents and Proficiencies

Paladins may purchase any Weapon Proficiency or combat-related Talent for or related to knightly or paladin weapons at half BP cost (rounded up).

Bonus Skills

Paladins may purchase the Appraisal (Armor & Weaponry) skill for half BP cost and receive an additional +3 points in the Diplomacy, Etiquette, Recruiting, Resist Persuasion and Riding skills at each level. Paladins continue to gain an additional +3 points in their faith's Religion skill each time they advance in level.

Special Restrictions

Alignment

All paladins must be Lawful Good. If a paladin willingly performs an evil or chaotic act, he loses 10 points of Honor.

Race

Only humans are accepted as paladins.

Honor Penalties

Paladins suffer a 10% EP reduction in any EPs earned while their Honor is in Great Honor, a 50% EP reduction in any EPs earned while their Honor is in Average Honor, no EPs if their Honor is in the Low Honor category, and immediately become normal knights if they ever fall into the Dishonorable category.

Tithes

Each month a paladin must give 10% or more of his total monthly income to his church. Failure to do so at the first phys-

Paladin Advancement

Level	Hit Dice	Attack Bonus	Speed	Initiative
1-5	as fighter (d10)	as fighter	as fighter	as fighter
6-10	as knight (d12)	as knight	as knight	as knight
11	6	5	-2	-1
12	6 + reroll	6	-2	-2
13	7	6	-2	-2
14	7 + reroll	7	-3	-2
15	8	7	-3	-2
16	8 + reroll	8	-3	-2
17	9	8	-3	-2
18	9 + reroll	9	-3	-2
19	10	9	-3	-3
20	10 + reroll	10	-4	-3

Hit Dice are d12 with a half-level minimum roll of 6. Attack bonus and Speed modifiers are for Knightly and Paladin weapons ONLY. For other weapons, the paladin remains at the skill level he attained as a fighter.

ically available opportunity results in the loss of 10 points of Honor.

Evil Clerics

Evil divine icons can force paladins to recoil with revulsion. Evil clerics can even turn paladins as they command undead, although the paladin's Will Factor is equal to his level plus Charisma modifier.

Code of Chivalry and Vows of Knighthood

Paladins must continue to follow their knightly vows and the code of chivalry.

Special Benefits

As well as the benefits accorded to a knight, paladins also receive the following benefits.

Intimidate Evil

All paladins radiate an intangible holy aura. Consequently, evil creatures from the lower planes suffer a -2 penalty on attack rolls when within 10 feet of an active paladin (i.e., not fallen, dead or asleep). Other evil creatures within 10 feet suffer a -2 penalty not only to all attack rolls, but also to saving throws, fatigue checks and morale checks.

Lay Hands

A paladin may lay hands and heal himself or others for up to 1 Hit Point per level per day (i.e., a 15th level paladin may restore up to 15 HPs per day). These may be used at any time and for any amount not exceeding the maximum. If this power is used on an undead creature or creature from the lower planes, it damages the creature a like amount.

Disease

Their god specially blesses paladins to be immune to disease of any type. Further, a paladin has the power to cure diseases in others. This can be done once per week for every 10 levels the paladin has obtained. The healing requires a 30 minute prayer ceremony and proper concentration throughout.

Spells

At high levels, paladins receive divine spells as a cleric of his religious order (yet 17 levels lower than his current level). Paladins receive no bonus spells for high Wisdom. For example, an 18th level paladin casts spells as a 1st level cleric.

Turn Undead

Paladins turn undead as a cleric 10 levels lower than their current level (e.g., an 11th level paladin turns undead as a 1st level cleric of his faith).

MULTICLASS CHARACTERS

Some characters, unable to decide betwixt classes, choose to pursue both. Such characters have spent many additional years studying multiple disciplines and continue to pursue them equally such that neither class dominates, but rather melds with the other to form a blended class of both. Such multiclassed characters carry several resemblances and thus follow several similar rules. The character gains class abilities, levels and so forth at roughly half the rate of those choosing a singular purpose (which only makes sense as the character is dividing his attentions, practice and studies). The ramifications of this are described with each class entry in this section.

Starting Age

Multiclass characters spent far more of their youth learning an additional class (1st level is the hardest and most time-consuming of all levels to attain). Therefore, characters begin play at the maximum starting age of the higher class plus d4p years.

Allowable Classes

Only fighters, mages, rangers, rogues and thief classes may be combined with other classes, several of which are presented here. A cleric may **never** multiclass as the various ecclesiastical institutions, if not the deities themselves, demand a singularity of purpose. Knights, paladins and specialist mages also may not multiclass for similar, but more worldly, reasons.

Multiclass Costs

Race	Fighter/Thief	Mage/Thief
Dwarf	30	75
Elf	30	20
Halfling	35	75
Human	25	25

The Fighter/Thief

The fighter/thief has the advantage of engaging thieflily pursuits, supported by superior martial skills in the event an operation sours. While this class does not possess all of the advantages of either class, the combination of skills allows for a stealthy character with enough brawn to carve his way out of a tight spot if necessary. The class combines strong Hit Dice, a nice attack bonus and improved Initiative.

Combat

The fighter/thief can pack a punch nearly on par with a stand-alone fighter. That ability, coupled with excellent reaction time, provides a formidable first strike lethality. The downside is that unless the fighter/thief has essentially abandoned his core competencies of both mobility and stealth by donning heavy armor, he simply isn't going to have the wherewithal to last in a prolonged melee.

He is best served by remembering that he's a welterweight fighter and to use his thieflly advantages of mobility, stealth and reactivity to avoid fighting over his weight class.

Initiative Bonus. A fighter/thief gains the perceptual awareness of a thief granting him better reaction time than a comparably leveled fighter. Beginning at fourth level, they also gain improved Initiative dice. Whatever die type is called for by the GM, the seasoned Mage/Thief improves his die type by one (or more).

Backstab. When striking an opponent that is unaware of his presence, the fighter/thief may use a dagger, knife or similarly small weapon to stab his foe in the back (yes, you may stab a giant in the back with your two-handed sword Conan but it doesn't count as a backstab!). This attack inflicts penetration damage on both the maximum die roll and said roll -1.

Rearward Strike. Whenever he strikes an opponent from behind, the fighter/thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 3 levels he possesses.

Coup de Grâce. Fighter/thieves may dispatch helpless opponents in 5 seconds.

Proficiencies

This blended class gains proficiency in shield and all armors for free. They may purchase any Weapon Proficiency at half BP

Fighter/Thief Advancement

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

Fighter/Thief Armor Penalties to Skills

Skill Attempted	Studded Leather/ Ringmail Penalty	Scalemail/ Chainmail Penalty
Climbing/Rappelling	25%	35%
Disarm Trap	15%	20%
Hiding	15%	20%
Identify Trap	10%	10%
Listening	5%	10%
Lock Picking	10%	15%
Pick Pocket	25%	30%
Sneaking	20%	35%

cost. The character may wear and use any arms or armor, but is subject to all penalties to thief abilities while so armed.

Weapon Specialization

The character may also specialize in weaponry for a mere 6 BP times the bonus level.

Luck Points

As the mage/thief, the fighter/thief starts his career with 10 Luck Points with an additional +1 Luck Point for every even-numbered level.

Skills

A beginning fighter/thief receives his first purchase of four of the following eight skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

At 2nd and each subsequent level, a fighter/thief receives one roll of the appropriate mastery die in any two of the above skills.

Advancement. This specialized skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a fighter/thief receives (at no BP cost) one roll of the appropriate mastery die in any two of the core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill).

Purchasing Other Skills. The following list of skills represent some special domains of fighter/thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Gambling, Glean Information, Observation, Salesmanship and Seduction (Art of).

The character also receives Appraisal: Arms and Armor for free at 1st level with further purchases at half price.

If a fighter/thief purchases (or receives for free) any of these skills, modify his mastery roll by +2 or by the relevant ability score modifier, whichever is greatest.

The Mage/Thief

This class affords the ability to engage in stealthy operations augmented by spell casting ability. While this class does not possess all of the advantages of either class, the combination of skills is remarkably well suited for a number of contingencies.

Combat

While somewhat better suited to the rigors of melee than associates who've solely dedicated themselves to the pursuit of magical prowess, the mage/thief should not delude himself into thinking he can hold the line with the professionals. A full-fledged thief with a brigandish demeanor may at times prove a capable auxiliary fighter. However, when dual [pointy] hating, even these meager skills are compromised. The mage/thief is well advised to use his presumed intelligence to avoid combat whenever he cannot utilize his unique skills.

Initiative Bonus: Though hampered by their bookish studies, a mage/thief nonetheless has quicker reactions and the capabil-

ity to improve markedly with experience. Beginning at fourth level, they gain improved Initiative dice. Whatever die type is called for by the GM, the seasoned mage/thief improves his die type by one (or more).

Backstab: When striking an opponent that is unaware of his presence, the mage/thief may use a dagger, knife or similarly small weapon to stab his foe in the back (short sword is too large!). This attack inflicts penetration damage on both the maximum die roll and said roll -1.

Rearward Strike: Whenever he strikes an opponent from behind, the mage/thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 3 levels he possesses.

Coup de Grâce: Mage/thieves may dispatch helpless opponents in 5 seconds.

Proficiencies

Mage/thieves may purchase Low Skill Weapon proficiencies (for knife, dagger, short sword and staff) at normal cost. Other weapon proficiencies cost double.

They get the Light Armor proficiency at no BP cost and may freely cast spells while so armored, but cannot wear Medium or Heavy armors. mage/thieves may use shields if they purchase the Shield proficiency, but cannot cast any spell while wearing it.

Mage/thieves also receive the Magical Transcription proficiency for free at 1st level.

Weapon Specialization

Mage/thieves may purchase weapon specialization. However, it costs them 9 BP for each increase in Attack, Speed, Defense and Damage. Further purchases increase in cost to 2x (18 BP), then 3x (27 BP), 4x (36 BP) and so on.

Other than the increased BP cost, this works just like the fighter's weapon specialization. This is an expensive route to take, however and highlights the fact that the mage/thief isn't the guy that should be smacking orcs around.

Luck Points

A mage/thief gains the benefit of having 10 **Luck Points** (+1 per each even-numbered level) that he may expend during the course of adventuring. Otherwise, a mage/thief's Luck Points work like those of the thief. Some examples of how a mage/thief might use Luck Points are presented here:

Whenever a player uses Luck Points, he must state some improbable event that helped him out. Unlike a standard thief, however, a mage/thief might knowingly claim that an improbable Doppler shift of magical energy weakened the spell at his precise location.

A mage/thief might expend 1 Luck Point to increase his saving throw roll against an enemy spellcaster, thus saving the lucky mage/thief from a potentially malevolent spell effect.

When using Luck Points with skills (including such things as the Mage Spell Cognition table (synergy at its best), each Luck Point expended on a skill check allows the mage/thief to alter the result of the roll by 5%.

A mage/thief can spend a Luck Point to alter his opponent's attack or defense roll by +/-1, but cannot use Luck Points to bolster his own combat or magical prowess (*i.e.*, his attack, damage or opposed saving throw rolls when casting spells). Luck Points save your character from a calamity, but do not provide a magical power surge!

Skills

While other classes have access to the 'traditional' set of skills normally associated with thieves (Climbing, Hiding, Listening and so on), the mage/thief gains the benefit of expert tutelage from his larcenous peers permitting him to more quickly master these skills.

A beginning mage/thief receives his first purchase of four of the following eight skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

Thief Skill Advancement. This specialized skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a mage/thief receives (at no BP cost) one roll of the appropriate mastery die in any two of the core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill.

Purchasing Other Skills

The following list of skills represent some special domains of mage/thieves: Acting, Appraisal, Current Affairs, Disguise, Escape Artist, Forgery, Gambling, Glean Information, Observation, Reading Lips and Salesmanship.

If a mage/thief purchases any of these skills, modify his mastery roll by +2 or by the relevant ability score modifier (see *HMB Chapter Five: Skills*), whichever is greatest.

Mage/Thief Advancement

Level	Hit Die gained	Total Spell Points	Saving Throw bonus vs. Spells	Attack Bonus	Initiative	Initiative Die
1	d4	60	0	0	+1	standard
2	re-roll	100	0	0	+1	standard
3	d6	140	+1	0	0	standard
4	re-roll	165	+1	0	0	one better
5	d4	190	+1	+1	0	one better
6	re-roll	225	+1	+1	0	one better
7	d6	260	+2	+1	0	one better
8	re-roll	300	+2	+1	-1	one better
9	d4	340	+2	+1	-1	one better
10	re-roll	390	+2	+2	-1	two better

Mage/thieves may purchase the Arcane Lore skill for half price (5 BP) during character creation. If they do, they gain an additional skill point in this skill when they advance in level.

Mage Spells

Mage/thieves begin play with but a lone apprentice spell (no doubt the result of playing hooky and hanging out with “the wrong crowd” while his peers were busy studying). They are also slower at gaining the capabilities to cast more powerful spells and learning how to channel magical energies (the latter reflected in reduced spell points). Other than these noted deficiencies, they cast spells in the same manner as a ‘professional’ mage.

Spell Books

A mage/thief begins play with but one Apprentice spell. He received this spells from his mentor, instructor or (more likely) stole it during training (prior to 1st level). Thereafter, a mage/thief can learn spells taught by others or attempt to learn spells found in scrolls, musty libraries, captured spell books and so on. This is handled according to the rules listed under the mage class in *HackMaster Basic*.

Each time a mage/thief gains a level that qualifies for a new spell (i.e., 2nd, 3rd, 5th, 7th and 9th) and spends at least one week pilfering libraries or conning an instructor, he gains a new spell of the level granted by his increased experience (e.g. a 2nd level spell is gained upon reaching 5th level). The GM determines the new spell randomly, but the Mage Spell Cognition check is automatically successful.

Mage/Thief Spell Arsenal

Level	Spell Levels
1	a
2	a, j
3	a, j, 1
4	a, j, 1
5	a, j, 1, 2
6	a, j, 1, 2
7	a, j, 1, 2, 3
8	a, j, 1, 2, 3
9	a, j, 1, 2, 3, 4
10	a, j, 1, 2, 3, 4



HackMaster Previews

We hope you enjoy the *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 *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/forums>, scrolling down to the *HackJournal* forum and opening the thread entitled “[HackJournal submission FAQ and release form.](#)”

NEW RELIGIONS

Clerics of The Dark One

Alignment: Lawful Evil

Spheres of Influence: Dusk, Darkness, Moonless Nights

Tenets of the Faith: The Dark One (also called Blacksoul, Blackmourn, Devourer of Light, Eyeless One, Ruler of the Night, Lord Midnight, Lord Twilight, and the Lurker in the Void) is the patron god of darkness.

The Knights of the Black Pit dedicate themselves to smothering Tellene in total darkness. They fanatically adhere to the teachings of the Book of Endless Night, an unholy writing from a bygone era. The ancient manuscript speaks of the Time of the Void, a time when Lord Midnight will devour the sun and Tellene will be cloaked in eternal blackness. The Church of Endless Night teaches that when the Assembly of Light and its allies are destroyed, this prophecy will come to pass.

Besides vigilantly opposing the Assembly of Light (clerics of The Eternal Lantern), the Knights of the Black Pit are constantly preparing themselves for the Time of the Void. Because these clerics believe the world will be devoid of light, they regularly practice combat in total darkness and in underground or confined areas. Additionally, clerics of Blackmourn learn the necessary survival skills for life below the surface.

Just as important as the removal of a cleric's own eyes (see Advancement, below) is bringing the bounty of her god to another. Therefore, when in battle, these clerics will strike for their opponent's visual organs. A Knight will taunt and goad his opponent into speaking; this allows the cleric to home in on his foe's eyes.

Each potential cleric must undergo a ceremony, known as the Cleansing, before earning a place in the clergy. A group of Dark Friends places the future congregant at the bottom of a dark pit. They then leave the aspirant in the pit, providing only food and water, until the Pitmaster believes the aspirant is ready to become a Knight. The time varies, depending on the individual; however, it is seldom less than a year and never less than two months. The aspirant then trains in the way of the Knights of the Black Pit.

A form of the Cleansing also takes place on unwilling participants, usually children and those whose eyes have been taken for sacrifice. The victim is brainwashed to believe that only the Eyeless One can give them the power to see again. As they adapt to their new environment and learn to function in the dark, they come to believe that the Knights are correct. At this time, the brainwashing is complete and the victims are admitted to the congregation.

Preferred Weapon: Short sword

Other Weapons Permitted: Any hacking or piercing melee weapons

Armor Permitted: Scalemail or any armor of lesser protection

Divine Icon: The divine icon for Knights of the Black Pit is a small leather pouch filled with former sacrifices.

Bonus Skills: Hiding, Listening,* Survival

*At second level and every level thereafter, Knights of the Black Pit receive +3 additional skill points in the Listening skill.

Powers: Command Undead; may specialize in short sword and one other piercing melee weapon as a fighter; a 1st level Harvester suffers only dim light penalties to attack and defense when fighting in total darkness; a 6th level Harvester suffers no illumination penalties when fighting in total darkness.

About The Church of Endless Night

Priesthood: Knights of the Black Pit

Symbol: An eyeless raven gripping a bloody eye.

Colors: Black.

Place of Worship:

Underground temples, with all lights extinguished, are the typical houses of worship for Knights of the Black Pit. Although the layout of any given temple of the Church of Endless Night varies by location, one constant is a bowl of burning incense that



produces a thick, black, lingering smoke. Since the smoke represents the embodiment of the Dark One, priests will expose themselves to great danger to maintain the fire's safety.

Worshippers of the Dark One do not meet regularly. Worshippers lock themselves in a pitch black room and say prayers for an hour. If more than one worshipper lives together, they pray in separate rooms or at different times to maximize their isolation.

Holy Days: Any lunar eclipse (new moon) is considered an unholy day, but a solar eclipse is the unholyest day of all. Overcast, dark nights are also revered.

When the moon of Diadolai is eclipsed by a smaller moon, the church calls for the Darkening. They perform mysterious ceremonies in total darkness (their canon calls for "a thousand blind steps" before the ritual area is entered). They sacrifice the eyes of a sentient creature, preferably a worshipper of the Eternal Lantern, to the Dark One. If a faithful worshipper volunteers for this sacrifice, the congregation bestows a considerable amount in gifts in admiration upon him.

A lunar eclipse or - better yet - a solar eclipse is the most revered night of all. Clerics of the Eternal Lantern might be held captive for weeks in anticipation of this night. The higher the rank of cleric, the greater the prestige for both the character that captured him and the cleric who actually performs the ceremony.

Sacrifice: Sacrifices are visual organs, preferably from a sentient being. These are used to create holy icons.

Raiment: Needless to say, clergymen of the Church of Endless Night, who tend to perform their worship in dark, underground caverns, are not particularly preoccupied with fashion. The vestments of these Knights are always plain, jet black robes. Most clerics of the Dark One own no other clothing save for the terrible masks they wear during ceremonies and

rituals. Faithful members are prohibited from intentionally trimming their fingernails, although there is no violation if a nail breaks accidentally.

Deity's Appearance: The Dark One always appears as a shapeless, amorphous cloud of complete blackness.

Advancement: To climb the church ladder, one must gather sacrifices and slay members of the Order of Light. Upon becoming a Dark Rider, each cleric must display his unswerving loyalty to the Dark One by removing his left eye. When a cleric attains the level of Pitmaster, he must now remove his right eye as well. Whenever a Dark Rider or Pitmaster removes an eye, a one-day-long celebration follows this act of reverence.

Sayings: "Darkness is enlightenment." - "The black void is near." - "He shall swallow the light and consume the soul." - "See the darkness." - "Blessed are the blind, for they see only darkness."

Clerics of The Eternal Lantern

Alignment: Lawful Good

Spheres of Influence: Day, Light, Dawn

Tenets of the Faith: The Eternal Lantern (also known as the Shining One, Lord of Luminosity, Radiance) claims sway over day, light, and certain special times of sunlight (dawn, noon). Clerics of the Eternal Lantern dedicate themselves to the banishment of the evil that lurks in the shadows of the night by bringing all creatures into the purifying light of Radiance. The Cathedral of Light preaches that only by walking in the light of the Lord of Luminosity can one save one's soul from the taints of darkness. The main weapon against evil in the arsenal of the clergy is conversion. All clerics must go on a one-year mission to gain converts and bring them into the flock.

During the darkest hours of the night, the clerics act as sentries by walking through cities, towns and villages with lanterns and torches to help the Lord of Luminosity hold back the darkness. This ritual is known as the "Dark Watch." Clerics of the Eternal Lantern are often found as members of bands who assist a town watch or city guard in protecting the settlement from evil.

Sworn enemies of the undead and the minions of darkness, quests of the clergy tend to be forays against such creatures of the night. An active vampire, lich or mummy is sure to spark vigorous activity from the Cathedral of Light. Sermons at weekly services advise worshippers how to protect themselves from the undead, while junior clerics initiate exploratory missions to discover the nature of the threat. Higher-level clerics organize the final strike, usually leading them personally. Even the aged can participate in these holy quests, where the power of faith is tested against the evil of the undead.

Members of the Order consider their ability to turn undead the most basic and pure demonstration of their faith. Lacking the rigid structure of spell casting and stemming directly from a combination of the cleric's faith and the Eternal Lantern's favor, this channeling of positive energy is a cleansing experience. It's a reaffirmation of the Eternal Lantern's love for living

things and hatred of the abomination of undeath. Great clerics often claim epiphanies during the moment of its use.

The Cathedral of Light does not preach the value of physical might at arms. They know that the undead take many forms, and not even the mightiest warrior's strength is a reliable weapon against an opponent lacking in corporeal form. Thus, they urge the mastery of divine spells over skill with steel. Nevertheless, they are quite capable of defending themselves in combat.

Preferred Weapon: Mace

Other Weapons Permitted: Any

Armor Permitted: Any, but no helmets

Divine Icon: The divine icon for the Cathedral of Light is a carving of the faith's holy symbol. The color and material also varies, depending upon the cleric's rank in the Order.

Bonus Skills: Fire-building, First Aid, Literacy

Powers: Turn undead with a +2 bonus. +1 bonus to attack and defense against undead. All light-related spells are cast two levels earlier than other clerics. Can cast the mage spell Amplify Illumination as a 1st level cleric spell. +1 bonus per level save bonus against undead energy draining attacks.

About The Cathedral of Light

Priesthood: The Order of Light

Symbol: Half of a shining sun, as if seen over a horizon.

Colors: White, yellow and gold.

Place of Worship: Worship of The Eternal Lantern takes place in open-air temples, found in many cities. Altars and shrines dedicated to Radiance exist in small towns and villages.

Holy Days: The summer solstice is the highest holy day for the Cathedral of Light. On this day, the sun blesses Tellene with her presence longer than any other day during the year.

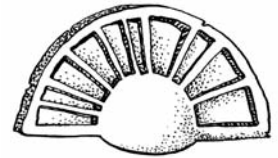
Sacrifice: Members of the Order sacrifice small white, yellow or gold gems on a monthly basis.

Raiment: The Order of Light wear white or yellow robes according to their rank. It is not uncommon for some clerics to have pieces of shale or other shiny materials sewn into the weave of their robes to add a scintillating appearance to them.

Deity's Appearance: The Eternal Lantern appears as a beautiful young lady with porcelain white skin and gleaming golden hair. Her garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer).

Advancement: Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch.

Sayings: "Rest now to celebrate the new day." - "Daylight soothes you. Dawn warms and moves you. The sun's rays caress you until you slip away. Oh the lovely light of day." - A morning prayer (often sung): "Oh shine on me to make them see, such a wonderful sight in the new dawn's light. Rest they may, but soon comes day. And I wish them to see your glory gleam." - A line said to foes conquered during the Dark Watch: "You shall never again dream or



see the great light. Darkness disperse. I claim the night.” - A farewell: “Push the day into the night.”

Clerics of Thrain (aka The Wise One)

Alignment: Lawful Neutral

Spheres of Influence: Wisdom

Tenets of the Faith: Clerics of The Wise One (also known as the Eye Opener and the Lord of Intuition) are respected as the wise men and women of the lands. However, they are not devoted exclusively to the study of books; wisdom comes from experience. Unlike most scholars, with their noses buried in tomes, clerics of the Wise One are active in the world and give counsel to those who need it. Often, the price for a Seeker's advice is a riddle, a bit of arcane knowledge or some other useful information.

After acceptance into the Seekers of Sagacity, an uninitiated adept spends five years within the temple learning the wisdom of the ways of Thrain. A Seeker spends her next five years traveling the world. During these years, known as the Seeking, the cleric carefully observes all that she encounters.

The cleric then returns to the temple where she chooses the way she will serve the Wise One. She may choose to become counselor to a lord or king who has requested a new advisor. She may choose to remain at the temple and give advice. Alternatively, she may choose to continue traveling the world to impart the wisdom of the Lord of Intuition.

Seekers of Sagacity tend to avoid combat unless necessary. They prefer a battle of wits, with an arsenal of riddles prepared for such a competition. Nevertheless, they train themselves in the ways of armed combat; not all opponents have the capacity to clash in ways other than force.

Seekers often solicit sphinxes to share riddles and arcane lore. The constant quest for new pieces of knowledge and riddles drives many Seekers, and many adventure to solve mysteries or explore the vast unknown. Seekers of Sagacity find equal challenge in exploring an ancient lost city as in unraveling a mysterious theft in a teeming metropolis.

Seekers of Sagacity often display an air of indifference to physical danger. They reserve their energies for the confronting the truly worst source of doom: ignorance. Seekers, while capable of defending themselves and bringing stability and knowledge to the land by defeating the forces of chaos and violence, know that the greatest enemies cannot always be defeated through magic and force of arms.

A Seeker typically believes he can talk his way through any challenge involving an intelligent opponent, and prefers a diplomatic solution whenever possible. Seekers of Sagacity are open and friendly towards all reasonable beings regardless of social class, for they know wealth and class is rarely an indicator of wisdom.

Preferred Weapon: Seekers of Sagacity prefer missile weapons and pole arms when outdoors, and a staff in melee combat.

Other Weapons Permitted: Any crushing weapon.

Armor Permitted: Any, but they may not wear helmets.

Divine Icon: The divine icon for Seekers of Sagacity is a silver owl pendant or a beech staff.

Bonus Skills: Current Affairs, Glean Information, History (Ancient), Language,* Literacy, Riddling

*Each time a Seeker of Sagacity advances in level, he receives an additional +3 skill points in one of his current Language skills (cleric's choice). At 3rd level and every odd-numbered level thereafter, a Seeker of Sagacity also receives (at no BP cost) his first purchase of a new Language skill.

Powers: The cleric's range and duration are doubled when casting Moderate Emotion: Reduce Fear. +4 bonus to saving throws versus all spells that charm, enchant or befuddle the mind. Immunity to all negative emotion spells (e.g., Frighten, Panic). The cleric may cast the mage spell Translate as a 1st level cleric spell.

About The Order of Thought

Priesthood: Seekers of Sagacity

Symbol: An owl in flight grasping a staff in its talons.

Colors: Light brown.

Place of Worship: Temples to the Eye Opener can be found in cities, towns and villages. Worship of Thrain involves hymns and songs, but it also involves puzzles posed to the group by one of the clerics. Individuals may discuss the puzzle among themselves or ponder the question silently, but they are encouraged



to be industrious in their pursuit for knowledge. Different difficulties are offered to worshippers of different ages and ability, and moving to a more challenging group is an occasion for congratulations and respect.

Holy Days: During the spring and fall equinox, the worship challenge is reversed for the celebration of the Feast of Enlightenment. The worshippers ask questions of the clerics, who share their answers and their thought processes with the worshippers. Typically, the worshippers make an offering before asking a question, so these events generate a large portion of the faith's income for the year.

Sacrifice: On the first day of each month, Seekers of Sagacity burn beech twigs in sacrifice to their god.

Raiment: Clerics of the Order of Thought are philosophers and teachers, and have little time or concern for fancy clothing. They wear simple linen robes or tunics of light brown. Although many Seekers of Sagacity keep their head unadorned on a day-to-day basis, each wears a special low, black, flat-topped hat. The greater their rank in the church, the more owl feathers are attached to the hat. Many of the younger clergy, who tend to be more in tune with the modern youth of the day, have taken to dangling their owl feathers from a leather thong which hangs down 8 to 10 inches from their hat.

Deity's Appearance: The Eye Opener appears as an older being with white hair, garbed in light brown robes and carrying a beech staff (named "the Staff of Wisdom").

Advancement: Advancement within the Order of Thought is by seniority. Therefore the oldest cleric is usually the leader of the Seekers of Sagacity. In addition to learning basic skills during training, clerics must solve a riddle. They may not advance until they answer it correctly. A cleric may hazard three answers. If all are incorrect, the Order demotes the Seeker.

Sayings: *"Violence is the last refuge of the wise."* - *"At last, his eyes are open."* - A greeting: *"What can you teach me?"* - A farewell: *"Keep your senses about you."*

Clerics of Grawdyng (aka The Harvester of Souls)

Alignment: Neutral Evil

Spheres of Influence: Death, the Underworld.

Tenets of the Faith: The Harvester of Souls (also known as Ruler of the Dead, Bringer of the Grave, King of the Undead, and Lord of the Underworld) is the god of death and the underworld. The Harvesters are the Lord of the Underworld's messengers of death and collectors of souls. Well known for their eagerness to take a life and their willingness to die while taking one, members of the Congregation of the Dead kill for the sole purpose of sending the souls of their victims to their Lord. The Harvesters believe that Grawdyng needs the souls of victims in order to gain enough strength to enter the world and make the other gods submit to His will.

The Harvesters know that through their actions and devotion to the King of the Undead they will be rewarded at death with undead status. The number and strength of the souls that a

cleric takes directly reflect on his future undead status and dying whilst attempting to take a soul is said to grant automatic undeath. However, many clerics fear dying before harvesting enough souls, and thus attaining only zombie status. Therefore, there is a great tension between risking an early death to slay powerful foes that presumably have strong souls, or going the safe (but slow) route of butchering helpless peasants and children. The ultimate goal, of course, is never to actually die, but to be granted lich status.

The most powerful High Harvesters of the Congregation of the Dead are actually vampires or liches that serve their dark god eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead clerics typically do not allow their victims to become undead, for such status is only for the deserving. Powerful individuals are, however, considered to be highly prized victims that are worthy of serving in this capacity.

The Harvesters adorn their weapons and themselves with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they wield them. The sounds created by a group of clerics in combat will send shivers up the spine of even the bravest warrior.

Preferred Weapon: Sickle or scythe only.

Other Weapons Permitted: None.

Armor Permitted: Any. May not employ shields.

Divine Icon: The divine icon for the Harvesters is a small golden sickle.

Bonus Skills: Arcane Lore, Blacksmithing/Metalworking, History (ancient), Literacy

Powers: Command Undead with a +4 bonus; sense presence of undead within 60' radius; may cast Animate Skeleton and Animate Dead.

Deathly Fear: A coven of seasoned Harvesters (consisting of no less than three clerics each of at least ninth level), may through joint effort invoke a frightening visage that preys upon a mortal creature's innate fear of death. This visage is both visual and empathic and affects all within 50 feet save anointed adherents of the Congregation of the Dead.

Harvester Advancement				
<i>Level</i>	<i>Hit Dice (d10)</i>	<i>Attack Bonus</i>	<i>Speed</i>	<i>Initiative</i>
1	1	0	0	0
2	1 + reroll	+1	0	0
3	2	+1	0	0
4	2 + reroll	+2	0	0
5	3	+2	-1	0
6	3 + reroll	+3	-1	-1
7	4	+3	-1	-1
8	4 + reroll	+4	-1	-1
9	5	+4	-2	-1
10	5 + reroll	+5	-2	-1

Those within the area of effect must make a contested saving throw versus the priest leading the coven (*i.e.*, the highest leveled one). Those failing their save flee in terror for $Xd10p$ seconds (where X is the lead priest's Harvester class level). Those failing their save by 6 or more also drop any items they were holding as they flee in panic.

This power has no restriction on usage but requires 20 seconds to invoke.

Special: Harvesters utilize their own advancement chart at 1st and all higher levels.

About The Congregation of the Dead

Priesthood: The Harvesters

Symbol: A skull and scythe.

Colors: Black and bone white.

Place of Worship: Temples and altars dedicated to the Harvester of Souls are located in or beneath graveyards. The Congregation of the Dead makes their sacrifices during the full of Veshemo. Humans are preferred, but other races suffice if no humans are nearby.

Temples of the Congregation of the Dead lie amid or beneath graveyards. Temples above ground are usually stone and designed like a large mausoleum. Even these temples usually have underground levels, especially for the clerics' personal chambers.

Cathedrals are windowless stone buildings with an angled roof. The front has four or six columns in the shape of flesh golems. Interior doors are always of stone. Decoration includes skeletal bas-reliefs and epitaphs taken from the grave markers of the faithful.

Holy Days: The high unholy day, known as the Soul Harvest, takes place on the night of the harvest moon (Veshemo, during the autumnal equinox). Celebrants bring a mass of captives for a communal sacrifice. The faith teaches that each worshipper gains credit for these kills, multiplying their value for the purpose of attaining greater undead status after death.

Sacrifice: Humans or other sentient beings are sacrificed every full moon (Veshemo). During the Soul Harvest (see Unholy Days, above), as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one cleric is offered up to the Harvester of Souls. The sacrificial cleric can be from any religion, and a member of the Congregation of the Dead is offered if no other cleric is available.

Raiment: The Congregation of the Dead's clergy, like the image of their grim reaper patron, wear jet black, flowing robes generally made of linen or wool. All Harvesters, save for the Novitiates, also wear pendants whose color indicates their level within the church. The Harvesters adorn themselves and their weapons with skulls.



Deity's Appearance: The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing yet empty eye sockets. The Harvester of Souls wears a black robe and wields a large scythe.

Advancement: Advancement within the Congregation of the Dead is by number of souls harvested, seniority and undead status.

Sayings: *"It is time."* - *"Time to see the King."* - *"He is the final Word, the End for all."* - *"There is no use in trying, you cannot avoid him."* - *"When the Ruler calls, all beings answer."* - *"Undeath is the culmination of all existence."* - Before slaying another: *"Your soul is ripe."* - Teachings: *"The only glory greater than dying for the Master is bringing his bounty to another."*

Clerics of The Locust Lord

Alignment: Neutral Evil

Spheres of Influence: Famine, hunger, and starvation

Tenets of the Faith: The deity is also known as the Harbinger of Hunger, Baron of Starvation, Provider of Famine, Cropslayer, Beastfouler, Gluttonous One and Devourer of All.

Clerics and followers of the Locust Lord call themselves members of the House of Hunger, and practice fasting as a way of life. They sacrifice food and fast to appease their god. To spread famine, they secretly destroy a town's food source. This usually involves the poisoning of livestock and the burning of crops. Then, when all seems lost, the evil clerics (known as the Gaunt) march into town leading carts laden with food. Under the guise of saviors, they attempt to become town council members or officials. If successful, they soon gain control of the town's food supply. Slowly they cut back on the food, telling stories of failed crops, locust swarms and diseased livestock.

When the townsfolk become weak and dependent, the Gaunt begin to actually starve them. This, of course, causes anger, usually to the point of revolt. The Gaunt handle this rebellious behavior by agreeing to redistribute the available food. They give no food at all to the biggest protesters and give the dissidents' shares to the others. The Gaunt take the main protesters captive and secretly starve them as a sacrifice to the Locust Lord. They inform the others only that the naysayers departed for greener pastures and that those remaining may help themselves to the deserters' food, land and valuables. Most townsfolk neither complain nor dare question this new boon.

When rebellion becomes inevitable, the Gaunt destroy whatever is left of the food stores and flee. Done properly, the Gaunt depart just before winter, leaving the town with no food supplies during the upcoming cold season.

Preferred Weapon: Crushing weapons only

Other Weapons Permitted: None

Armor Permitted: Any

Divine Icon: The divine icon for the clergy is an ornate goblet with a hole in the bottom.

Bonus Skills: Agriculture, Animal Husbandry, Literacy

Powers: May cast Minor Influence (see *HackJournal* #31) once per day for every two Gaunt levels, in addition to all other spells; may cast Taint Water and/or Taint Food once per day in addition to all other spells; may cast the 2nd level mage spell Charm as a substitute for a 2nd or higher level cleric spell; may cast Influence as a 3rd level cleric spell; may cast Pestilent Swarm as a 5th level cleric spell; may cast Mass Influence as a 9th level cleric spell

Summon Vermin: Clerics of the Locust Lord have the ability to summon insect or animal pests that feed upon or otherwise destroy food crops. While not a “whiz bang” combat feat, it is nonetheless a formidable power. As a role-playing effect, adjudication of its effects are left to the GameMaster depending upon the nuances of the campaign. However, the following guidelines should be followed: Only very powerful priests of the Cropslayer (*i.e.*, 20th+ level) receive the power to invoke a devastating effect such as a cloud of locusts that darkens the sky. Lesser clerics are accorded far less generalized means of causing hardships, decreasing in scope and severity such that novice followers of the Gaunt are capable of doing little more than causing an inconvenient drop in production for a lone farm.

The range of possible effects is nearly endless given the myriad of plant diseases and pests occurring in the world. As this power is granted but once during any growing season, there is ample time to thoroughly research possible manifestations of this power.

About the House of Hunger

Priesthood: The Gaunt

Symbol: A goblet with a hole in the bottom and death oozing out.

Colors: Gray and burgundy

Place of Worship: Services to the Locust Lord take place in wilderness temples. The House of Hunger’s regular services involve the creation of an elaborate meal, including fresh bread and savory sweets. Anything that smells tasty is appropriate. During the service, which includes hymns, parables and a sermon, worshippers must endure the groaning of their stomachs and parched throats. Finally, after waiting patiently, they destroy the food in an act of sacrifice.

The largest temples of the Gaunt are said to exist in Bet Kalamar, Aroroleta and Gaketa.

Temples to the House of Hunger are often shaped like local granaries, in mockery of the plentiful food they wish to destroy. In fact, secret faiths often break into real granaries and hold their services there while destroying food. They use a sack of grain or a cask of wine as their altar; in dedicated temples, the altar still takes the form of a barrel.

The clerics sometimes erect cathedrals on the ruins of villages and towns they have starved to death. These isolated cathedrals are bolder in design and more open in their admission of members than are the lesser temples, since the need for secrecy is less imperative. The resemblance to a granary in these cases is more abstract: these cathedrals have a loft upon which the clerics

stand amid food stores. Worshippers stand on the floor, unable to reach the loft.

Some of the Gaunt have begun preaching the imminent physical manifestation of the Locust Lord on Tellene in the near future, leading to an increase in the faithful’s already active efforts at spreading hunger. According to the belief, the Locust Lord will soon come to Tellene and spend six years personally purging all the lands. The only survivors will be those that remained faithful to the Locust Lord during this time.

Holy Days: The House of Hunger celebrates the moon Diadolai’s waning, especially during the winter months of Frosting and Snowfall. On the 3rd day after the full moon, the House of Hunger celebrates Leantimes, a day of fasting. Worshippers eat only bread and may not drink any fermented drink. At dusk, they light small candles or tapers and say a short prayer to the Locust Lord.

Sacrifice: Livestock and burnt or spoiled crops are sacrificed during the waning moon. Clerics fast when asking for a special favor, and may not eat for at least twelve hours before praying for spells. Prisoners are always starved as a tribute to the Cropslayer.

Raiment: Followers and worshippers wear gray robes, although the Gaunt wear simple burgundy robes, usually of thick, comfortable material. Wealthy clerics always choose velvet as their material. Clerics and followers alike wear brass skullcaps.

Deity’s Appearance: The Locust Lord appears as a large, grotesque and inconceivably obese being with tiny arms and legs. The gluttonous being is always munching on some morsel of rich food.

Advancement: Advancement within the Gaunt is through nomination and then election (both are done by superiors). Clerics must fast for two weeks, taking in only liquids before advancing to the next position. The Gaunt take no titles themselves for their rank. The House of Hunger identifies no holy seat and no official leader.

Sayings: *A plague on your household. – The green horde cometh. – Your flock will be stricken and your crops will wither before Cropslayer. – Only the Gluttonous One can save you from your hunger. – We will swarm our enemies like locusts do the fields.*

Clerics of Draper (aka Risk)

Alignment: Chaotic Neutral

Spheres of Influence: Thievery, Gambling, Luck

Tenets of the Faith: Risk (also known as Old Lucky, Master of Stealth, Prince of Chance, and King of the Dice) is the god of thievery, gambling and luck. Clerics and followers of Old Lucky are aggressive in nature. All clerics train in the finer skills of thievery and gambling, and make challenges or bets on a daily basis just for the sake of doing so. Sometimes Challengers take these bets simply to put others into a chancy situation. A dare gone badly can sometimes be remedied by a cleric of Risk, as they generally do not intend malice.

The Challengers of Fate are firm believers in taking advantage of any opportunity to gain something, and they believe that the early bird catches the worm. Thus, when adventuring, clerics of Risk rise early on the first day of the week and pilfer something. They enjoy taking full advantage of the hospitality of others to set them up as the victims of a con. A Challenger's main goal is to dupe her victim, leaving him none-the-wiser.

Draper never grants favors to his clergy or followers without a dare or bet being involved. He rewards worshippers for taking chances, regardless of the outcome. The Church of Chance runs legal and illegal gambling houses and controls many thieves' guilds.

Challengers of Fate are drawn to the danger of adventuring - a test of their skills, luck and fate. The great risks, balanced by the imminent threat of death, maiming and tragedy, create an irresistible lure for any Challenger.

Challengers of Fate may be relatively weak combatants in comparison to a fighter, but they believe it makes life a greater challenge. They dislike spells that give them a guaranteed chance of success, but they do like to increase odds in their favor.

Preferred Weapon: none

Other Weapons Permitted: All weapons usable by thieves

Armor Permitted: As thieves

Divine Icon: The divine icon for Challengers of Fate is a pair of silver six-sided dice connected by a silver chain.

Bonus Skills: May choose four bonus skills from the following list: Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking. Upon advancement, gain one roll of the mastery die in any two of these skills (chosen randomly)*.

** Priests of Old Lucky are expected to seek out novel challenges. As such, focusing on certain skills that reduce challenges (i.e., taking Identify Traps and Lock Picking every level) is a mortal sin. In order to disabuse supplicants of this vice, elders choose random skills with which to enlighten the novice. Thus, each time the cleric advances to the next level, roll a d8 on the skill advancement chart. If the same result comes up both times, that's fine - clearly the Prince of Chance felt that mastery of said skill was an urgent concern.*

Each time a Challenger of Fate advances in level, he receives an additional +2 point increase to certain related skills (Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Glean Information, Observation, Reading Lips, Salesmanship and Seduction). The cleric also receives his first purchase of the Gambling skill free of charge and receives an addi-

Random Skill Advancement	
Roll (d8)	Skill
1	Climbing/Rappelling
2	Disarm Trap
3	Hiding
4	Identify Trap
5	Listening
6	Lock Picking
7	Pick Pocket
8	Sneaking

tional +3 point increase in this skill each time he advances in level.

Powers: Clerics receive 30 Luck points plus one per level. These Luck Points work as those of the thief, although the cleric can also use them to try and increase the chance of gaining a particular spell (see below).

Spell Restrictions: In the true spirit of luck and chaos, all clerics are granted random spells after their daily prayers. To compensate for the chance factor, one additional spell of each level is granted. Thus, a 1st level Challenger of Fate can cast two spells from the 1st level spell list, plus any bonus spells due to high Wisdom.

As mentioned above, luck-increasing devices or spells may be used to increase the chance of gaining a particular spell. The GM may optionally allow an opposed saving throw (vs. d20p) in order for a character to gain a specific spell. However, Old Lucky does not look kindly on this behavior, especially if it is done often. Using this technique negates any bonus spells for that level.

Also, if the specific spell(s) requested are not granted, then not only are the spells chosen at random but the cleric does not know which spells are in his repertoire until the moment of casting. If the same spell is rolled twice, it simply indicates that the Prince of Chance felt that said spell may come in particularly useful.

About The Church of Chance

Priesthood: Challengers of Fate

Symbol: The holy symbol of the Challengers is a pair of six-sided dice.

Colors: Gray, dark brown and black.



Place of Worship: Worship of Risk can occur anywhere, at any time. Churches and shrines draw no symbolism or power from a particular location. Brief services allow worshippers a chance to compare brave or foolhardy tasks undertaken during the week and be assigned newer and even more dangerous challenges for the next week. Tithes are given in the form of wagers on cards or dice, with the odds stacked heavily (but obviously) in the favor of the house. The Challengers of Fate proudly point out that theirs is the only faith on Tellene in which you can not only keep your tithe but also go home richer.

Temples of the Church of Chance are glittering buildings designed to attract attention in any way. Ribald images on the walls, exotic slave girls tending to the worshippers, musicians in the faith's employ—anything the clerics can provide to make the temple entertaining to the worshipper is a possibility. The temple construction is usually light and open, with the largest area devoted not to prayer or sermons, but to gambling tables. Dice, cards, booths for placing bets on races or other sporting events, and nearly any gambling venues imaginable fill the space.

Cathedrals are huge affairs, providing a variety of services so that worshippers never have to leave. Rooms are available to rent. Restaurants provide worshippers with food. Luxurious baths refresh the worshippers between activities.

Holy Days: When the moon of Diadolai is new, worshippers must sacrifice an item that was exceptionally difficult to steal or perform an exceptionally risky task. Clerics are held to high standards in this regard and local authorities carefully follow anyone known to be a cleric of Risk during the dark of Diadolai.

Sacrifice: A Challenger must pilfer an item or perform an exceptionally risky task on the first day of the week.

Raiment: The Church of Chance does not require a specific uniform for its clergy, though they tend to favor dark clothing to avoid drawing much attention to their illicit deeds. Gray, dark brown and black are common colors.

Deity's Appearance: Risk appears as a dark cloaked figure of indistinguishable height, with its face concealed beneath a hood.

Advancement: Advancement is based on challenge of superiors. Before advancing, a cleric must defeat a superior in a mission to steal an item for the Church of Chance. A roll of the dice randomly determines the mission that the clerics must undertake. For example, Challengers may be required to steal a magical ring currently in the ownership of a local mage. If successful, the ring is given to the Church (though anything else picked up along the way, the clerics can keep for themselves). The higher the cleric's level, the more risk is involved.

Sayings: *"A first impression is your best chance to take advantage of someone."* - *"Nothing ventured, nothing gained."* - *"Better to regret something you've done than something you have not."* - *"Better to ask forgiveness than permission."* - *"What have you got to lose?"* - *"With sure swift fingers, no money lingers."*

Clerics of The Traveler

Alignment: Neutral good

Spheres of Influence: Travel, Stars

Tenets of the Faith: The Traveler (also known as Bright Eyes, the Nimble Navigator, and the Voyager) is the deity of travel and stars. Followers of the Nimble Navigator journey for the simple joy of traveling. His followers believe that he placed the sun and stars in the heavens to enjoy while he traveled. The Traveler has a large following among merchants and often non-worshippers who wish to ensure a safe journey pay the Voyager homage.

Due to the travel requirements for advancement, Journeymen often seek employment as escorts or guides for merchant caravans. Like Bright Eyes, Journeymen prefer to go unnoticed. However, they will not ignore evil if they find it and clerics always keep in mind a tale of the Traveler encountering and destroying an evil army using the same road as he.

The Journeymen see it as their duty to ensure that roads and travel routes are safe from brigands and pirates. Accordingly, they will go out of their way to defeat those that waylay others or restrict travel in any way. Additionally, Journeymen feel that if they can clear a land of evil, the remaining good peoples will be free to move about without fear of harm. Generally, their beliefs pose them against the feudal system and indentured servitude and other governmental restrictions on the movement

of people. As a result, they are often at odds politically with the local government. They tend to dislike tolls or other monetary deterrents to travel for the same reason, unless they perceive such measures being used to improve the route, in which case, they heartily approve.

Adventures happen to Journeymen while on the road. Bandits, monsters, wars and other impediments to free travel are their main enemies. They especially hate road agents of all types (especially pirates) and some Journeymen travel great distances to thwart or defeat them.

Journeymen exhibit a strong wanderlust, a desire to meet people, and a need to see new things. Their class abilities and divine spells allow them to travel great distances, with each new experience adding a small image to the tapestry of their lives.

Preferred Weapon: Staff

Other Weapons Permitted: Any

Armor Permitted: Any, but prefer lightweight armor

Divine Icon: The divine icon for Journeymen is a silver star.

Bonus Core Skills: A beginning Journeyman receives one purchase (at no BP cost) in each of the following core skills: Astrology, Boating, Cartography, Current Affairs, Direction Sense, Language, Literacy, Navigation, Seamanship, Riding, Survival, Survival (Urban), Swimming, Weather Sense.

At each subsequent level, he receives (at no BP cost) one roll of the mastery die in five of the core Journeyman skills listed above. Note that one and only one roll of the mastery die may be taken in a particular skill during advancement. However, a cleric may opt to make additional purchases in their core skills with BPs gained from their initial allotment or during advancement.

Furthermore, when a cleric of the Traveler purchases any of these skills, the mastery die roll is modified by +3 (or the skill's relevant ability score modifier, whichever is better).

Bonus Secondary Skills: The following list of skills represent skills that Journeymen tend to pick up on their travels: Acting, Diplomacy, Disguise, Forgery, Glean Information, Hiding, History: Local, Listening, Musician, Observation, Reading Lips, Riddling, Singing, Sneaking, Seduction. Like the core skills, if a Journeyman purchases any of these skills, the mastery die roll improves by +3 (or the relevant ability score modifier, whichever is better).

Powers: Immune to disease. Gain the No Accent talent (see *HackJournal 31*) and the Physical Conditioning talent for free. May specialize with the staff as if a member of the fighter class.

About The Temple of the Stars

Priesthood: The Journeymen

Symbol: The holy symbol of the Traveler is a shooting star on a black background.

Colors: Yellow, black and silver.

Place of Worship: Small shrines to the Traveler exist along major roadways. A temple to the Voyager can often be found inside a local merchant's guild. Major seaports have a temple



dedicated to the Traveler. Followers worship in buildings that look more like inns than traditional temples. These buildings feature long hallways of rooms that travelers may stay in for a proper donation (1 sp per night). They are expected to clean up after themselves.

The Traveler's cathedrals have no regional jurisdiction; they are centers of communication and given greater status do to their popularity as pilgrimage sites. They tend to be larger and might be more ornate than lesser temples, but they have no other distinction.

Holy Days: The first day of spring is called the Journey's First Step, and marks the beginning of friendlier travel weather. Worshippers give each other small gifts, usually a pair of shoes or a walking-staff. Clerics lead a brief walk, usually a mile or so, around the town or city, attempting to see things in a new light or point out something new.

Sacrifice: Four pieces of gold, four small gems, or four pieces of coral. These are thrown in the four directions of the compass. These sacrifices are made as needed during travels and are required at least once per season.

Raiment: Clerics of the Temple of the Stars tend to have their synodal vestments constructed of durable material well suited to traveling. The Journeymen are particularly choosy regarding their boots or shoes, as they must be comfortable on long, walking treks.

Deity's Appearance: The Traveler appears as an old, bald man with tan skin, faded robes and worn sandals. He carries a weathered oaken staff.

Advancement: Due to the church's interest in traveling and adventuring, advancement within the church occurs by gaining experience or conversion of followers during one's travels.

Sayings: *"All I need is a ship to sail on and a star to guide me."* - *"The question is not 'Why go?' but 'Why not go?'"* - *"Look to the stars for guidance."*

NEW TALENT

Physical Conditioning (25 BP)

With natural talent honed through callisthenic regimen the character succumbs to fatigue far slower than other characters. Such a conditioned character gains a +6 to fatigue saves and even upon failure, suffers fatigue penalties at a linear rate starting at -1, then -2, -3 and so on. (See page 19 for fatigue rules.)

NEW PROFICIENCIES

Other (non-combat) Proficiencies

Etiquette/Manners (specify culture) (5 BP)

Characters with this proficiency know the codes of behavior for one specific culture (e.g., dwarves, Kalamarans, the Dejay of the Chors tribe and so forth). Knowledge of etiquette and manners helps the character avoid many opportunities for misunderstanding, such as accidentally making a gesture or taking an

action that denotes disrespect, disgust, ridicule or other such rude behavior. Obviously the character is also attuned to similar actions taken against him.

During character creation (only), PCs may take this proficiency in their native culture for 3 BP.

Style Sense (4 BP)

The stylish character is familiar with the prevailing modes of expression in architecture, art, music and fashion (i.e., he knows what is popular among various social classes). The character does not gain insight about how to create such works himself (he must have an appropriate skill to do so) nor will he know how to attach a price to said item, but he does have the aesthetic sense to recognize such when he encounters them.

For example, without this proficiency, a potter may have the skill to create a decorative clay vase, but it won't find as much favor among his clientele as would a vase of the popular style of the time. This proficiency can be particularly useful for foreign visitors who want to know how to dress in a manner that exudes taste, class and refinement (and incidentally not standing out in a crowd as an 'ignorant country bumpkin').

Taxidermy (4 BP)

A character with this proficiency knows how to skin and tan dead creatures, stuffing and mounting them in a realistic display (usually as hunting trophies). The taxidermist can perform this work on all types of vertebrate amphibians, birds, mammals, reptiles as well as monsters that generally fit into one or more of these categories. Average completion time depends on the size of the creature. (As a rough guide, small creatures take about 3 weeks to prepare while something as large as a grizzly bear may take a month and a half.)

Prerequisites: Leatherworking (Advanced mastery), Carpentry (Novice)

COMBAT

Fighting Styles

HackMaster offers a wide variety of combat techniques, each with unique advantages and disadvantages. Whether you choose to attack with a one-handed weapon and shield, with two weapons or a two-handed weapon depends on your strategy for that battle, your opponent, how you've designed your character and what proficiencies, talents and specializations he chose. There are eight basic fighting styles, each described in detail below.

Weapon and shield. The weapon and shield technique is the most common method of attack and defense. It involves using a one-handed weapon for attack and a shield of some type to block blows from an attacker. This combat method works best against foes that aren't powerful enough to smash shields and affords the following advantages/disadvantages to attack and defense:

Attack Advantage: The weapon attacks normally based on the character's modified weapon speed (weapon speed plus and speed bonuses as described herein) with neither advantage nor disadvantage.

Attack Disadvantage: Two-handed weapons (two-handed sword, great axe, etc.) may not be used when employing a shield.

Defense: When defending, roll a d20p plus any bonuses and add the shield bonus to the defense roll. Shields provide extra defense as described in detail under Shield Use.

Two-handed Weapon. Using a two-handed weapon works well for stronger characters and when your character is looking to really wallop a foe. These weapons are generally larger (although smaller races may find themselves using this technique for weapons smaller than size L). It affords the following advantages/disadvantages to attack and defense:

Attack Advantage: A character using both hands can obviously hit harder than one swinging with just one arm, accordingly, this technique affords an effective strength bonus of +6 to the character (i.e., 8/51 STR becomes 14/51 STR) with respect to the damage bonus and any other weapon-related strength issues such as holding on when injured or the ability to wield the weapon without penalty.

Attack Disadvantage: Two-handed weapons are slower than their one-handed weapon counterparts.

Defense: When defending, roll a d20p plus any bonuses for one attack between attack rolls. Second and succeeding defense rolls are at d20p-4 plus any bonuses.

One-handed Weapon only. Using a one-handed weapon is generally not preferred as most folks prefer to use something in their off hand, be it shield or another weapon. That said, sometimes a character will find himself without their shield or secondary weapon (perhaps due to a fumble) or maybe holding something in their other hand (perhaps a torch or holy symbol). Fighting with one hand free (or at least not armed with weapon or shield), provides the following advantages/disadvantages to attack and defense:



Attack Advantage: Being able to focus completely on one weapon provides a -1 Speed bonus.

Attack Disadvantage: None

Defense: When defending, roll a d20p-4 plus any bonuses.

One handed weapon, used two-handed. Using a one-handed weapon with both hands works well for weaker characters that have a strength penalty or for characters that find themselves without their shield or secondary weapon (perhaps due to a fumble). Weapons smaller than the character's size wielded in this manner afford no advantage (i.e., a size M character cannot wield a size S weapon with both hands for any appreciable benefit). Using a weapon with both hands provides the following advantages/disadvantages to attack and defense:

Attack Advantage: A character using both hands can obviously hit harder than one swinging with just one arm, accordingly, this technique affords an effective strength bonus of +6 to the character (i.e., 8/51 STR becomes 14/51 STR) with respect to the damage bonus and any other weapon-related strength issues such as holding on when injured or the ability to wield the weapon without penalty.

Attack Disadvantage: -2 Speed penalty.

Defense: When defending, roll a d20p plus any bonuses for one attack between attack rolls. Second and succeeding defense rolls are at d20p-4 plus any bonuses.

Two one-handed weapons, attacking with both. Attacking with both weapons is a great tactic for destroying your foe in a flurry of attacks before he can kill you. It has the advantage of attacking far more often, but is sorely lacking in defense compared to other more conservative combat techniques. Note that the larger weapon (which cannot be greater in size than the character), wielded in the character's primary hand, is considered the main weapon, while the other weapon is the secondary weapon. This combat technique affords the following advantages/disadvantages to attack and defense:

Attack Advantage: Attacking more rapidly is the main advantage of this technique. The primary weapon makes its first attack normally with neither advantage nor disadvantage; its second attack occurs on its modified weapon speed plus two. The secondary weapon makes its first attack on half the unmodified weapon speed of the primary weapon plus one and then on its weapon speed plus two, thereafter.

Attack Disadvantage: Two-handed weapons may not be used. The secondary weapon carries a -2 Strength penalty.

Defense: When defending, roll a d10p plus any bonuses for the primary weapon. If the secondary weapon is one or more size categories smaller than the wielder, near-perfect defense damage is full (rather than $2x(d4p-2)$).

Two one-handed weapons, defending with secondary weapon. Fighting with a secondary weapon for defense has some added defensive advantages over fighting with just one weapon, but is not as effective defensively as employing a shield. This technique can be preferable against large creatures that regularly smash shields or for characters not proficient with shields. It affords the following advantages/disadvantages to attack and defense:

Attack Advantage: The primary weapon attacks normally.

Attack Disadvantage: Two-handed weapons may not be used.

Defense: When defending the first attack between attack rolls of the primary weapon, roll a d20p plus any defense bonuses from the primary weapon and plus the defense bonus of the secondary weapon. Second and succeeding defense rolls are at d20p-4 plus any defense bonuses from the primary weapon and plus the defense bonus of the secondary weapon. If the secondary weapon is one or more size categories smaller than the wielder, near-perfect defense damage is full (rather than 2x(d4p-2)).

Shield only. Using only a shield is generally not preferred as most folks prefer to use some sort of weapon. That said, sometimes a character will find himself without their weapon (usually due to a fumble) or maybe holding something in their weapon hand (perhaps a healing potion or wand). Fighting with only a shield provides the following advantages/disadvantages to attack and defense:

Attack Advantage: None

Attack Disadvantage: Can only attack unarmed, with a shield check or with a shield bash

Defense: +1 bonus to defense. If no other weapon is available to counter-attack with, the opponent can attack at half weapon speed (twice as often as he tees-off on your poor shield-wielding character).

Two shields only. Fighting with only two shields is generally not preferable due to the limited availability of attacks. However, sometimes a character needs to fill a hole in the line and is either ineffective (perhaps the foe can only be harmed by weapons the character does not possess) or the character is very injured and wants to avoid further blood loss. This combat technique affords the following advantages/disadvantages to attack and defense:

Attack Advantage: None

Attack Disadvantage: Can only attack with a shield check or with a shield bash

Defense: Both shield bonuses may be added to attacks from the front and front flanks. Attacks from both side flanks can be defended with one shield. Unfortunately, opponents can attack at half weapon speed (twice as often as he tees-off on your poor shield-wielding character).

Fatigue

If a character rolls equal to or under his fatigue factor in combat, he is winded and suffers a -1 penalty to his Atk, Def and Dmg rolls and +1 penalty to Spd. Succeeding failures and the penalty doubles to -2, then -4, -8,-16 reduction and so on.

The GM can also require a d20 fatigue check or modify a character's fatigue factor the character runs or sprints for an extended period or otherwise exerts himself in a way that the GM considers exhausting or otherwise worthy of fatigue checks/modifiers.

Defense rolls 1) during the first 10 seconds of combat, 2) while surprised and 3) against ranged attacks do not trigger fatigue penalties. Further, fatigue is not checked during the first combat of any day.

Fatigue Factor			
Constitution	Con Base FF	Wisdom	Wis Base FF
1	5	1	3
2	4	2	3
3	4	3	2
4	3	4	2
5	3	5	2
6	2	6	1
7	2	7	1
8	1	8	1
9	1	9	0
10	0	10	0
11	-1	11	0
12	-1	12	-1
13	-2	13	-1
14	-2	14	-1
15	-3	15	-2
16	-3	16	-2
17	-4	17	-2
18	-4	18	-3
19	-5	19	-3
20	-5	20	-3
21	-6	21	-4
22	-6	22	-4
Other		Base Fatigue Modifier	
no armor		-1	
light armor		0	
medium armor		1	
heavy armor		3	
buckler		0	
small or medium shield		1	
large shield		2	
body shield		3	
fighter class		-2	
overweight		1	
obese		3	
wounded		1	
lost 50% HP		4	
lost 90% HP		8	
ran in last 30 sec		-2	
sprinted in last 30 sec		-6	
rested/took a knee for at least 10 seconds		-1	
wielded a weapon with required Str greater than character's actual Str		difference between weapon's required STR and PC's STR	

Base Fatigue plus modifiers equals a character's Fatigue Factor.

Zero/negative fatigue factors: Characters with zero or lower Fatigue Factor suffer fatigue penalties when they roll a one on defense, but only suffer ill effects at half the rate; the first failure results in a penalty to Attack and Defense, the second failure results in a penalty to Damage and Speed. Further failures cause penalties in the same alternating order.

Five minutes of complete rest eliminates fatigue penalties.

MELEE WEAPONRY

Weapon	Cost	Damage	Speed	Size	Reach	Type
Scythe, Two-handed	3 sp	3d4p	15	L	4½'	Hacking
Sickle	8 cp	1d6p	8	S	1½'	Hacking
Warhammer, Great	6 sp	(d8p+d10p)	12	M	3½'	Crushing

GAMEMASTER'S WORKSHOP:

A Guide to Rope

by Jay Rutley HMA# CAN-1-00799-02

Of the many types of gear that a character can carry, one of the most versatile is definitely the ubiquitous coil of rope. The *HackMaster Basic* rulebook lists one type of rope (hemp, 50 foot) but there are actually many different types of rope available to the discerning shopper.

There are four primary types of rope available to players: hemp, sisal, cotton and silk. Most rope comes in half-inch thickness (though silk is one-quarter inch thick) and are made with three strands of fibre. (Ropes of different thicknesses and using more or less strands are available, but for now we shall stick with the more common types.)

Hemp rope is one of the strongest natural rope fibres found. This general-purpose rope is best suited for jobs where economy, strength and durability are required. The natural color varies from almost white to light brown. It can be purchased in many shops throughout Tellene.

Sisal rope is similar in characteristics and versatility to hemp rope, and is derived from two plants, the agave sisalana and the henequen plant. The leaves of these plants reach lengths of up to four feet. The fibres are continuous from end to end and range from white to almost yellow when processed. Sisal rope has approximately 80% of the tensile strength of hemp rope. The rough texture of sisal makes it an economical general-purpose rope with excellent knot holding ability. It is often used in landscape and agricultural work as well as for securing bundles.

Cotton rope is soft to the touch and is the weakest natural rope due to the short cotton fibres. Cotton is grown in many semi-tropical areas and is white in color. They are popularly used for tent-lines, hammocks, halters and harnesses, crab traps, awnings and more.

Silk rope is also soft to the touch and is very lightweight, making it attractive for use on the trail, though it cannot hold quite the weight that hemp rope can. This type of rope also stretches more than others before reaching its breaking point. Larger ropes made from the silk of giant spiders have been known to exist, but are certainly special com missions.

The following chart shows the safe load that a rope can hold in pounds. New ropes can actually hold as much as 5 times this

weight; however there is a chance of having your rope break. Each rope has a listed Break Check, if your rope is holding a load greater than its listed Load roll a d20 and if you roll this number or higher the rope will break. For each full Load value over its capacity subtract 1 from its Break Check. Any rope forced to bear more than 5 times its safe Load will automatically break.

For example, Tamyn the ranger lowers down a line of hemp rope down the pit that the party thief just fell down. He knows that the Thief weighs less than 200 lb so he's not concerned. What he doesn't know however is that the thief found a masterfully crafted stone idol at the bottom of the pit (by landing on it) and has tied it to the rope to be hauled up. Assuming the rest of the party has enough Strength to pull them out of the pit, there's now 600 lb of weight being pulled so Tamyn's player will need to make a Break Check on a d20, with the rope breaking on a 19-20. Had there been more than 1,060 lb the rope would break on an 18-20.

Rope	Cost	Thickness	lb/50'	Load (lbs)	Break Check	Knot
Hemp	4 cp	1/2"	10	530	20	0
Sisal	3 cp	1/2"	10	400	19	-20
Cotton	3 cp	1/2"	10	266	18	0
Silk	4 sp	1/4"	5	300	19	-10

The 'knot' entry represents the fact that some ropes are better than others for tying knots. Sisal rope has a rough texture that makes tying knots that stay knotted easier, where silk rope is much easier to handle. Both of these ropes grant a bonus to any Rope Use skill checks made when tying knots.

Knots also affect a rope by decreasing its overall strength. The listed load assumes a regular rope with no knots or splices. Any type of knot used will reduce the strength of a rope by 50%, whereas a splice will reduce it by 15%. A hitch tied to a pole will also reduce the rope strength by 25%. Knots can be tied by any character with Novice mastery in Rope Use and generally take 5d4 seconds to tie, subtracting 1d4 per mastery level over Novice (knots shall be covered in further detail in a later article). Splices however consist of de-threading the strands of rope fibre from two different ropes and then re-tying the strands into each other to effectively create one longer rope. This requires Average mastery in Rope Use and takes at least 5 minutes (which is why many treasure hunters leave their rope spliced to a grappling hook, instead of quickly tying it and hoping for the best).

The last thing to be aware of is that these figures represent the strength of new rope, using old or used rope can be a much trickier thing. Many things can happen to rope if it is not properly maintained (by someone with Average mastery in the Rope Use skill) but it is difficult to make a hard and fast list; the following are some examples that a GM should keep in mind.

Any of these situations could warrant a penalty to the ropes Break Check, or even a reduction in the base Load it can carry:

- The rope is old (the Load should be divided by at least 1.6 for any random old rope that one might come across),
- the rope has been stored improperly complete with knots and kinks (-1 Break Check Value),
- the rope was stored wet/damp (-2/-1 to Break Check Value),
- the rope has been left in direct sunlight,

- the rope has been held taut by a weight for a long period of time,
- or the rope has been continuously tied/untied over and over.

Of course, there are all manner of other types of ropes out in the world, but this should at least give the reader a place to start.



Cleric Spells

Number	First Level	Second Level	Third Level
1	<i>Alleviate Trauma</i>	<i>Aggravate Pain</i>	<i>Blessing</i>
2	Celestial Prognosis	<i>Alter Emotion: Frighten</i> ^{HJ31}	<i>Cure Light Wounds</i>
3	<i>Ceremony: Consecrate Divine Icon</i>	<i>Bless</i>	<i>Cursing</i> ^{HJ31}
4	<i>Cure Trifling Injury</i>	Bless Weapon	<i>Detect Influence</i> ^{HJ31}
5	<i>Diagnose Injuries</i> ^{HJ31}	<i>Ceremony: Anoint</i>	<i>Endure Temperature</i> ^{HJ31}
6	<i>Extend Fuel</i>	Consecrate Armor	Faith Weapon
7	<i>Induce Sobriety</i> ^{HJ31}	<i>Cure Minor Wound</i>	Fortify
8	<i>Inflict Trifling Injury</i> ^{HJ31}	<i>Curse, Petty</i> ^{HJ31}	<i>Illumination: Torch</i>
9	<i>Influence, Minor</i> ^{HJ31}	<i>Inflict Minor Wound</i> ^{HJ31}	<i>Imperceptibility to Undead</i>
10	<i>Know North</i> ^{HJ31}	<i>Innocuousness</i>	Improve Vigilance
11	<i>Moderate Emotion: Cause Fear</i>	<i>Moderate Elemental Damage</i>	<i>Indulgence, Minor</i> ^{HJ31}
12	<i>Moderate Emotion: Reduce Fear</i> ^{HJ31}	<i>Moderate Personal Climate</i> ^{HJ31}	<i>Inflict Light Wound</i> ^{HJ31}
13	<i>Purify Water</i>	<i>Purify Food</i> ^{HJ31}	<i>Know Position</i>
14	<i>Sense Divine Magic</i> ^{HJ31}	Rejuvenate	<i>Rectify Sprain/Hyperextension</i> ^{HJ31}
15	<i>Sense Presence of Evil</i> ^{HJ31}	Sanctify Weapon	Re-energize
16	<i>Sense Presence of Good</i> ^{HJ31}	<i>Sterilize</i> ^{HJ31}	<i>Safe Haven</i>
17		Taint Water	Taint Food
18		Unyielding	Therapeutic Touch

Number	Fourth Level	Fifth Level	Sixth Level
1	Alert	Bless Weapons	<i>Cure Fairly Serious Wounds</i>
2	<i>Command</i>	<i>Ceremony: Investiture</i>	Faith Weapons
3	<i>Contagion</i> ^{HJ30, K153 (clerics of Mangrus only)}	<i>Create Water</i>	<i>Holy Blessing</i> ^{HJ31}
4	<i>Cure Wound</i>	<i>Cure Injury</i>	<i>Illumination: Lantern</i> ^{K156}
5	Directed Strike	Divine Providence	<i>Inflict Fairly Serious Wound</i> ^{K156}
6	<i>Divine Steward</i>	Exalt Warrior	Invigorate
7	<i>Inflict Pain</i>	<i>Hallowed Weapon</i>	<i>Laryngitis</i> ^{HJ30, K156}
8	<i>Inflict Wound</i>	<i>Indifference</i>	<i>Remotely Cure Trifling Injury</i> ^{K156}
9	<i>Influence</i>	<i>Inflict Injury</i>	<i>Righteous Cursing</i> ^{K156}
10	Kismet	<i>Rectify Strain</i> ^{HJ31}	True Strike
11	<i>Reattach: Finger/Toe</i> ^{HJ31}		
12	Sanctify Weapons		
13	Speed of the Devout		

Spells in **bold** are new, while spells in *italics* first appeared in the HackMaster Basic or in other sources as noted below:

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.

Cleric Spells

Number	Seventh Level	Eighth Level	Ninth Level
1	Call to Action	Bless Weaponry	Faith Weaponry
2	<i>Catalepsy</i> ^{K157}	<i>Cure Considerably Serious Wound</i> ^{K157}	Heavenly Luck
3	<i>Cure Serious Wound</i> ^{K156}	God's Guidance	<i>Mend Muscle Tear</i> ^{HJ31}
4	Divine Grace		
5	Heighten Vigilance		
6	<i>Hush</i> ^{HJ30, K157}		
7	<i>Induce Migraine</i> ^{K157}		
8	<i>Indulgence</i> ^{HJ31}		
9	<i>Pestilent Swarm</i> ^{K157}		
10	<i>Remotely Cure Minor Wound</i> ^{K157}		
11	Sanctify Weaponry		
12	<i>Seraphic Weapon</i> ^{K157}		
13	Speed of the Righteous		

Number	Tenth Level	Eleventh Level	Twelfth Level
1	Animate Skeletons (restricted)	Mass Influence	Animate Zombies (restricted)
2	Speed of the Divine		<i>Repair Torn Tendon/Ligament</i> ^{HJ31}

Number	Thirteenth Level	Fourteenth Level	Seventeenth Level
1	White Energy Shroud	Antitoxin	White Energy Shield
2		Assembly's Destiny	

Number	Eighteenth Level	Twentieth Level
1	Hail to Fire	Fire Strike
2		Regenerate Wounds

NEW CLERIC SPELLS**Second Level Spells****First Level Spells****Celestial Prognosis**

Components:	V, S, M
Casting Time:	4 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

By simply touching an individual and chanting this hymn a cleric can discern precisely all wounds on an individual, what their effects are, the target's remaining Hit Points and how much time he has to live based on the current wounds (or the fact that he is not in mortal danger if that is the case).

Bless Weapon

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Weapon touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +1 Attack bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

Consecrate Armor

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Suit of armor touched
Duration:	One battle
Saving Throw:	None

One suit of armor becomes blessed by this spell. For one battle (a break of 30 seconds of melee ends the spell), the armor glows a faint light in the color(s) of the deity and adds a +1 to the Damage Reduction, and reduces defensive, movement and Speed penalties (if any) by one each.

Rejuvenate

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

The cleric blesses a coffee bean and deposits it into the mouth of his ally (or himself). After chewing the bean the recipient becomes completely revitalized; any effects of fatigue immediately dissipate, leaving the character feeling fully rested, if not a tad overexcited.

Sanctify Weapon

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Weapon touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +1 Defense bonus to a weapon against one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus is doubled.

Taint Water

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Volume of Effect:	1 gallon/level
Duration:	1 week
Saving Throw:	Special

This spell allows a priest to contaminate drinking water with a harmful microorganism. The effect of drinking the contaminated water is equivalent to a Type 2 poison potion.

A saving throw is not permitted if and only if the tainted water is undiluted. If diluted at all a save is permitted, and a bonus is applied according to the amount of dilution. If the tainted water is mixed 1:2 with clean water, a save of +2 is permitted, if mixed 1:10, a +10 save is permitted. If the tainted water comprises less than 5% of the total amount, the spell is wholly ineffective. Thus, it is generally impossible to contaminate a well with this spell.

Unyielding

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	90 seconds
Saving Throw:	None

By placing his hands on the recipient's shoulders and chanting this blessing, the cleric etches a steadfast will on the character's spirit. For the next 90 seconds, the character counts as one size larger with respect to knock-backs. A human character must suffer 20 damage before succumbing to a knock-back, while a dwarf 25 and an elf, halfling or gnome 15 and so on. Further, the character cannot suffer a double knock-back.

Third Level Spells

Faith Weapon

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Weapon touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +1 Damage bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

Fortify

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	2d4 food items touched
Duration:	1 day
Saving Throw:	None

This spell imbues ordinary foodstuffs with a compliment of 12 vitamins and minerals that transform the item (be it a berry, vegetable or hard biscuit) into a veritable superfood with regenerative properties. Eating the item provides 1 Hit Point of healing.

The beneficial properties of eating fortified meals is limited to 6 HP in a 24 hour period. The benefits gained from multiple servings are applied equally to all wounds with the slightest injuries (*e.g.*, those with the least HP) being remedied first.

Improve Vigilance

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	2 hours
Saving Throw:	None

The recipient of this blessing becomes more alert. The next Initiative roll the character makes is improved by one die type (with d3 the best die type possible).

Re-energize

Components:	V, S, M
Casting Time:	12 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Immediately following the conclusion of this service (which involves chanting, humming, rocking and responsive intonations between the characters), the recipient has the opportunity to cast off all ill-effects of any energy drain attack suffered in the last two hours. The follower may immediately resolve all saves related to the energy drain results rather than waiting an hour

in-between each. The character receives no other healing benefits (*i.e.*, his Hit Points must be cured or healed separately).

Taint Food

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	2d4 food items touched
Duration:	1 week
Saving Throw:	None

This spell allows a priest to contaminate food with a pathogen or toxin such as salmonella or botulism. The effect of eating the food is equivalent to a Type 2 poison potion.

Note that the contaminated food exhibits no manifestation of spoilage. If anything, it appears, smells and tastes fresh and wholesome (at least on the way down).

Therapeutic Touch

Components:	V, S, M
Casting Time:	30 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Special
Saving Throw:	None

By means of this ceremony, the cleric confers a recuperative ability beyond that of the natural. An anointed follower's wounds (those existing at the time of casting) all heal at twice the normal rate for natural healing. This includes damage of any type, mental or physical (*e.g.*, energy drain attacks and so forth). The recipient may forgo complete bed rest when called for, but the wounds then heal at only the standard (complete rest) rate. This spell does not function on the non-anointed.

Fourth level Spells

Alert

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

By alerting another character, the cleric allows the recipient to react immediately to a situation, regardless of his Initiative roll. In game terms, after casting, the beneficiary's Initiative number is the same as the seconds number at the end of the spell.

New Cleric Spells

For example, a cleric on combat second 4 spots a warg bearing down on his party. He opts to cast *Alert* on the bumbling fighter who is completely surprised, as usual. The fighter may act on second 5.

The cleric must physically strike the recipient while shouting ‘pay attention’ or the like.

Directed Strike

Components:	V, S, M
Casting Time:	4 seconds
Range:	Personal
Area of Effect:	Personal
Duration:	One attack roll
Saving Throw:	None

This prayer, which must be cast in melee or within 3 seconds of entering melee, implores the cleric’s god for divine aid with the cleric’s next attack. On the cleric’s next immediate attack roll, he may roll twice and use whichever result he prefers. The material component is the clergy’s preferred weapon, which must be held ready for battle at the time of casting.

Kismet

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	30 minutes
Saving Throw:	None

By means of this blessing, the recipient may take a mulligan (“do-over”) on his next roll.

Sanctify Weapons

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 3 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +3 Defense bonus to a weapon against three attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus is doubled.

Speed of the Devout

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Weapon touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +1 Speed bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

Fifth Level Spells

Bless Weapons

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 3 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +3 Attack bonus to three weapons for two attacks. If the blessed weapons are the preferred weapons of the clergy, the bonus works for four attacks.

Divine Providence

Components:	V, S, M
Casting Time:	6 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	4 hours
Saving Throw:	None

By marking the recipient’s forehead with a divine mark, the cleric consecrates his follower for the immediate future (four hours). During that time, the character gains 4 Luck Points that expire either at the end of the duration or 30 seconds after the first is used, whichever occurs first. If the Luck Points fail to help, it is obviously because the recipient’s faith was lacking in some way.

Exalt Warrior

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	20+5d6 seconds
Saving Throw:	None

After receiving the blessing and kissing the ring of the casting cleric, the recipient receives an additional 2d8p Hit Points added to his current total. The new sum can even exceed the maximum total Hit Points of the character. Any injuries the character would normally sustain (after DR or other reductions) are first removed from these Hit Points. Any remaining bonus Hit Points at the end of the duration simply expire.

The cleric must possess a properly consecrated ring embossed with the symbol of his deity in order to cast this spell.

True Strike

Components:	V, S, M
Casting Time:	4 seconds
Range:	Personal
Area of Effect:	Personal
Duration:	One attack roll
Saving Throw:	None

This prayer, which must be cast in melee or within three seconds of entering melee, implores the cleric's god for divine aid with the cleric's next attack. On the cleric's next immediate attack roll, he may roll thrice and use whichever result he prefers. The material component is the clergy's preferred weapon, which must be held ready for battle at the time of casting.

Sixth Level Spells**Faith Weapons**

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 3 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +2 Damage bonus to up to three weapons for three attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for five attacks.

Invigorate

Components:	V, S, M
Casting Time:	8 seconds
Range:	60 feet
Area of Effect:	30 foot radius
Duration:	Instantaneous
Saving Throw:	None

After reciting this prayer, up to six allies of the cleric in the area of effect become completely revitalized. Any effects of fatigue immediately dissipate, leaving the characters feeling fully rested, if not just a bit edgy. The material component is a handful of coffee beans that are first blessed, then scattered into the area.

Seventh Level Spells**Call to Action**

Components:	V, S
Casting Time:	1 second
Range:	15 feet
Area of Effect:	One creature
Duration:	Instantaneous
Saving Throw:	None

By means of Call to Action, the cleric allows the recipient to react immediately to a situation, regardless of his Initiative roll. In game terms, after casting, the beneficiary's initiative number is the same as the seconds number at the end of the spell.

For example, a cleric acting on second 4 seeing three orcs bearing down on his party, opts to cast Call to Action on the stumbling fighter who is completely surprised, as usual. The fighter may act on second 5.

The cleric must scornfully make a back-handed smacking motion, while shouting 'pay attention' or the like.

Divine Grace

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	1 minute
Saving Throw:	None

By placing his hands on the kneeling recipient, the cleric confers the grace of his deity on the character. For the next 60 seconds, the character cannot catastrophically fail at any endeavor

he attempts or starts. The spell confers no aid for standard failures, but all critical failures, fumbles and so on are allowed a reroll.

For example, if a character sanctified by this spell rolls a one for defense, he may immediately reroll (and continue to reroll if another '1' is rolled), the attacker receives no free attack and the second roll counts in all respects (unless it is also a '1').

Heighten Vigilance

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Two creatures touched
Duration:	4 hours
Saving Throw:	None

The recipients of this blessing become more alert. The next Initiative roll the characters make are improved by two die types (with d3 the best roll possible).

Sanctify Weaponry

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 5 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +5 Defense bonus to a weapon against five attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus is doubled.

Speed of the Righteous

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 3 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +2 Speed bonus to up to three weapons for three attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for five attacks.

Eighth Level Spells

Bless Weaponry

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 5 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +5 Attack bonus to five weapons for three attacks. If the blessed weapons are the preferred weapons of the clergy, the bonus works for six attacks.

God's Guidance

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	1 skill check
Saving Throw:	None

By beseeching his deity and holding his ally's upturned hands in his own, the cleric allows an individual to obtain divine aid in the form of improved insight for one undertaking. Immediately after the spell is cast, the character in question can begin an action requiring a skill check. The recipient of the spell may roll percentage twice for his skill check, using whichever roll he prefers.

The spell ends after one check or if the character fails to begin a task requiring a skill check skill within 5 minutes of receiving the blessing.

Ninth Level Spells

Faith Weaponry

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 5 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +3 Damage bonus to up to five weapons for five attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for eight attacks.

Heavenly Luck

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	30 minutes
Saving Throw:	None

By means of this blessing, the recipient receives a mulligan on the roll of his choice during the next 30 minutes.

Tenth Level Spells**Animate Skeletons (restricted)**

Components:	V, S, M
Casting Time:	2 hours
Range:	Touch
Area of Effect:	Special
Duration:	Permanent
Saving Throw:	None

This ceremony allows an evil cleric to animate the bones of human and humanoid creatures to serve as undead minions. Generally any man-sized creature suffices as feedstock for the ritual (including humanoids ranging in size from goblins to hobgoblins). The creature's former skills in life are immaterial – once animated they take on the characteristics of undead skeletons as defined in *HackMaster Basic*.

This unholy liturgy permits animating one skeleton for every two full levels the presiding cleric possesses. Only certain religions condone this practice.

Speed of the Divine

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Up to 5 weapons touched
Duration:	4 hours
Saving Throw:	None

This blessing confers a +3 Speed bonus to up to five weapons for five attacks. If the blessed weapon is the preferred weapon of the clergy, the bonus works for eight attacks.

Eleventh Level Spells**Mass Influence**

Components:	V, S
Casting Time:	20 seconds
Range:	5 feet/level
Area of Effect:	1 creature/level
Duration:	1d6 minutes + 1 minute/level
Saving Throw:	Negates

Upon a successful casting of this spell, the cleric causes indifferent creatures to enter into a particular emotional state. For example, an angry crowd could be made apathetic and likely to dissipate. (Bear in mind the limited duration of the spell's effect when contemplating excessively complicated applications.)

Characters influenced by this spell will interpret the new emotional state according to their personality, not the caster's idea of what a person in said emotional state should do. The GM determines precisely what emotions can be caused and 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 command. This spell does not affect biological needs, such as hunger, pain, thirst or an animal's natural mating instinct.

When the spell wears off, the creatures influenced by this spell only realize that their emotions have been manipulated if they make a saving throw. However, subsequent provocative actions on the part of the cleric are subject to a normal response (*i.e.*, creatures cannot be permanently pacified).

Twelfth Level Spells**Animate Zombies (restricted)**

Components:	V, S, M
Casting Time:	3 hours
Range:	Touch
Area of Effect:	Special
Duration:	Permanent
Saving Throw:	None

This ceremony allows an evil cleric to animate the cadavers of human and humanoid creatures to serve as undead minions. Generally any man-sized creature will suffice as feedstock for the ritual (including humanoids ranging in size from goblins to hobgoblins). The creature's former skills in life are immaterial – once animated they take on the characteristics of zombies as defined in *HackMaster Basic*.

This unholy liturgy permits animating one zombie for every two full levels the presiding cleric possesses. Only certain religions condone this practice.

Thirteenth Level Spells

White Energy Shroud

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	60 seconds
Saving Throw:	None

This blessing affords the recipient with improved immunity to energy drain effects. The character saves at +4 against all such attacks and also receives a mulligan option on any roll for the duration of the spell. Physical damage from the attack is unaffected.

Fourteenth Level Spells

Antitoxin

Components:	V, S
Casting Time:	10 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Permanent
Saving Throw:	Negates

This spell completely eliminates the effect of all toxins within the subject creature's bloodstream at the time of casting. Even if a character has died from poisoning, the spell will resuscitate him provided it is cast within 60 seconds of a failed saving throw. Note, the recipient of an antitoxin spell may voluntarily forgo a saving throw. However, if unconscious and dying from the toxic effect he cannot make this choice and must fail a saving throw for the spell to be effective. (Anointed followers of the cleric may declare beforehand a 'living will' permitting the cleric to make this decision for them.)

If used offensively, the spell neutralizes the target creature's poison glands until such time as they are naturally replenished (1d4p days). This application requires a successful touch attack followed by a failed saving throw.

Assembly's Destiny

Components:	V, S, M
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Up to 4 creatures touched
Duration:	30 seconds
Saving Throw:	None

By means of this blessing, the recipients are granted a joint pool of four mulligans that must be used within the duration of the spell. Any of the characters receiving this divine favor may use a mulligan on any die roll (though use must be instantly declared at the time of the roll – taking the time to confer with others negates the opportunity to use the mulligan). Thus, one erstwhile unlucky (or greedy) character could use all four before the others even make a roll.

In any case, only one mulligan can be used per roll (*i.e.*, repeated mulligans for the same failed attempt are not allowed).

Seventeenth Level Spells

White Energy Shield

Components:	V, S, M
Casting Time:	6 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	60 seconds
Saving Throw:	None

This blessing affords the recipient with complete immunity to energy drain effects. While the character still suffers physical damage from the attack itself, no energy drain effects occur.

Eighteenth Level Spells

Hail to Fire

Components:	V, S, M
Casting Time:	12 seconds
Range:	100 feet
Area of Effect:	30-foot-diameter cylinder
Duration:	10 seconds
Saving Throw:	None

Raising his hands skyward, the priest summons forth the power of his deity, causing hail to rain down from the sky (or ceiling, roof, etc.) on his foes, then burst into flame. All within the area of effect suffer 12d8p damage, with a successful save

reducing the damage to only 6d8p. Creatures resistant to either fire or cold suffer 8d8p (4d8p on successful save) instead of the standard 50% due to the physical damage from the golf ball-sized hailstones.

Twentieth Level Spells

Fire Strike

Components:	V, S, M
Casting Time:	5 seconds
Range:	400 feet
Volume of Effect:	20x20 ft square, 60 ft in height
Duration:	10 seconds
Saving Throw:	None

Raising his fist overhead and shouting a curse, the cleric summons-forth a conflagration just as his fist hammers down in the direction of his foes. All vegetable material and flammable materials are set aflame. Those within the area of effect suffer 12d8p damage, a successful save reduces the damage to only the first 6d8p. Creatures resistant to fire suffer only 6d8p (3d8p if save).

Regenerate Wounds

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

By means of this hour-long ceremony, during which the cleric lays a shroud over the genuflecting recipient, the cleric confers a restorative ability far beyond that of the natural. After the casting, the recipient heals at a rate of one Hit Point every 10 minutes. The spell has no effect on non-physical wounds (such as those inflicted by poison or energy drain attacks) or new wounds incurred after casting. Anointed followers heal at a rate of 1 HP every 5 minutes. The spell ends when all wounds are healed.