

HACKMASTER®



HackJournal Issue #39

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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:

- *Monsters in the Barn - A HackMaster Adventure*
- *Weariness Rules*
- *Unofficial Rules for Herbalism*
- *Inter-Party Relation Rules*
- *Rehabbing Karinar Manor (fun things to do in your down time at Frandor's Keep)*

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This quarterly PDF supplement is written specifically for (and by) the members of the HackMaster Association, a member-driven organization of Players and GameMasters who meet to discuss and play role-playing games published by Kenzer and Company. The HackJournal also previews special pre-release material, including 'alpha' and 'beta' rules previews for future products! HackMaster Association members are encouraged to try out these new rules and provide feedback on the Kenzer and Company discussion forums.

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MONSTERS IN THE BARN

BY: DAVID LAWSON (HMA #10282)

Introduction

Three years ago I attended my first convention,, the first GaryCon in Lake Geneva, WI. There I got a chance to meet D-Team and play what would later be known as the current edition of HackMaster. Shortly thereafter I ordered a copy of HackMaster Basic and made plans to attend GaryCon II and run a 'Learn to Hack' session. After acclimating myself to the rules of HMB, I set out to write an original adventure for the convention. This is that adventure.

Since then I have run this adventure at GaryCon III & IV, as well as one Learn to Hack at my former FLGS. Now I have decided to share my little scenario, this is GaryCon exclusive if you will, with all of you. I hope you find it as rewarding to play as I found it to create.

GMs Background

This adventure for four to six 1st-level characters. The encounters in this adventure should give a group of new players a basic idea of the concepts of HackMaster, including rules for missile combat, poison, and skills.

The story takes place in a village five miles outside of the town of Garden, which is southeast of Fopasido in the contested lands between P'Bapar and Korak. A well-balanced party is recommended for this adventure.

A few years back, the a small farming village decided to build a community barn as storage for all their tools and a place to keep harvested food safe from animals and the elements. However, none of the farmers wanted to give up any on their land to provide the site for the barn to be built. After much discussion, it was decided to build the barn on a hill no one owned about

a half-mile from the village. Despite the fact that the barn was a fifteen-minute walk from the village, it suited the communities needs well.

One week ago, a group of treasure hunters found a kobold lair not far from Garden. They managed to raid the lair and make off with some treasure. However a small band of the vermin managed to escape. Seeking refuge, they discovered the barn and took it over as their base camp. Needless to say, this has prevented the farmers from getting to their equipment, which in turn has made it virtually impossible for them to tend to their fields. The vagabond mercenaries arrived shortly afterward and offered to take care of the monsters. But the kobolds managed to use the tools available in the barn to turn it into a death trap. The adventurers did not survive.

The villagers are beginning to get desperate. Since the initial assault, the kobolds have strengthened their defenses. Only the arrival of some brave individuals will save the village.

Outside the Village

Encounter: Rogus, 3 wild dogs, kobold dog handler

Potential Yield: None.

Potential Story Awards:

- ☐ Rescue Rogus (20 EP)
- ☐ Defeat Wild Dogs (66 EP)
- ☐ Defeat Kobold Dog-Handler (17 EP)

You are a day's journey to Garden, a town just outside of the city of Fopasido, in the contested lands between the Militarocracy of Korak and the city-state of P'Bapar. The sky is clear, and so far, your party has had an uneventful journey. Suddenly, you hear a noise in the distance. It sounds like a cry for help.

The cry for help is coming from Rogus, a young farmer. A kobold with a group of dogs discovered Rogan heading to Garden trying to find help and attacked him. Should the PCs investigate, the party will see Rogus, unconscious on the ground with three dogs surrounding him and the kobold dog-trainer about 30 feet behind them. The PCs roll a d8 for initiative since they heard the cry for help.

If they attempt to sneak up on the dogs, they will need to make an opposed Sneaking skill checks against the dog's Listening skill of 30 percent. If the PCs succeed, the dogs will roll 1d12 for initiative. If the dogs hear the PCs coming, they will get to roll 1d8. The kobold rolls 1d12 for initiative regardless of how combat is initiated.

3 Wild Dogs (22 EP each): Init -2, Speed 10, Reach 1 ft, Att +2, Dmg 1d4p+1 (bite), Def +4, DR 2, HP 17, 18, 18, ToP Save 10, EPV 22 each

Kobold Dog-Handler (17 EP): Init +3, Speed 10, Reach 1 ft, Att +2, Dmg 1d4p+1d6p-3 (club), Def +8, DR 2, HP 15, ToP Save 4, EPV 17

The dogs have been mistreated and starved and are now quite mad. Attempts to calm them down with Animal Empathy skill check are only successful with a Very Difficult check (+10%). The dogs will start off with an aggressive attack (+5 to attack, -2 to defense),

and will keep doing so until struck in combat. Any dog forced to make a Threshold of Pain check will flee immediately (assuming they are able). The kobold will run away if confronted by a PC, or if any of his dogs are killed or run away. He will flee towards the barn to warn the other kobolds. If he doesn't return, his compatriots will become suspicious. Dogs driven off, but not killed, are worth only half experience.

Rogus: LG Kalamaran male, HP 21 (currently at 9), Notable Skills: Agriculture 63%, Language (Baparan 75%, Merchant's Tongue 42%), Animal Herding 55%.

After the battle, Rogus will recover from his traumatized state. When he sees that he is safe, he addresses the party.

"Thank Mother Tellene," the young man says as you help him to his feet, "Please good people, listen to my tale. I am Rogus, a farmer from a small village not far from here. I was going to Garden to seek help when I was ambushed. Some monsters have been harassing my village for days. Please, come with me. My wife will tend to your wounds, and I will tell you more."



The journey to the village takes about five minutes. Once there, the party will be taken to Rogus' home. His wife has the first aid skill at 36%. As the party is attended to, Rogus continues his story.

"Our village is small, maybe a dozen families at best. Two years ago, we decided to build a barn for the entire village to use. We built it on top of a hill not far north of here so that no one could singly lay claim to it. It was a minor inconvenience, but well worth the trouble. That was until a fortnight ago."

"Our barn has suddenly been overrun by kobolds! We had no idea where they came from until a few days ago; when a group of people, much like yourselves, showed up and told us that they tracked the monsters here. They had raided the kobolds' lair and had arrived to finish off the last remaining group. We pointed them in the right direction and waited. And waited. And waited."

"Finally, we decided to find out what happened. I went up the hill to the barn and found those people dead. After that, I started off towards Garden to find help. Unfortunately, the kobolds spotted me and sent their dogs after me. That's when I met all of you."

"Good sirs (and ladies), please help my village by eliminating these monsters. I'm afraid we cannot offer you much more than food and a place to rest for the night. But any of the monsters' possessions that you can use are yours to keep. Please, we have not been able to farm our lands since they arrived. Our survival depends upon you!"

If the PCs agree to help, they will be allowed to stay at the homes of the villagers.

The Broken Well

Potential Story Awards:

- ❑ Retrieve the bucket and repair the well (25 EP)

After a night's rest, Rogus will direct the party to a path leading to the barn. As that occurs, the party will hear a splash followed by some mournful speech. As the party turns to look, they will see the following.

Looking to the sound, you see an old woman standing by a well. She seems to be distraught over something. You soon realize what is bothering her when you see the rope which normally holds the well bucket has snapped, leaving a frayed mess at the end.

The rope has been used on this well for years, and has become worn and rotted. While trying to lift the most recent supply of water, it snapped, leaving the bucket floating on the surface of the water 20 feet below.

An enterprising adventurer with a decent Climbing skill can try to retrieve the bucket. An Easy (-80%) skill check on the Rope Use skill will reveal the remaining rope is too worn to support anyone climbing down, so the PCs will have to use their own rope to descend into the well and retrieve the bucket. Climbing down is an Easy Climbing skill check if using a rope, or Difficult skill check if attempting to climb down the interior surface of the well.

A failed check means the character has fallen into the water, which is 10-feet deep. Unless they make a successful Swimming skill check, they will start to drown and take 1d3p damage every ten seconds until rescued or they die.

After retrieving the bucket, the PCs can fix the well using a length of rope at least 35-feet long.

On the Path to the Barn

Encounter: 4 Kobolds (68 EP)

Potential Yield: 4d10p cp, 3 sickles, warhammer, small shield, leather armor (halfling-sized)

As the party finally proceeds up the path, read the following.

As you walk along the well-worn footpath you pass by long fields of various grains and vegetables. Eventually, you find yourself coming upon a wooded area. As you approach the woods, you see four kobolds waiting.

One creature, wielding a hammer and shield, and wearing leather armor points at you and speaks in stilted Low Kalamaran.

"You walk no more. Human place be people's when moons change. Run like deer or we mad be and kills you dead.

The kobold with 17 hit points is the one with the warhammer and (halfling-sized) leather armor and a normal small shield. His suit of armored was scavenged from the corpse of the previous adventuring party's halfling thief, and as a result does not fit him well, resulting in his modified attack and defense attributes. He is the lieutenant for the kobolds and he is planning to overthrow the pack leader as soon as they conquer the village.

The rest of the kobolds wield sharpened tool-quality sickles they scavenged from the barn, and the standard kobold wicker shield. Both will be rendered useless for combat after one battle, though the sickles can be repaired and restored to normal use.



If there are any halflings in the party, they will be the kobolds' first target of choice, followed by dwarves,, then elves, and humans. The lieutenant isn't a coward, but he won't hesitate to hold back and let the other three kobolds rush into the fray and draw the party's more able-bodied warriors. He is also smart enough to recognize the threat of any mages in the party, attacking them before giving into his own racial biases.

3 Kobolds (17 EP Each): Init +3, Speed 8, Reach 0 ft, Att +2, Dmg 1d6p-3 (sickle), Def +8, DR 2, HP 14, 15, 16, 17, ToP Save 4

Kobold Lieutenant (17 EP): Init +3, Speed 8, Reach 1 ft, Att +0, Dmg 2d6p-3 (warhammer), Def +6, DR 3, HP 17, ToP Save 4

If brought down to below half their maximum hit points, the kobolds will execute a fighting withdrawal (-2 to attack rolls) and attempt to flee. If they successfully flee, they will be encountered again in the barn.

Each kobold carries 1d10p copper pieces, except the lieutenant who carries 1d6p silver pieces.

The Trap

Encounters: Giant Wasps (60 EP)

Potential Yield: Medium shield, backpack, two sheets of vellum

Potential Story Awards:

☐ Disarm Wasp Trap (75 EP)

As you continue up the path through the woods, the crunching sounds of dead leaves beneath your feet are all that you hear. The deeper you venture in, darker it seems to get as the branches block out the sun.

The leaves on the ground are obscuring a tripwire. The rope wraps around a tree and up to a branch which is holding back a pendulum (see below). If tripped, the pendulum will swing across the trees, well above the party's heads, and hit a giant wasp nest, sending three angry wasps out to attack. The party can avoid this trap with a successful identify trap (Easy, -80%) check.

3 Giant Wasps (20 EP Each): Init +0, Speed 10, Reach 2 ft, Att +4, Dmg 1d4p, Def +4, DR 1, HP 9, 9, 12, ToP Save n/a, EPV 20 each

If successfully stung by a wasp (damage need not be inflicted), a player will have to make a saving throw vs. poison (CON + 1d20p vs. 1d20p+9) or suffer a -2 penalty to attack, defense, and damage for 2d12 hours. A roll of natural 1 means the character dies immediately of anaphylactic shock.

After the battle, if any character makes an Average (-40%) Observation skill check, they will notice that the weight of the pendulum is constructed out of a backpack filled with rocks and medium shield in good working condition. If the players search the backpack, they can find two sheets of vellum at the bottom.

Please note that the experience reward for this encounter is for either disarming the trap or defeating the wasps, not both. Some players may decide to intentionally set off the trap and fight the wasps. If they do so, only award the experience for the wasps.

If they complain, remind them that their chosen mission is to clear the kobolds from the barn. As a result, the wasp nest trap is an obstacle to be circumvented. If they want to spend all your precious time killing bugs, tell them to go get a job as an exterminator. Reasonable people will see the logic in this, and become better players as a result. The rest have been coddled by inferior games, and may need some time to develop.

The Barn

Encounters: Kobold pack leader (30 EP), 4 kobolds (68 EP)

Potential Yield: See below

Potential Story Awards:

- ❑ Liberate the Barn (up to 100 EP)

As you finally break out of the forest, you see your goal upon a small hill; a tall wooden barn with a stone base. But as you look more closely, you see something disturbing. The bodies of four individuals lie strewn about the ground before the structure.

The corpses are the remains of the four treasure hunters who previously attempted to defeat the kobolds. They were two human males, an elven female and a halfling male. The bodies have been stripped of their weapons, armor, and equipment, leaving them only in their torn and bloodied clothing.

If the party searches the bodies, they can find a coin purse hidden on the interior of the halfling's shirt that contains 5 sp that the kobolds didn't find.

There is only one entrance to the barn, which faces towards the path. If any member of the party searches



around the barn for another entrance, all they will find is a small hole in the wattle and daub siding on one side inadvertently created by some of the kobolds using one of the columns for target practice.

Due to the lack of sufficient lighting, only a PC with low-light vision will be able to make use of it, though all he will see are stacks of barrels and bales of hay.

The kobolds have taken all of the supplies in the barn and placed them strategically to give them the best defense against attack. There is a loft, 10-feet above the ground, in the barn for extra storage space that is being used as a battlement, while bales of hay and barrels are used to create a choke point at the entrance.

In addition, a cart is used to provide additional cover. The kobolds have also managed to make do with using farm implements as weapons in addition to what they managed to scavenge off of the previous party (See Map).

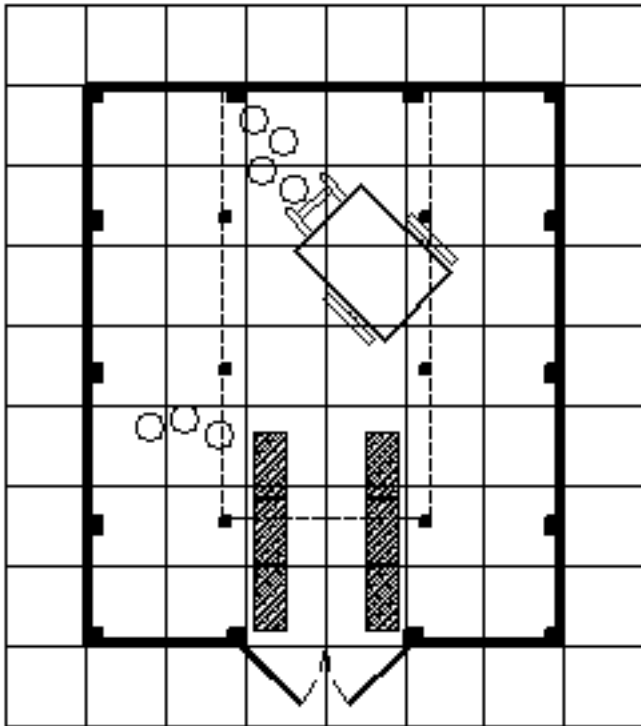
Not much sunlight can enter the barn, so treat the inside of the barn, except for a few feet near the entrance as low-light conditions. This provides a -4 attack and -2 defense penalty to any PC without low-light vision. The kobolds have low-light vision and suffer no penalty.

Three of the kobolds are up in the loft, one of which is at a small window overlooking the barn entrance. A successful Difficult (+0%) Observation skill check is required to spot him. Due to the size of the window, the kobold has cover versus ranged attacks (treat as if he were actively hiding behind a large shield if PCs attempt to hit it with missiles from the outside of the barn).

When the PCs enter the barn, the kobold in the loft will push a heavy sack of turnips down onto the first party member entering for 1d6p damage. The other kobolds will make do with improvised throwing weapons (each dealing 1d6p-3 damage unless noted otherwise).

Barn Map - Lower Level

1 Sq. = 5'-0"



There are a total of twelve throw-able items in the loft. Roll on the following table to see what item is thrown. ,

Random Thrown Items Table

3d6 Roll	Item Thrown
3	50' rope (no damage - Feat of Dexterity vs. d20+8 or be entangled for 1d6p sec.)
4	Bucket
5-6	Large sack of vegetables
7-8	Shovel
9-12	Hoe
13-14	Pitchfork (2d6p points of damage)
15-16	Bucket
17	Ax-hammer (2d6p points of damage)
18	10' ladder, may hit 2 targets if within 5' of each other

It should be noted that the kobolds have pulled up the ladders normally used to allow to the loft. The PCs will only gain access by climbing the posts or through the use of a Springing spell.

The kobolds on the ground will begin by throwing javelins from behind the cart in the back of the barn. They have three javelins available to them. If attacked by missile fire, treat the kobolds behind the cart as if they were actively hiding behind a large shield.

After that, they will attempt to engage in melee. One kobold is using a pitchfork (treat as trident), and will use the aggressive attack and hold at bay maneuvers in order to force the players out of the barn or at least into a position where they can be attacked by missiles from the loft.

The kobolds will fight to the death as the barn is pretty much their last hope for a permanent lair in the area. The pack leader is carrying a potion of giantism he thinks is a potion of healing. If seriously injured (down to half hit points), he will drink it, growing 1d4p+1 feet taller at a rate of 1 foot per minute. After growing two feet, the leader will be Medium Sized, gaining +1 foot to his weapon reach and able to move at twice his normal rate (walk 5 feet, jog 10 feet, etc.). After growing an additional two feet, he will be Large Sized, and gain another +1 foot to his reach.

Any kobolds surviving the previous encounters with the party will be in the barn as well, battling the PCs on the ground.

Kobold Pack Leader (30 EP): Init +3, Speed 7/10, Reach 1 ft, Att +2, Dmg 2d6p (short sword +1)/1d12p-1 (javelin), Def +3/+7, DR 4, HP 20/8, ToP Save 5

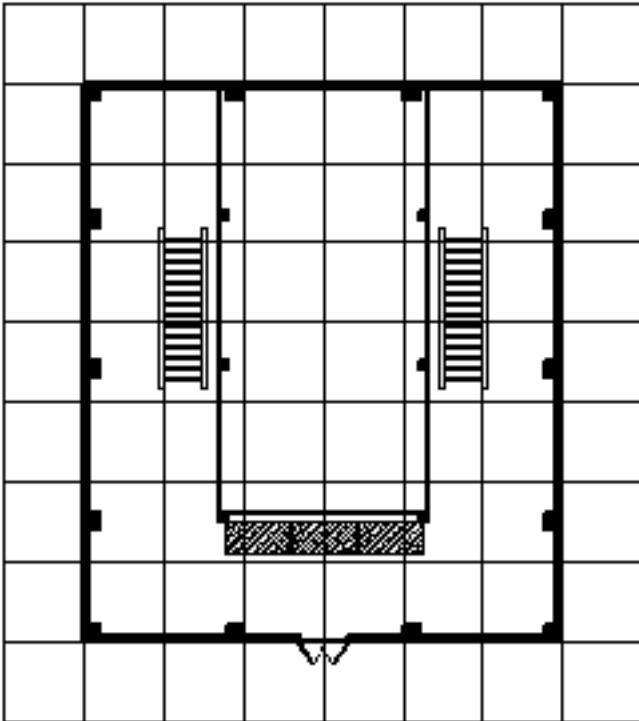
Kobold on ground (17 EP): Init +3, Speed/RoF 12 (6)/8, Reach 6 ft, Att +2, Dmg (1d6p + 1d8p)-3 (pitchfork)/1d12p-3 (javelin), Def +4/+8, DR 2, HP 14/6, ToP Save 4

3 Kobolds in Loft (17 EP Each): Init +3, Speed/RoF 6/8, Reach 1 ft, Att +2, Dmg 2d4p-3 (dagger)/1d6p (improvised thrown weapons), Def +4/+8, DR 2, HP 14/6, 14/6, 15/6, ToP Save 4, EPV 17 each

After the humanoid are defeated, the party can search the barn for treasure. Each kobold carries 1d10p copper pieces as well as a (dagger scavenged off of the previous party). There is a 50 percent chance the

Barn Map - Loft

1 Sq. = 5'-0"



javelins thrown in battle will be damaged during the melee and rendered unusable.

The kobold pack leader wears studded leather armor (halfling-sized) and wields a small shield and a short sword +1 of gnomish design. On the sword there is an inscription in gnomish that reads "To Yozen, the bravest of my sons." The gnome this sword once belonged to died in battle a few years ago, and his family will wish to see the sword returned to them. The leader wears a copper bracelet worth 5 sp and carries 8 sp on his person.

On a corner of the barn are the remnants of the previous party's equipment that wasn't used, soiled or destroyed by the kobolds. They are as follows:

- ☐ Two-handed sword
- ☐ A divine icon consecrated to The Guardian
- ☐ Six iron spikes
- ☐ An empty wineskin
- ☐ A backpack with an ornately designed metal figurine. The figurine appears to be silver, but a successful Difficult Appraisal (gems and jewelry) skill check will reveal it to be pewter and worth 4 sp (due to the craftsmanship, not the material). The figurine is in the shape of man in a suit of scale mail armor armed with a long sword battling an orc.
- ☐ A mess kit near the campfire.
- ☐ The remains of an arcane spell book. The kobolds have been using it as kindling for their cooking fire. If a successful Average Arcane Lore check is made, that individual determines the Feat of Strength spell remains the sole intact spell.

If the players manage to liberate the barn in the same day they begin the adventure they should be awarded the full 100 EPV as listed in the Story Awards. However, if they decide to head back to the village and rest up every time they get a boo-boo, then the story award decreases.

For every extra day they spend, cut the Story Award in half (round fractions down.) So on day two, the award is only 50 EP, 25 EP on day three, 12 EP on day four, etc. If the players complain, remind them that the village desperately needs access to their tools to make a living. Don't forget to knock a few Honor points off too if the PCs mooch too much hospitality off the poor villagers.

Conclusion

After clearing out the barn, the villagers will be very grateful to the party. Though they have no money to give, the party will always have a place to stay in the village for a night's rest or two, though they won't be able to overstay their welcome unless they do something to contribute to the village (Agriculture skill or Laborer Proficiency will come in handy here). The villagers will also give each party member a week's worth of provisions before they leave to continue on their Long-Term Weariness and Exhaustion



WEARINESS RULES FOR HACKMASTER

BY: DAVID KENZER

While the combat section properly covers windedness or short-term fatigue, this leaves open the question of what happens when a player pushes his character beyond his capacity over time. Examples are endless, but the most common scenarios include periodic warfare over extended periods of time, lack of proper (or any) sleep or rest, insufficient nourishment, inadequate hydration, effects of heat or cold, forced marching, running long distances, stress, disease, illness, poisons and wounds.

Of course, these examples do not comprise the full list. As GameMaster you will be asked to take these various effects into account, although, not likely by your players. If they had their way, their characters would double-time march all day, clear a dungeon, keep watch all night and do it again seven days in-a-row.

By enforcing these rules, however, you will increase their fun. I know this because applying these rules will force them to make some tough decisions and solve the problem of how to gain adequate rest (who keeps watch and when? Do we leave or stay in the dungeon overnight? Do we risk a campfire or go cold camp? Do we push on to escape the orc army or hole up in that nearby cave?)

Never forget, that solving problems is the root of any roleplaying game. Presenting your players with problems to solve is the essence of the game. Consider this another tool in your magic Toolkit of Great GameMastery.

Each fatigue-causing event can shift the character's weariness level one degree toward exhaustion; the various levels and their effects are shown below in the Level of Weariness Table. You will need to use your judgment as to whether actions have a chance to shift

a character's exhaustion level one, two or (in extreme cases) three levels toward depleted (or zero if you feel the event is perhaps trivial, though the letter of the rule may call for a check).

The basic chance is a -4 penalty fatigue check (d20 - 4 vs fatigue factor, FF or less indicates failure; a "1" that still exceeds FF is only a half failure with two half-failures required to drop a level).

The Level of Weariness Table has some examples to guide your decisions; all effects compound (i.e., if two "Three fatigue Check" results have occurred, have the PC roll six d20-4 to find the effects).



Levels of Weariness Table

Rested	Normal state.
Tired	Fatigue Factor increases by a +1 penalty.
Weary	Fatigue Factor increases by a +2 penalty, subject must check Fatigue even in first battle of the day.
Beat	Fatigue Factor increases by a +3 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by 1 point. All skill checks are at a -5% penalty.
Dog-Tired	Subject has trouble performing complex tasks. Fatigue Factor increases by a +4 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by 2 points. All skill checks are at a -10% penalty.
Exhausted	Subject has great difficulty performing tasks. Fatigue Factor increases by a +6 penalty, subject must check Fatigue even in first battle of the day. . All ability scores drop by the greater of 25% or 3. All skill checks are at a -25% penalty.
Depleted	Subject can hardly do more than walk in a trance-like state. Character is despondent and exhibits the thousand-yard stare. Fatigue Factor increases by a +8 penalty, subject must check Fatigue even in first battle of the day. All ability scores drop by the greater of 50% or 6. All skill checks are at a -50% penalty.

*If any ability score drops to zero, the character passes out from exhaustion for 4 hours.

Being tired negatively affects morale on a 1:1 basis, i.e., for each level of weariness below “Rested” a creature’s Morale or Tenacity drops by one level. For example, a character with a morale of Hero becomes Tired. His morale level drops to Fearless until he can become rested once again.

Sleep

Fairly quickly during the course of a game, either in the first session or certainly within the first few sessions, questions surrounding sleeping characters will arise. From the very likely question of whether the party’s female Halfling thief, Minnie the Moocher, sneaks up on that sleeping ogre and slits his throat without awakening him, to how long must my character rest to be at full capacity the next morning, to how likely is a weary guard to doze off during watch, these subjects will certainly arise and as GM, you should be prepared for them. And that’s just what this section is

about, preparing you, the stalwart GM, with rules and guidelines to cover all situations involving sleep.

Weariness Triggers (Last 24 Hours)

One Fatigue Check
No Food
Spent a significant portion of time in combat (or in close proximity)
Under a lot of mental stress
Failed to sleep for at least 6 hours total
Failed to rest for at least 8 hours total
2/3 rations
Inadequate hydration (32 to 64 ounces)
Exposed to extreme heat or sunlight for prolonged period
Exposed to average sunlight without headgear
Exposed to cold for prolonged period
Forced march
Running long distances
Disease level 1
Poisons level 1
Stat down 25% of normal*
Wounded to under 75% of hit points
Two Fatigue Checks
Disease level 2
Poisons level 2
Stat down 50% of normal*
Wounded to under 50% of hit points
Failed to sleep for at least 4 hours total
Failed to rest for at least 6 hours total
Inadequate hydration (less than 32 ounces)
Forced march, double-time
1/3 rations
Three Fatigue Checks
Disease level 3
Poisons level 3
Stat down 75% of normal*
Wounded to under 25% of hit points
Failed to sleep for at least 3 hours total
Failed to rest for at least 4 hours total
Inadequate hydration (none)

*can be from critical injury, undead drain, poison, disease, etc

Dozing off on Watch

As a GM you will be confronted, quite often, actually, with both NPCs (especially lazy monsters, like orcs and goblins) and PCs pulling guard duty in the wee hours. These are the basic rules for falling asleep on duty.

The basic chance for a character to doze off is a competing Wisdom check (d20p + Wis) against a straight d20p +4. Once a character dozes off, if undisturbed for at least 10 minutes, make a second check against a d20p+8, failure indicating the character has fallen into a slumber. If undisturbed for at least 10 minutes more, make a third check against a d20p+12, failure indicating the character has fallen into a deep sleep. Apply all applicable modifiers from Falling Asleep Modifiers Table, below.

Note, standing characters will fall, allowing another save. Sitting characters may fall, but only after slumbering unless sitting precariously to begin with.

Falling Asleep Modifiers

Tired: +1
Weary: +2
Beat: +4
Dog-Tired: +6
Exhausted: +8
Depleted + 10
No sleep per day before +6
Slept 4+ hours immediately prior -4
Slept 1-2.5 hours immediately prior +2
Each level of Weariness beyond “rested” +2
Character falls over: make an additional save
Conversing with another character in normal voice -6
Conversing with another character in hushed tones -2
Pacing about -4
Standing -2
Laying down +4
Definitions
Poor rest: did not sleep at least 6 hours and rest at least 2 more
Terrible rest: did not sleep at least 4 hours and rest at least 1 more
No Rest: slept less than 4 hours
No sleep: pulled an ‘all-nighter’

Awaking from sleep

There are a myriad of ways for a character to awaken from sleep, a cup of cold water tossed in the face, the smell of bacon cooking, a punch in the eye, a loud noise, jostling, bright light, warm urine, and so-on. In any case, all involve a sensory detection, either sight, sound, touch, or smell.

When any sensory information assails a character in such a way that you feel there is a chance for the character to notice, you can make a check (or request a PC to if you prefer, but do not give anything away!) for the character to either waken or remain asleep (at the character’s option – they may be trying to sleep through a storm or the incessant bickering of the fools on watch).

Again, this is a wisdom check, run the same way as the chance to fall asleep, but in reverse – first check from deep sleep (or whatever level of sleep the character is at) and work your way down from there to consciousness.

Awakening Modifiers

Noise, Soft (twig breaking) -8
Noise Medium (speaking in normal tone, distant thunderclap) 0
Noise, Loud (combat, shouting, thunderclap) +4
Light, Soft (candle 10 feet away) -8
Light Medium (torch 10 feet away, dawn) -2
Light, Bright (sunlight) +2
Touch, Soft (caress) -4
Touch, Medium (jostled, gently pushed) +2
Touch Heavy (vigorous shake, kick, heavy weight pressing, wetness, lifted) +8
Aroma, Mild (mild flowers, grass) -8
Aroma Medium (favorite food cooking) -2
Aroma, Strong (fresh fecal material) +2

Characters awaken in d12p seconds minus the amount they succeeded in making their Wisdom check to awaken. A zero or lower result means that the character awoke instantly and a negative result further modifies the d4p seconds required to come to and act after awakening (once a character wakes, he requires d4p seconds to react).

Note that a Coup de Grace qualifies as Medium Touch and once awake and acting, the character avoids the automatic Coup.

Adequate Rest

Characters and humanoid monsters require 8 effective hours of rest (6 of which must be sleep) to begin the day Rested (except characters with the Less Sleep talent and full-blooded, non-Grel elves, who merely require 4 hours of sleep and 3 hours of rest, respectively). Less than that and the character will be subject to increased chances of fatigue as indicated on the tables, above.

Deduct one hour of sleep and rest from characters that are taking their respite in poor environmental conditions (too cold, warm, wet, noisy, light). Feel free to compound these as seems appropriate. Further, those insisting on sleeping in armor (save robes or padded) suffer one less hour of rest while in light armor, two in medium and three in heavy.

Characters taking their rest in poor conditions, do doze off fitfully, but suffer the equivalent of one failed fatigue check the next day, all day. These penalties increase geometrically for each additional day spent with such inadequate rest.



THE ART OF TROPHY COLLECTING & BRAGGING RIGHTS FOR HACKMASTER

BY: JAMES O. BUTLER (HMA: UK-2-01469-03)

Tales of monster hunting, of risking life and limb facing up against some of the most dangerous beasts of any land, are all well good – and maybe worth a drink or two – but at the end of the day, talk is cheap. It is only with proof that the tangential rewards of accomplishing mighty deeds centered around personal feats, such as taking down savage, fantastic, or just plain unusual creatures, may be found.

Exercising bragging rights to earn small favors – including free beverages, board, attention of the opposite sex, and so forth - does in no way equate to begging; they these are hard earned privileges. But the mere act of killing fear-inducing beasts is only the first step in the process.

In order to reap the full benefits of their deeds, characters need to be proactive in their socializing. They need to become the centers of attention within a community, thrill all types of people with their stories, show off their wounds, and generally sell themselves as the heroes they profess to be.

The application of these rules is very much dependent upon the social context of a community – i.e. it is entirely the GMs call.

Some communities will prove more receptive to idolizing those bearing such trophies than others; some will be impressed only with creatures that present a ready danger to their own area, whereas others will ready their scant attention for tales of monstrous creatures that many of them will never likely happen upon.

There is no one approach that will guarantee an audience's acceptance and approval – after all, while some may be impressed by those who can slay simple orc bandits, many will likely require a higher prize before one is considered worth their time. Key to the concept of successfully pursuing bragging rights is the active socializing and flouting of oneself.

Simply whacking a severed head on a table with no fanfare or engaging speech may pass when collecting bounties alone, but this will not pass for those who desire a few social comforts being passed their way.

Those with social-based skills will quickly find they have the easiest time attaining the greatest rewards, for engaging with the populace is paramount to earning



their trust and favor. I'd wager the Rogue class doesn't seem so bereft of ability now...

Although the rules presented herein are for use with exotic trophies that lie outside the realm of standard bounty hunting affairs (such as the keeping a string holding severed ears of Orcs, Goblins, or whatever the menace for a particular community is) exceptional circumstances may render these too as a trophy worthy of

the benefits described. This is another way of saying: 'GM's call', but if a socially charismatic adventurer may be able to convince the village rabble that the bugbear ear crowning their grisly display was akin to fighting a giant, then let them revel in their hard earned glory. As well as hope that there are no local Monster Lore specialists within the villager's midst, who are unlikely to be taken in as easily as their colleagues.

If this is the case, and the favour of such an individual could be earned (or bought), then extra credit may be heaped upon them. Of course, such relatively minor acts of heroism may not always generate the desired response, and may even come back to haunt characters.

Whatever the in-game result of exercising bragging rights in such a gratuitous manner, whether the characters become the toasted champions or are mocked as wannabe hunters when even local farmers have scored a kill or two in the defense of their lands, such actions may well draw any amount of attention which conveniently serves the GM.

Opportunities to show off their expertise in monster slaying first hand may abound: be it to prove their worth and clear the locale of some threat and earn a true reward, drunken wagers rashly made with other attention seeking adventurers, or merely to save face and restore a portion of honor lost through the disgrace of trying to oversell ones deeds. GMs should leap upon such self-generated means of social interest about their person(s) as an ideal means of integrating plot hooks seamlessly into their campaigns. It is much easier to have a player tie their own noose – in a manner of speaking – after all.

What constitutes a 'good' trophy is hard to define, and there are two base values that should underlie the selection of any creature harvesting: preservation and identifiably. Although some body parts of monsters may be of use as magickal components – be it for spell-casting, or the creation of magical items – which may come to light with a successful Arcane Lore roll, this

value is not the type of value that the trophy hunter should be concerned with.

After all, as with any form of relic, a degree of faith is required – a task made much easier if the item chosen possesses some characteristic unique to the species. Entire heads usually make excellent trophies which lack any ambiguity as to the identity of the creature, unless the creature shares a human or near-human physiognomy.

For the heads of Merfolk (if removed above any gills), Hags, Centaurs, Dryads, Zombies, Flesh Golems, Sirens and other creatures who bear a close physical resemblance could be easily mistaken, potentially triggering a good deal of trouble.



Characters taking such parts may be mistaken for murders, with a sick penchant for showing off their misdeeds. Monster Lore proves invaluable in these situations, as a successful skill check (at a level determined by the GM dependent upon the individual context) allows characters to consider any situations that could lead generate such confusion. It should mostly be common sense, but that tends to be something a little lacking in many players.

Of course, the actual body parts harvested remain entirely up to the players. The characters need not burden themselves unnecessarily, when a handful of scalped snakes that formerly comprised a Medusa's

hair, the severed wings of an Imp, the cut braid of a Giant, the spiked tip of a Manticore tail, or the maw of a Leech Man alone would suffice as an easily portable trophy.

Those who are creative in their trophy taking – if not a little quirky – tend to be the most successful in having their lore remembered. Distinctive features are the key to a good trophy, and any markings that may help identify the source of the taking serve as valuable labels of identity. Thus tattoos, parts with known scars, and other such permanent personal marks, may serve as evidence of their origin, potentially allowing characters to avoid being mistaken for common murderers.

However, any flesh suffers the problem of decay unless preservative precautions are taken, and bodily trophies are no exception to nature. Unless cured or completely sealed off from air, flesh will quickly begin to decay, possibly rendering the trophy useless, depending upon how much of the unique features are incorporated within the skeleton of the creature.

This is of no consequence for trophies taken from part of a skeletal or chitinous frame of a creature, and rendering the flesh away may prove an effective immediate solution.

Typical Weight of Body Parts

Humanoid-sized head > 3 lbs
Humanoid-sized hand or foot > 1 lb
Humanoid entire arm > 8 lbs
Humanoid heart > 0.5 lb
Good-sized horn > 7 lbs
Moose antlers > 30 lb
Equine phallus > 2 lbs
Eagle wings > 2 lbs
Octopus arm > 2.5 lbs

* These raw weights for unpreserved parts should serve as a good base point for calculating a rough estimate for whatever trophy characters may acquire.

5+d4 days is the threshold for an unpreserved flesh-based trophy to begin showing signs of decay; 40+2d20 days is the standard length of time before untreated flesh will rot away to the bone (including a whole array of horrible insects that facilitate decomposition).

Not all trophies need be of flesh and blood, especially if the opposition is a sentient creature with unique and known possessions, such as rings, weapons, armor pieces, standards, or other distinctive items that may serve in place of more visceral elements. Such trophies, however, are often a source of honor and pride for parties affiliated with the former owner, and may mark the claimants as clear targets for vengeance.

Of course, a trophy alone is of little value if the tale of how it came to be detached from its previous owner is unknown. It is here that good social roleplaying can make a break the type of reception awaiting the heroes.

Three skills prove essential for regaling crowds with an action-packed story able to keep an entire community hanging on every word, and these are: Oration, Artistry: Poetry, and Persuasion. The need for each is



entirely dependent upon the individual situation – primarily concerned with whether or not the character (or party) is generally believed by the crowd (again, GM’s call – as with most aspects of society-based roleplaying).



A good epic yarn may provide a means of producing a more enduring legacy, a la the epic of Beowulf’s deeds. Sometimes a little embellishment may be necessary to sweeten the deal, and how better to hide such details than within a well-structured and neatly-ordered battle poem; such may serve as an rich accompaniment to a broad range of social events, which in turn may lead to a wider-spreading Fame should others deem the tale worthy of learning and further sharing.

GM’s may feel it appropriate to award a +5 to +15 bonus to the roll should a character possess a sufficient degree of mastery in either of the related accompanying skills to the one deemed appropriate to the situation.

Should the character successfully make these rolls, they become instant hits within the locale, and are instantly awarded the benefits described below. Failure simply means that the characters are unable to gather a crowd, or they listen with feigned interest, but don’t really believe them – and that any such trophies

could be not-quite what they are claimed to be. Trying to exercise bragging rights without a suitable trophy incurs a -25 penalty to either of these skill checks. Those possessing a trophy that could pass for what they claim it to be, but cannot be absolutely proven as genuine incur a -10 penalty.

Should two additional (different) trophies be prominently displayed and their origins heartily circulated, it is the GMs call as to whether such individuals may even be regarded within the closed social circle as possessing an extra level higher in Honor (i.e. Average Honor become regarded as having Legendary Honor within the community who believe their exploits).

As with the pursuit of the basic bragging-rights based bonuses detailed below, such an extended privilege may only be afforded to those who actively broadcast the deeds by which they came to possess the trophies.

Note those showing off to the extreme, typically have the most to lose from jealous or begrudging rivals. Such characters should expect personal challenges and accusations about their true abilities, and the benefits/consequences of admonishing such impudence summarily doubled. Anything higher, and characters are likely to be seen as braggarts who must be embellishing their actions (but still worthy of a little respect), thereby inducing a drop to the standard benefits detailed.

Of course, there should be consideration of exactly how many trophies may be kept about their person, and the ease with which they may be damaged or stolen during the course of their public appearances. Should the players become too cocky with their trophies, there exist many ways to deprive them from the objects of their fame.

A character actively displaying his trophy or trophies (such as wearing them openly on a belt or necklace), after a night of thrilling the locals with the tale of battle, potentially invoke these three social bonuses:

1) The effective Honor of a character may be treated as one level greater than it actually is in regards to practical meta-game benefits, pursuant only to social-based skills and reactions within the community impressed by these deeds.

Thus, a character of Average Honor may receive a “mulligan” (as is standard for those of Greater Honor), but only if it relates to CHA-based skills

(not necessarily restricted CHA-only, for those skills with more than one base stat).

2) A blanket +10 percent modifier to all skills reliant upon CHA if used against any individual or group who resides or does business within the community.

3) The characters effective Fame also rises by one category (up to a maximum of Major Celebrity), for the duration of the bragging right's typical length, detailed below. Sudden surges in fame and popularity such as this typically result in a byname being generated typically corresponding with the trophy for which they are renowned. Not all of these names are flattering, but it presents an ideal time to try and attain one for those who lack such a moniker of distinction.

However, while these effects are active, any gains or losses of actual Honor made public within the social community with which they have made themselves renowned, are doubled. Only the toughest, wittiest, and most interesting tend to remain on top of the social ladder for a prolonged period of time.

These effects typically last $(CHA/2)+d4p$ days, rounded up, before people begin to tire of hearing the same escapades over and over again. Of course, additional details may prolong the effective bonuses of the same trophy/bragging claim, but this too may backfire if it appears that characters were 'holding back' solely to take advantage of local generosity.

Finally, the challenge of passing fake or stolen glory off as one's own needs addressing. Weaving a fantastic story as if the actions of another were their own, if not witnessed first hand, is greatly assisted by the Skilled Liar skill.

Persuasion may also prove useful, though perhaps at an increased difficulty level than would be required had they actually undertaken the deeds (skill check made at a minimum level of Difficult). If successful, the teller may gain the full benefits afforded above – though for the purposes of their actual Honor, adherence to alignment with such fabrications should be taken into consideration here.

Fast Talking may also prove a valuable skill in tearing a few extra seconds with which to come up with an answer when questioned in inordinate detail. Should the character fail in their account, or be proven a liar after cashing in, they suffer public shame and social stigma that spreads extremely quickly.

Their effective Honor, as detailed above, is instantly reduced to a Dishonorable status within the confines of the community once fooled, and any meta-game bonuses afforded by their true Honor category cannot be used within any context relating to the society.

The effective Fame, however, remains at the increased level, as negative gossip spreads just as well as positive publicity. Players bring such consequences upon themselves, and these last for $(CHA*2)+2d20$ days, before people move on and stop caring about the misdeed. Any future attempts at exercising bragging rights by those previously shamed are done so with an increased difficulty (a minimum of a -40 penalty to skill attempts or an increased level of difficulty, depending on the extent of the previous deception).

At the end of the day, even the most dried-out husk of a trophy that is barely distinguishable from any other desiccated relic, may serve as a curio for a tavern, worth a few silver (or drinks and a bed for a night) if it has a good tale attached, if all else fails.

But exercising bragging rights and touting ones achievements – with the physical evidence to back up such tales – can prove an integral part of fantasy gaming. Now players have even more reason to fully incorporate such deeds into their adventuring career – after all, no one got rich and famous by staying quiet and out of sight.



PLAYERS' ADVANTAGE



An Unofficial Skill for Your HackMaster Game

By: Nick Gildersleeve

HERB-LORE

Relevant Ability:	Intelligence and Wisdom
Cost:	8 BP
Universal:	No
Prerequisite:	See Below
Materials/Tools:	Yes

Herb-lore, or Herbalism, applies knowledge of specific plants gained through Botany to the field of medicine. It is the understanding of the many and varied uses of plants and roots, as well as fungi and bee honey, beyond purely dietary applications.

Because of the truly potent, and even seemingly miraculous, benefits that a true master of herb-lore can

produce, there is often placed upon herbalists a misconception that they dabble in magic and commune with spirits, and that their brews and salves are not natural, but magically imbued. In some cultures they thus experience a degree of persecution, and it's not uncommon for full-time practitioners of the art to have foul accusations leveled against them, that they are not even human at all, but instead a Hag or Witch in disguise.

This stereotype seems to have become firmly entrenched in some cultures, and a woman practicing herbalism might be wise to remain discreet, much more so than men, who seem to almost never face such misunderstanding, but instead enjoy the respect and deference due to a skilled healer. The Deji seem to be the only human cultural group that, as a whole, reveres the woman herbalist. But even some of them have begun to fear the presence of healing power in the hands of their women.

Note that an herbalist will never call one of their concoctions a "potion," as this word carries along with it connotations that they very much wish to avoid. They are people of science, and usually refer to the medicinal substance in question, whether it be a liquid concentrate, a tea infusion, a salve, or whatever, in terms of its primary plant-substance.

For example, a tonic derived from nectar of the Twyylit flower may be referred to simply as Twyylit, as in "take a sip of Twyylit every morning or, if it is too bitter, pour it into a cup of honeyed water ... your fever should subside within a few days."

If a character wishes to learn herb-lore, she must first become proficient in the identification of plants through at least Average proficiency in Botany. After that, the student must continue to expand her knowledge of plant-identification along with her knowledge of putting said plants to medicinal use. Thus, Herb-lore can never be of higher mastery than Botany.

A novice herbalist can't do much beyond assist her mentor. She is still learning the intricacies of compounds and the inter-relatedness of plant properties, as well as the arts of extraction and prescription.

However, at Average proficiency she has become a fairly adept herbalist, knowing more about the green things in the forest, and the dirty roots under the ground, than just about anyone she meets. If asked, she can rattle on for hours about what Estayl thorns do for a woman with moon-cramps, what should not be combined with Ferringleaf, and how best to procure Loommoss in the winter.

Passed Average, the herbalist begins to hone and refine her wisdom of the earth and the application of its bounty for the easing of affliction until her knowledge has become an invaluable resource, a living transmission of generations of herb-lore to be nurtured, practiced, and ultimately handed down to future generations.

The table below gives a rough outline of what an herbalist can accomplish with higher levels of skill and training. In general, completion of a task requires time equal to about 1d6p days, when the task is equal to their mastery level. This includes time to acquire necessary ingredients. However, for more difficult tasks ingredients may be required that are not provided by the local habitat, in which case more time may be required in order to travel and find them.

Mastery Level	The character can ...
Novice	Assist a higher level herbalist or apothecary with some efficiency
Average	Select appropriate herbs for the treatment of minor ailments, diseases and infections.
Advanced	Combine multiple herbs to treat maladies, diseases and infections. Concoct elixirs, salves and poultices that grant a minor restorative benefit to physical wounds.
Expert	Combine multiple herbs of rare and uncertain usage to treat serious diseases and infections. Make elixirs and salves that grant a restorative benefit to physical wounds.
Master	Go beyond established practice and teaching to push the boundaries of understanding regarding the relationship between man, animal and the natural world. Make elixirs and salves that grant a major restorative benefit to physical wounds.



For tasks below an herbalist's mastery time may be reduced by 1 day per mastery level. It may be tempting for an herbalist to stock up on key ingredients for important ointments and elixirs, and while many herbs may be dried and keep for some time, more complicated compounds often require the ingredients be fresh in order for them to realize their full benefit.

For more basic tasks which might be performed by an herbalist of Average mastery, a mortar and pestle is all that is required. However, for more advanced compounds requiring fine measurement and methods of extraction more may be required.



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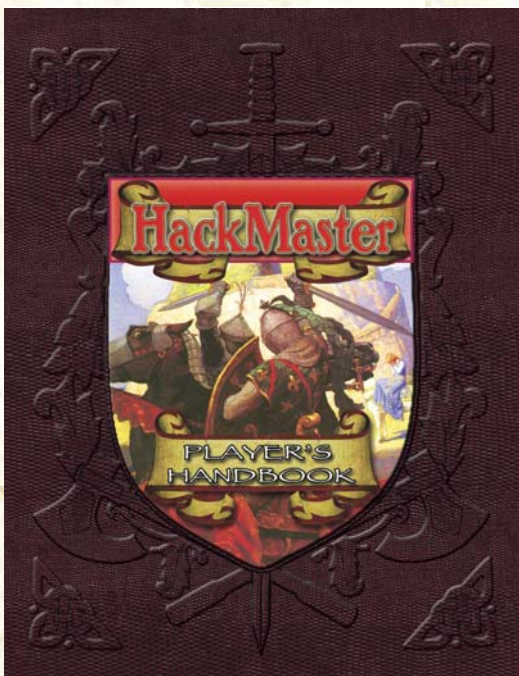
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Friends and Enemies

Unofficial Inter-Party Relation Rules for HackMaster

By Nick Gildersleeve

The vast majority of a character's adventuring career is spent with a handful of folks pursuing a similar objective. But that doesn't mean she likes any of them. In fact, she might hate some of them, or all of them, and just be doing her job for as long as need be before she can get paid and otherwise safely ditch them.

On the other hand, she may have spent years with the same group of people and come to trust them with her life, being in turn willing to risk life and

limb to keep her friends from harm, and having developed a rapport and chemistry with them that adds intangible benefits to her performance.

Working with a team built on trust, that has years of experience working together, provides significant benefits in terms of knowing what to expect from each other in various situations, and being able to complete team-oriented tasks with a minimum amount of discussion.

But even more importantly, such trust and devotion instills motivation on a personal level, which is something that can't be taught or bought. Love for a friend can compel someone to dig deeper and strive harder, especially when a comrade's life might depend upon it. At the very least it compels the character to do her best so he doesn't blow it when his friends are looking.





On the other hand, the negative emotions arising from having to spend lots of time in close quarters with someone who rubs you the wrong way can be exhausting. And when time comes to draw lines in the sand and perform heroic deeds that might become a matter of life and death, a PC might just hesitate to stick his neck out if it's for someone that he hates. At the very least he might end up lacking that extra oomph needed to pull something epic off, cause deep down he really doesn't care.

These rules track how one PC feels about other PCs in her party, and it abstracts the effects of those relationships upon her performance with the use of Companion Points. A PC earns positive or negative Companion Points from each member in her party, and she can use positive Companion Points in exactly the same way that she would spend Honor.

With Companion Points a PC can modify die rolls in those exceptional circumstances when love for a friend might mean the difference between giving up and going further than she thought possible. Companion Points reset whenever the PC increases in level, relative to how she feels about her party at that time.

While negative Companion Points do not affect play directly, it should be kept in mind that if a PC's Companion Points are in the red then that means he

generally doesn't much like the people he's adventuring with. He'll need to start role-playing accordingly, and think about ways to improve his relationships.

If he can't do that then he might have to consider moving on, or else start to suffer Honor losses for continuing to participate in a situation considered deplorable by his character. Some folks might even work with someone they hate, even an enemy, if the justifications are compelling. But few can last in that arrangement for long.

Unless indicated otherwise by a character's background, all PCs begin play as Acquaintances. The GM should use his judgment in allowing major exceptions to this rule (eg, not too many soul mate brothers should be allowed), but exceptions might exist.

After every level gain, characters choosing to remain with their PC associates must roll to see if their view of each PC party member improves or deteriorates. It will not stay the same, but will likely fluctuate up or down depending upon situations and events.

Note that this check is only required between PCs, and not NPCs, though if an NPC connected with another party member did something extremely positive or negative to the PC in question then that might need to be taken into consideration as a Significant Event.

Also note this check is done separately for each PC relative to the other members of the party. The results are not necessarily reciprocated. The needy Barbarian might think the Elf is his friend, when in fact she regards him as little better than an acquaintance.

Make each check as follows (checks may be done privately with the GM, to keep results a secret, if the table wants to play it that way):

1. Checking PC declares which party member she is rolling for
2. Target PC (or GM) rolls a d100 and remembers the score
3. Checking PC then rolls a d100, modifying the result as follows:

-25 per alignment difference between characters (a Chaotic/Good and Neutral/Evil character would thus suffer a -75 penalty).
-25 for race difference (Dwarves and Elves)
-15 for cultural difference (Fhokki and Deji experience cultural difference, so do Brandobians and Kalamarans).
-50 if major race or cultural barrier (GM discretion here; blood-feuds, racism, background, and other things could contribute to such major bias).
+25 per level adventured together.
+/-25 per level of relationship higher or lower that he target characters has for checking PC (ie., if the target PC considers the checking PC a friend, but the checking PC just considers the target PC a partner, a +25 bonus would be added).
+/-25 significant event during last level's adventuring. Did the target PC save this character's life in the last adventure or give them a "gift?" Or did they insult them, try to rip them off or otherwise do something the checking PC really didn't agree with?
+/-10 per 1 point of the target PC's Charisma above or below 10.

4. If checking PCs modified roll is above the target PCs roll, then her view of that character improves by one level on the Companion Points table below. If it's under the target PCs roll then her view stays the same.

5. However, if the checking PCs modified roll is a negative number, then her view of the target PC deteriorates one level.

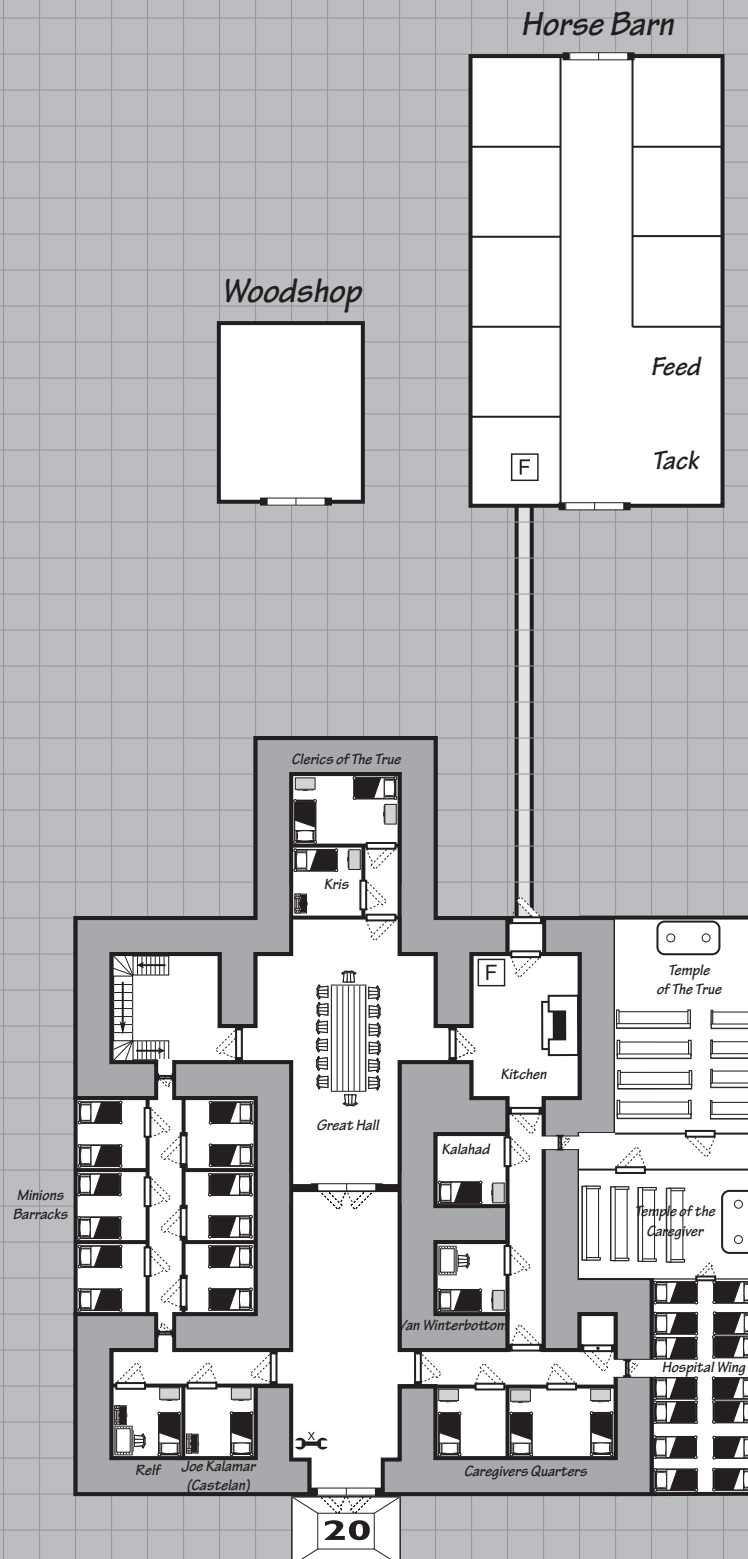
6. Record the checking PCs new view of that character on her character sheet, along with the Companion Points that the relationship contributes.

Once a PC has calculated her view of all PC party members for the upcoming level's adventuring she can total her Companion Points, and in the hard weeks and months ahead she can use them in much the same way she would use her Honor points for modifying die rolls to pull off heroic and memorable deeds.

COMPANION POINTS TABLE

Relationship	Companions Points
Nemesis	-5
Enemy	-4
Hated	-3
Disliked	-2
Distrusted	-1
Acquaintance	0
Partner	1
Ally	2
Friend	3
Close Friend	4
Dear Friend	5
Soul Mate	6

Rehabbing Karinar Manor



In the D-Team and associates' home campaign, we utilize a round-robin system of GMing wherein Dave, Jolly or myself will run a particular scenario – usually one that we have just completed and need to redline before adding it to the product queue.

This method of play means that someone's PC always gets left behind. The GM's stay-behind PC is usually accompanied by one or more of the other PCs that for one reason or another could not make that night's session.

Once we completed the Manor House adventure (later renamed "The Ransom" in *Frantor's Keep* after editing], the goblin's ex-lair became our base of operations. Everyone that couldn't play, as well as the GM, had their PCs back at the Manor awaiting activation at some future time – except for cleric PCs who were roused from bed and set upon healing chores whenever the bloodied active PCs returned.

Over time we began to accumulate more and more PC associates as certain friends of ours would play for a few sessions but later become distracted by real world priorities.

While this ensured a good deal of security, the Manor began to become a pretty crowded place. It turned out that my character, Relf the Elf, had both a lot of time to kill while I GMed and a knack for carpentry. To occupy his time, he set forth on rehabbing the Manor to better suit our needs.

Initial Work: Obviously the first step was to repair the leaky roof. With Advanced Mastery in Carpentry/Woodworking, this was a relatively easy task to perform to a professional standard. The next step was to build some additional bachelor quarters by building partition walls and framing out the two larger rooms in the southern part of the Manor as well as the library. Naturally enough, Relf needed room to plane down timber, build doors and complete sundry tasks. Sawing logs on the great hall's table and leaving sawdust and scraps of wood all over the Manor was undesirable to the other residents. Thus the first out-building was constructed (the woodshop).

First Expansion: Capacity was still a problem. The building's shape led Relf to an idea. Enclosing the 'courtyard' between the west wings by building an exterior wall between the two protrusions would yield a fair bit of square footage with a minimal amount of structural work. Thus began work on the West Barracks. By

tunneling through the exterior walls, these small breaches (subsequently shored up and fitted with barred doors) would connect the six double occupancy rooms to the rest of the Manor. Admittedly, the exterior wooden wall would be easier to breach than the stone Manor walls. However, this wall was effectively a palisade constructed of hardwood logs that would hold off all but a very determined foe with ample time to hack away at the exterior.

Tunneling: My secondary PC was a Human Fighter named Joe Kalamar that aspired to becoming a sapper commander. With his mastery in mining, he took on the task of creating the escape tunnel from the manor. The tailings from this excavation would have a secondary purpose. The hilltop on which the manor was built did not have enough flat space to build any sizeable exterior buildings. The waste dirt would serve as a foundation for the planned barn that would both disguise the tunnel exit as well as house the pack animals we would subsequently acquire.

A secondary excavation project was the digging of a deep pit in front of the front door to prevent the next generation of idiot mercenaries from using a battering ram to force their way in. Joe and Relf spent a good del of time digging this big pit. While Joe shored it up, Relf set to work on his first use of Trap Design by building a wooden platform over it that was rigged to collapse (though it could be secured to remain rigid if need be ...and usually is.)

Final Construction: In a duplicitous gesture meant to placate the Manor Men's clerics' (without having to become an anointed follower of their dumb religions), Relf later built an addition to the east side of the manor that included two shrines as well as a frequently used hospital wing.

We eventually adopted the title "The Manor Men" and essentially established a little socialist realm of our own.

Steve Johansson

*Note: The map differs from the one in *Frantor's Keep* because an error was made in the exterior illustrations and it was easier to just change the interior floorplan before going to press. What you see here is based off the original map.*