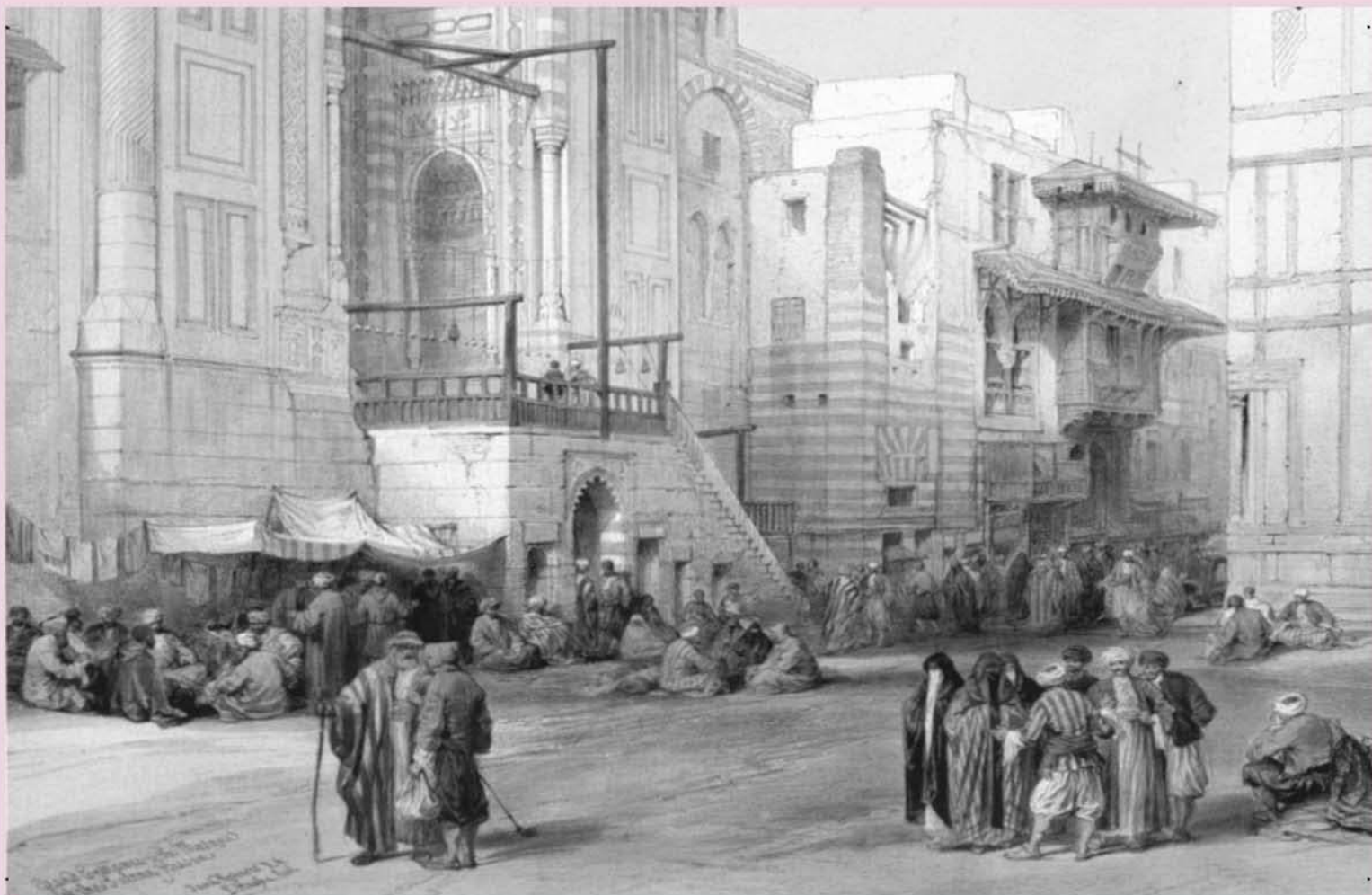


HACKMASTER®



HackJournal Issue #40 Fall 2012

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:

- *Ambush on the Road - A HackMaster Adventure*
- *One Shot Encounter - A HackMaster Adventure*
- *Alternate Spell Components*
- *Fireworks Magicks*

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HACKJOURNAL 40

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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AMBUSH ON THE ROAD

By: Kurt Evans

Introduction

This adventure is designed for any number of 1st level PCs, although it is best run for fewer than eight. It should only take 1-2 hours of play to complete, making it ideal for introducing new players to the game.

The story is designed to be placed anywhere in the southwest region of the Young Kingdoms, although it is best placed on the outskirts of the Village of Tud, located in the Archduchy of Saropar, with the party having started their journey heading south from Teronven.

While this adventure is intended to serve as a loose sequel to the mini adventure *Into the Unknown*, it is not required that the GM has seen, or run, the first adventure in this series.

GM's Background

The Archduchy of Saropar is, for the most part, a sleepy agricultural province where the occasional passing phalanx of soldiers is the most exciting thing to transpire for leagues around. The threat of humanoid hordes is a problem for the neighboring Militocracy of Korak.

On very rare occasions small groups of Hobgoblin scouts do, however, penetrate even as far north as Tud...

GM's Note: Creature statistics appear in abbreviated format designed for easy combat resolution. GameMasters familiar with the rule system should easily understand the entries. The ToP listing (x/y) merges the opponents' Threshold of Pain (x) and Trauma Check (y).

Preparing for this Adventure

HackMaster is unlike many of the other, inferior games on the market today. One difference is that your characters don't begin play as unkillable demi-gods. Don't believe us? Roll up a character with your buddies and announce loudly, "Ey, I think we should go kill an army of Hobgoblins!" You should get smacked by them for merely making that suggestion, because if there's a working brain among the group, they know.

They know that HackMaster is not a game for wimps. They know this is a game where heroes are made, not born. And running off to do too much too soon is not heroic -- it's just plain idiotic. Therefore, as the GM running this adventure, you need to take into account the collected level of your PCs, as well as the total number of PCs who are playing.

With that in mind, use the charts located in each encounter to guarantee the proper level of challenge for your party of treasure seekers.

GM's Note: If you are running the adventure for fewer than three PCs, it is advisable that you provide the party with an NPC companion of appropriate character class. In other words, if there are no magic users, you may be inclined to provide them with a mage or cleric. If there are no fighters, you may wish to provide them with one. Otherwise, the PCs may struggle against even the encounters designed for smaller numbers.

1. On the Road

Encounter: Brantron Rancren (the beaten man), 1 Kobold for every two PCs

Potential Yield: 4 sp (on Rancren), 1-3 grimy Kobold daggers

Potential Story Award: Learn about larger ambush down the road (67 EPs)

To put your party in the right mindset for an adventure, read or paraphrase the following text.

The journey between Teronven and Tud is a tedious one which you've found to be neither deadly nor disastrous. It is the boredom of the trip, then, that lulls you into a false sense of security, causing you to respond with dull eyes and sloth-like reflexes when something out of the ordinary occurs.

As the Village of Tud - still roughly an hour distant, comes into view beyond the flattened farm land, a lone man explodes out from the brush alongside the road. His clothing is tattered, and he bleeds from several scrapes across his skin, apparently acquired while tumbling through the buckle brush.

With eyes opened wide by panic, the man begins gesturing emphatically into the brush behind him. Yet, the words fail to escape his mouth before the brush begins to stir again, this time giving way to a Kobold brandishing a dagger!

The Kobold (or Kobolds) see the PCs but ignore them for Rancren. If the PCs ask, Rancren tries to crawl away from the Kobold(s) on all fours, but has yet to say a single word (they aren't likely to identify it, but he's dehydrated and his tongue is too swollen for him to speak).

Unless the PCs directly intervene, the monster(s) focus their attacks on Rancren, quickly killing the wounded farmer. When he first appears, Rancren is suffering from three visible 1 HP scrapes, and he has a deeper blood stain which has saturated his tattered shirt and is inadvertently concealing two 3 HP wounds, giving him only 12 remaining HP.

Kobolds (1-3) (17 EP each): HP 16, 14, 13, Init +3; Spd 6; Rch Short or by weapon -1 foot; Att +2; Dmg 2d4p-3 (dagger); Special Attack None; Def +4; DR 2 (armor, hide); ToP 6/4; Size Small

Brantron Rancren: LG Brandoban human; HP 21, Init +4, Def +0, DR 0, ToP 6/4, Agriculture 42, language (Brandoban) 75, (Kalamaran) 44; Quirk & Flaw: Needy, Stutterer

A resident of Tud, Brantron Rancren shares a farm with his brother Meltron located just outside of the village. Earlier today, the brother's beloved pet dog Whipper -- normally tethered with a strong leather leash -- began barking hysterically and pulling at her leash until, finally, she broke free and dashed off into the forest at the edge of the farm. Both brothers immediately gave pursuit, not realizing the world of trouble into which they were entering.

Rancren obviously didn't know it at the time, but Whipper had smelled the presence of evil. In the nearby woods was a Hobgoblin scout and his crew. Sadly, they made quick work of the dog once it caught up with them. As they skewered and prepared to eat the dog, Meltron and Brantron burst into their camp. A tussle ensued, with Meltron slain quickly as Brantron battled with -- and then fled from -- the Kobolds.

The PCs learn none of this if Brantron dies -- however, should they intervene and save him, he eventually calms down enough to warn them of the threat which awaits them along the road.

2. Ambushwhacked!

Encounter: 1 Hobgoblin, + kobolds and goblins (see chart)

Number of PCs	Number of Kobolds	Number of Goblins
1-2	1	0
3	2	0
4	2	1
5	3	1
6	3	2
7+	4	2

Potential Yield: daggers (kobold), short swords (goblin); small shields (goblin); 1 longsword (hobgoblin); 1 medium shield (hobgoblin); 1 leather armor (hobgoblin); sack containing 17 candles (5 half burned); 8 pieces of chalk (2 well-used), flint and steel; mirror, brass signal; Tinderboxes; and a silver ring (10sp)

Regardless of Branton Rancren's survival, the PCs most likely continue their journey to Tud.

GM's Note: Obviously, this adventure cannot take into account every possible action of your PCs. Perhaps they'll choose to step off the trail and into the woods. Maybe they'll announce loudly that, like a bunch of cowards, they're turning back and headed toward Teronven. Or, they could continue on to Tud. Whatever they choose to do, be prepared to accommodate them, but keep in mind the following facts.

- * Should they continue on into the woods, they effectively charge blindly off to face a wary opponent -- the hobgoblin (and any cronies). This gives the monster(s) a d8 roll for initiative.

- * If they turn back and head for Teronven, the hobgoblin discerns their presence and stalks them. Unless the PCs specifically state that they keep a wary eye focused behind them, the monstrous forces ambush them in a manner granting them a d4 for initiative.

- * Continuing toward Tud makes them easy targets, but -- if forewarned by Rancren -- the odds of the hobgoblin (and his crew) surprising them drop greatly, Listen or Observation checks should be Very Easy to pass (-80% modifier). However, even if they never receive Rancren's warning, it's likely that the PCs express a heightened alertness for pending danger. In this case, they may roll listening and observation checks, both with Average ratings (-40%). In either case, the hobgoblin is aware of their presence and rolls a d10 for initiative.

Once the PCs declare their intentions, read or paraphrase the relevant text, below.

As you continue your journey, you notice the still air of the area around you. It seems as if nature knows something you do not. But before you can attempt to identify any particular reason for the quiet, the sudden, piercing cry of a bird disrupts your concentration.

At this point, have all the players make Listen checks, taking into account whether or not they have been warned by Rancren. Those who pass the check not only

hear the bird cry, but upon a successful INT check (vs. d20+5) are able to identify it as sounding like a Paka Bird.

Those passing both checks should now make the following three checks in the listed order -- but, for the sake of the dramatic, do not inform them of success or failure until they've made all their rolls. Those PCs who are too oblivious to pass the listen check are, unfortunately, sad participants to the coming events, while those who failed the INT check may only make the third skill check of this series.

- * Current Affairs (Very Difficult) or Monster Lore (Very Difficult) realizes that Paka Birds live near the northern edge of DuKem'p Swamp, located far south of Tud (and, therefore, a Paka Bird would be out of place here)

- * Animal Mimicry (Average) to determine, above all else, that this was a fairly poor attempt at mimicking the bird

- * An opposed Observation check vs. the kobold's hide roll (d20+d20p %) recognizes the source of this cry as being in a nearby tree.

If they succeed in any of the checks, they are likely to identify an impending attack, which impacts their Initiative die based on the successes achieved. initiative.

Once the PCs cycle through these rolls, read or paraphrase the following text, remembering to omit any mention of a goblin (or goblins) if there are not enough PCs to warrant their appearance.



If the PCs succeed in their listening check:

As the bird cry reverberates in the air, you quickly to identify the tree that it's coming from. Indeed, as you suspected, the call comes not from a bird, but, instead, from another kobold! Quickly realizing that you have spotted him, he hastily shuffles out of sight into the dense leaves of the tree.

Even as he disappears, a larger, more menacing figure steps out from the forest onto the path -- a hobgoblin! Although he is dressed not in the ceremonial battle armor that his race is known to wear -- but instead in a scout's leather traveling gear -- he makes a menacing sight. Behind him lurks two other creatures, both anxious-looking goblins, clearly excited for a chance to spill blood!

The Hobgoblin roars, "They failed? Ah well, never let a dog do a hobgoblin's job!" He quickly lunges forward to strike!

If the PCs failed their listening check:

As your eyes dart about, trying desperately to locate the origin of the bird cry, you hear another, more frightening sound -- the slow slide of a sword being unsheathed!

At this point you notice him, charging rapidly towards you: a hobgoblin! Though dressed in traveling gear rather than his races' typical ceremonial battle armor, he still presents a terrifying image. Behind him, two more creatures -- goblins -- hoot and holler in excitement. As he steps within combat range, he growls only one word: "Meat!"

GM's Note: If you run this adventure for only a couple PCs, avoid involving the kobold scout in combat, even as he alerts the hobgoblin that you are close. Merely describe the cowardly little creature as scrambling into the brush and watching from afar.

Goblins (1-2): HP 22, 20, Init +3; Spd 8; Rch Short or by weapon -1 foot; Att +3; Dmg 2d6p-1 (short sword); Special Attack None; Def +2 (+6 with small shield); DR 2 (armor); ToP 9/6; Size Small; EVP 22

Hobgoblin: HP 30, Init +2; Spd 10; Rch Medium or by weapon; Att +5; Dmg 2d8p+1 (long sword); Special Attack None; Def -2 (+4 with medium shield); DR 2 (leather armor); ToP 12/6; Size Medium; Skill: Sneak 52; EVP 67

If the PCs survive the battle, they are likely to be bruised and battered. Where you take them next is at your discretion, but if you are so inclined you may read or paraphrase the following text.

You cannot help but look expectantly toward the forest, even as the wretched monster rattles out his final breath, fearful of an impending second wave of attack. No such attack occurs, however, as you are instead greeted only by the tweets and chirps of birds (real ones this time) and the sounds of other forest animals.

Off in the distance, you spot rising tufts of chimney smoke, above a large, welcoming-looking farmhouse. Perhaps you can seek shelter there, if only for a time, from the unknown that awaits you down the road.

To be continued in IU3: The Farmhouse of Terror



ONE SHOT ENCOUNTER

By: Benjamin Pierce

Cartography By: Matt Leonard

Encounter: Minotaurs (3), Dogs (10)

Environment: City

Average Party Level: 12

Potential Story Awards:

Learning Joris's Fate (25 EP)

Successfully Negotiating with the Urchins (25 EP)

Successfully Tracking the Minotaurs (25 EP)

Avoiding Minotaur Ambush (50 EP)

Slaying the Minotaurs (2,075 EP)

Slaying the Dogs (220 EP)

Bypassing Dogs Without Alerting Minotaurs (100 EP)

Potential Yield:

Coinage (97 sp, 108 cp), *Battle Axe* +2, Two Battle Axes, Large Shield, Silvered Dagger, Agate Bracelet (35 sp), Mayor's reward (300 sp)

BACKGROUND

Fear rules the city. For the past several weeks, people have been disappearing in the waterfront district, including several members of the city watch who have been called in to investigate. The Lord Mayor is offering a reward of three hundred silver pieces to anyone who can find the source of these disappearances and bring them to justice.

THE SET-UP

A small group of minotaurs are behind the disappearances. An underground slaving operation smuggled

them into the city, intending to use them for illegal pit fights. The plan fell apart when the minotaurs broke free and slaughtered their captors. Now they make their lair in the former headquarters of the slavers -- a large, disused warehouse in a fire-damaged and nearly deserted area of the waterfront. True to their nature, the minotaurs have turned this warehouse into a maze, filled with traps for the unwary. They come out at night to hunt unsuspecting victims as food.

THE SEARCH

Players can track down the minotaurs in a number of ways:

1. An Average Glean Information skill check in the waterfront taverns will provide a lead to the last disappearance, a guardsman named Joris. A regular patron thought he heard a choked-off scream from an alley the night Joris disappeared. If the players investigate the alley, they will find signs of a struggle and bloodstains. An Average Tracking check reveals a massive person (or creature) dragged a body north from this point. If one of the PCs succeeds in a Difficult roll, he or she will discover that the creature doing the dragging had hooves.

2. The party can also pick up useful information from the local street urchins. An average Glean Information check, plus suitable bribery (the urchins don't give up anything for free!) will let the party know that the urchins refuse to venture into the burnt part of the north end anymore. "It's ha'anted," one of them confides in a whisper. "People who go there don't come back."

3. Investigations in the north end will narrow the search. The PCs can find more of the large tracks, centered around a large, disused warehouse, with another successful Average Tracking skill check.

THE WAREHOUSE

The warehouse is a large, dilapidated structure that suffered heavy damage during a fire a year ago. A sign dangles by one chain over the front office door, proclaiming this to be "CHAPMAN AND SONS SHIPPING AND SUPPLY."

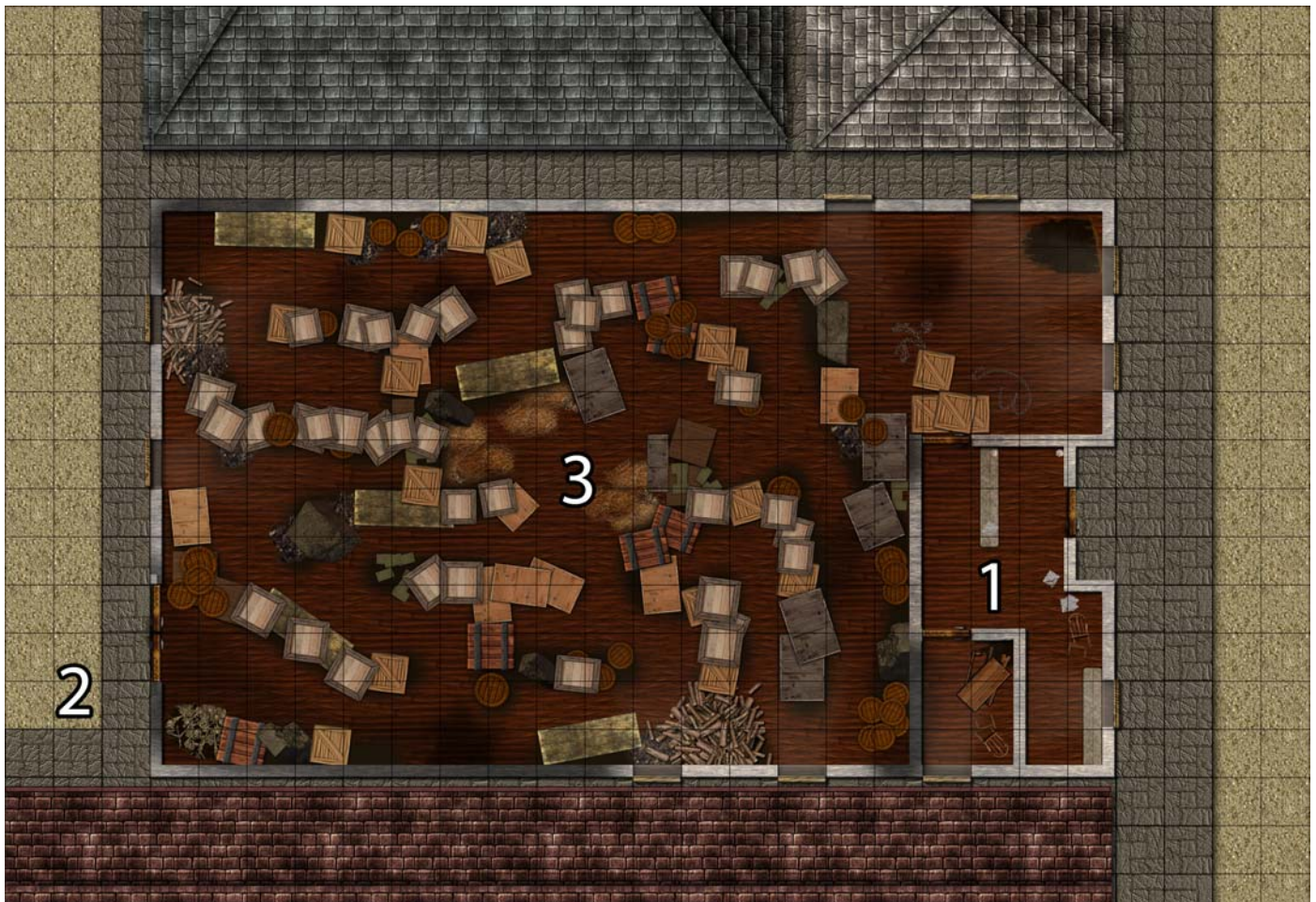
Following the fire, the owners determined that repairing the warehouse would bankrupt them, and absconded with the company's funds rather than try. They abandoned the warehouse, and left the now worthless crates of smoke and water-damaged bulk foodstuffs inside to rot.

For several months, it remained uninhabited, before being claimed as a temporary base of operations by a small group of illicit slavers known as Mag's Men. These slavers specialized primarily in smuggling dangerous creatures into the city for use in back-alley pit fights. Unfortunately for them, they bit off more than they could chew with three minotaurs. The mage who was supposed to keep the merchandise pacified failed to do so at a crucial juncture, resulting in a short but extremely bloody battle. Now, the warehouse serves as the minotaurs' lair

The minotaurs are not fools. They realize that if anyone tracks them back to their lair, they may be overwhelmed by superior numbers. Therefore, they have taken a number of precautions to stack the deck in their favor.

The front office of the warehouse is trashed and thoroughly looted, but otherwise largely unremarkable. However, the door leading to the main portion of the warehouse refuses to open. (The minotaurs have barricaded it with full crates, making it impossible to force open.) The windows have been boarded up quite thoroughly (the slavers did this to ensure their privacy.) Smashing a way through the windows will take time and make a great deal of noise, ensuring that the minotaurs will be waiting in ambush for the first person through.

The only easy entrance at this point is through the freight yard at the back of the warehouse. Even this is not without difficulties, though. A pack of vicious stray dogs has taken up residence here. Though they fear the minotaurs, they have learned that the creatures will toss the scraps of their kills out into the yard. They will defend their feeding grounds vigorously.



10 Wild Dogs (22 EP each): HP 17 each, Init -2, Spd 10, Rch 1', Atk +2, Dmg 1d4p+1, Def +4, DR 2, ToP 7/7, Size M, Move 20 ft./sec.

While the dogs are unlikely to present a serious threat to a well-equipped and disciplined party, they will make a great deal of noise. This will provide the minotaurs a warning and they will move to defend their lair.

The interior of the warehouse is shrouded in gloom. Party members who lack low light vision suffer the penalties of shadowy illumination (-4 attack, -2 defense) unless they have a light source.

Inside the freight door, heaps of crates piled to a height of ten feet (or more) stretch off into the dimness, creating winding, makeshift corridors. The corridors are about six to seven feet wide, and just wide enough for a single human to pass comfortably, or for two to squeeze in side by side. The "walls" look unstable, and climbing them is somewhat risky.

Anyone attempting to do so will need to make an Average Climbing check to reach the top. Failure indicates that the climber brings down a section of the wall on top of him, suffering 2d6p damage. Anyone standing within 5 feet of him must roll a Reflex save against d20p+8 or suffer the same damage.

If the climber successfully reaches the top of the wall, he will immediately realize that the entire mess is so unstable that attempting to move along the top is sure to cause an avalanche. An Average Observation check will allow him to detect movement deeper in the labyrinth. A Very Difficult Observation check provides a glimpse of a hulking, horned shape that quickly disappears behind a heap of boxes.

Players may try to move along the tops of the box-walls, but the going is slow at best. With a successful Feat of Agility check (against an unmodified d20 roll) the character can move along the top of the boxes at half of his or her normal walking pace.

THE AMBUSH

The minotaurs stalk the party as it approaches the center of the labyrinth. Several sections of "wall" near the middle have been carefully weakened to make them easy to push over. As the party reaches one of these

points, the minotaur on the far side pushes the wall over atop them. A Difficult Scrutiny or Identify Traps check will warn party members of the ambush; those failing this check will need to make a Feat of Agility roll against a d20p+5 or be pinned under heavy crates.

An unpinned character can free a trapped companion in 5 seconds; a pinned character can free himself in ten seconds with a Feat of Strength roll against a d20p+10. Someone pinned under crates is considered prone, but not helpless; he may only roll a d8p for defense, and cannot make use of a shield, but is partially protected by the crates (treat as a medium shield for defense bonus, damage reduction, and cover value.)

The strongest minotaur attacks the party from the front, while the one who triggered the trap pushes through the gap and attacks from the side. The third minotaur circles around to attack from the rear, taking 15 seconds to do so. The minotaurs attacking from the front and side attempt to incapacitate active party members first before turning their attention to those pinned by crates; the one attacking from the rear seeks to concentrate on unarmored targets and obvious spellcasters. The minotaurs will fight to the death; they have nowhere to go, and prefer to go down fighting rather than be captured again.

Alpha Minotaur (725 EP): HP 70, Init -1, Spd 7, Rch 4' (battle axe +2), Atk +13, Dmg 4d3p+8, Def +9, DR 6 (12 with shield,) ToP 28/9, Size L, Move 15 ft./sec.

Equipment: Battle axe +2, large shield

2 Minotaurs (675 EP each): HP 55, Init -1, Spd 7, Rch 4' (battle axe), Atk +11, Dmg 4d3p+6, Def +3, DR 6, ToP 22/9, Size L, Move 15 ft./sec.

If the party is victorious, they will be able to find the minotaur lair at the center of the warehouse. It's a ghastly nest filled with partially gnawed bones. A search of the nest will turn up treasure scattered among the bodies: a total of 97 sp and 108 cp, an agate bracelet worth 35 sp, and a silvered dagger with an exquisitely-wrought hilt in the shape of a leaping dolphin (worth 100 sp to the right buyer.) Should the party provide proof of the minotaurs' demise to the Lord Mayor, he will gladly pay them the promised reward.



TOOLS OF THE TRADE

Alternate Components for Mage Spells

By: Benjamin Pierce

"Well, boy, why are you sitting there looking bewildered? Spell blew up in your face, did it? I thought as much. You apprentices always make the same mistake. You imagine that all you have to do is follow the directions mindlessly...make gesture A, wave component B, and effect C will happen. What you don't realize is that magic isn't just a craft. It's an art, boy, and like any art, the effect is going to vary from artist to artist. Two singers aren't going to interpret the same song the same way, two painters aren't going to paint the same scene the same way, and, likewise, two mages aren't going to cast the same spell in exactly the same way.

Take spell components, now. Chances are you flubbed that spell you were just trying to cast because there was something wrong with your components. You imagine that just because the books say that Viscous Webbing requires a piece of spider web, that's the end of it, eh? Well, spider web will work, sure enough...but did you ever pause to consider that not all spider webs are created equal? Some will work better than others. The truth is that, like a good chef varies the ingredients in his dishes, a good mage will sometimes vary the components in his spells. Sometimes, he'll swap out a component for a different component; sometimes, he'll add a component to a spell that didn't require components to begin with. Frequently, this results in a spell that fizzles. Occasionally, it results in a spectacularly-botched spell, so I don't recommend experimentation until you're a lot more experienced. Every now and then, though, the mage will discover a variant component that improves the spell in some way.

Why doesn't every mage use these improved components, then? THINK, boy! Use that head of yours for something other than growing hair! You know how competitive mages are. Think you that they'll hand over their secrets for the asking? Not likely! Besides, many of the alternative components are expensive, and most of them are rare. As a result, most spell-lobbers just stick to the usual, tried-and-true components that their great-grand-daddy used. Speaking of which, my supply of bat guano is dangerously low. Here's your bucket, and there's the cave. It's time you get some first-hand experience in gathering spell components."

--Master Semitiri, Senior Instructor at the College of Alchemy in Bet Kasel

Unlike inferior systems that tend to hand power to magic-users on a silver platter, HackMaster makes them work for it. Yes, magic is powerful, and it can accomplish many things that would be difficult or impossible by mundane means. However, magic also has stringent limits. Even the most accomplished mage knows that there will be a few seconds (an eternity, in other words!) of vulnerability after he or she casts a spell. As a result, a smart caster makes every spell count.

One way to ensure that every spell is cast to utmost advantage is to use alternate spell components. As a quick perusal of the Hacklopedia of Beasts will make clear, adding exotic components to certain spells augments their power. Not all of these additional components animal in nature. Rare woods, exotic plants, and gemstones may all be employed to advantage...provided, of course, that the mage knows which components will enhance a given spell. This is by no means a given; mages guard their trade secrets as jealously as a miser guards his gold.

In order to discover whether a given spell has potential alternate components, the wizard will need to hit the books and do some research. This requires three things: a reasonably-stocked library of arcane reference works; time; and an Arcane Lore skill check. If the caster personally knows the spell in question, the Arcane Lore check is merely Difficult; if he or she does not know the spell, the check is Very Difficult. An exceptionally well-stocked library will provide a bonus of +10 to the researcher's skill for the purposes of this check.

Monster Lore is also invaluable when it comes to figuring out which creatures yield spell components. As mentioned on page 180 of the Player's Handbook, a successful Monster Lore check permits the character to ask one or more questions about a monster. "Does this monster have any parts that can be used as spell components?" is a valid question. Since such information is relatively esoteric, the check is always Difficult.

Once the mage determines that alternate components exist, there remains the matter of obtaining them. This is by no means easy in most cases! Few towns or cities have enough mages in residence to support a spell component shop, and even in cases where such a shop exists, it is likely to stock only the most commonly-used components. In the rare case where a seller has one of these components, the buyer can expect to pay through the nose for it. In most instances, the wizard desiring the component is going to have to track it down the hard way. That's likely to involve a lot of research, a lot of travel, and a considerable amount of hardship and risk. Hey--nobody ever said that being on the cutting edge of spell-lobbing was easy!

Casting a spell that employs alternate components typically takes a little longer than usual. While most mages keep their normal spell components in prepared bundles, adding additional components requires a bit of extra digging and rummaging. Consequently, when retrieving spell components, add two seconds to the time required for each additional component.

Including the optional component in the prepared bundle eliminates this extra time, but this means that the mage must automatically include it as part of the casting; he or she doesn't get to make the decision at the time of casting. The player should note such pre-made "bundles" on his character sheet and notify the GM accordingly. Given the exceptional rarity of some of these components, most mages opt to store them separately.

Known Alternate Components

Below is a list of known components which enhance the function of mage spells. Some of these may occasionally be available for purchase. If so, the price per casting is listed in parenthesis at the end of the entry, along with base availability numbers.

For instance, if a component has the following entry: (30 sp, 65/45/25), it means that the component typically costs 30 sp per casting, and has a 65% chance of being available in a high availability setting, 45% in a medium availability setting, and 25% in a low availability setting. Illegal items need to be located from an illicit supplier, with all of the risk that entails. If no entry appears, then the component is not reliably available for sale, and the PCs will just have to get off their lazy butts and go get it themselves!

Many of the components listed are specific to the world of Tellene. GMs wishing to incorporate them into other campaign settings will have to develop alternate backgrounds for them. Those interested in information on these locations should consult the Kingdoms of Kalamar Sourcebook and the Kingdoms of Kalamar Atlas.

Likewise, players should bear in mind that campaign worlds vary. Just because a component "officially" works one way doesn't mean it might not work differently in your GM's campaign. Don't wave the Hacklopedia of Beasts in your GM's face and tell him that he HAS to let you use drake saliva to enhance your fire spells. In the first place, the HoB was compiled, in many cases, from second- and third-hand accounts, and not all of the information in it may be totally reliable. In the second place, the GM's word is law, and if you're waving the rulebooks in his face, you deserve to have 'em slammed shut on your nose.

Blood, Tarantubat: When smeared on the shoulders during the casting of a Levitation spell, increases the movement rate to 15 feet/second.

Bone, Ghoul: Ground ghoul bone replaces the normal spell components for Disembodied Floating Hand or Ghostform, and increases the duration of either spell by d10 seconds. (3 sp/quarter ounce, 65/45/10, illegal)

Bone, Tiger: When employed in a Boost Strength spell, tiger bone boosts the strength gain to d8 points. (10 sp, 55/35/5)

Brain, Flesh Golem: A bit of flesh golem brain matter doubles the duration of an Immunity to Apprentice Magic spell.

Claw, Crawling: If used as an optional material component when casting the Disembodied Floating Hand spell, the caster gains the benefit of having a DR of 2 applied to any attack made against his hand. Additionally, he may grasp objects as if he had a STR of 16.

Claw, Rakshasa: When used in the casting of any illusion spell with a duration longer than instantaneous, a rakshasa claw doubles the duration.

Coal, Brolenese: The bogs of the Pel Brolenon Marsh contain a bed of surpassing quality, high-sulfur coal. The mining of this coal is hazardous, and slaves are primarily employed in the extraction. Almost none of it leaves the borders of the Theocracy, but if an enterprising mage could obtain some of it, he would find it a potent tool for enhancing certain fire spells. When used in a Heat Seeking Fist of Thunder spell, this coal increases the damage yield by 2d4p. When used in the casting of a Flame Ball spell, it doubles the range of control to 40 feet. (15 sp, 45/25/5)

Dust, Pixie: While pixie dust does not enhance the effectiveness of spells, it is so innately magical that it can be used to replace most common (non-costly) spell components. As such, it is highly sought after. (50 sp/pinch, 45/15/5)

Dust, Wisp: The dust of a destroyed subterranean wisp may be substituted for the normal components of any light-producing spell. Doing so causes the light thus produced to take on a bluish glow and pulsate subtly.

Eye, Catoblepas: A pair of catoblepas eyes double the area of effect of the Paralysis spell, affecting two creatures instead of one. The total hit points affected still cannot be more than twice the HP of the mage.

Eye, Cyclops: A cyclops eye, when used in the casting of a Clairoptikos spell, doubles the duration.

Feather, Griffyn: A griffyn feather increases the duration of a Flight spell by 20 minutes. (40 sp/feather, 65/25/5)

Feather, Pegasus: When used as a component in a Levitation or Flight spell, a pegasus feather doubles the duration.

Feather, Roc: When used as a component in a Levitation or Flight spell, a roc feather increases the duration by 25%.

Finger, Ghast: A ghast finger increases the duration of the Stink Bomb's nausea effect by 20 seconds. (35 sp, 25/10/0, illegal)

Fingerbones, Thief: The fingerbones of a thief can enhance the casting of an Unlock spell. Add 5 to the caster's effective level when determining whether the Unlock will overcome a rival's Wizard's Lock spell. (10 sp, 75/55/35, illegal)

Gemstone, Diamond: Diamonds are valued for their clarity as well as their great strength. A mixture of diamond dust and beeswax can be used as an additional component for the Sense Invisible Beings spell. Doing so enables the caster to sense invisible beings within 40 feet rather than 20. (50 sp/dose, 85/65/25)

Gemstone, Fire Opal: Not surprisingly, fire opals augment spells that produce fire. If a fire opal of at least 50 sp value is purified in strong alcohol for at least 24 hours, and then used in the casting of such a spell, the spell inflicts an additional die of damage (of whatever type is appropriate to the spell,) and targets save against it at a -1 penalty. (50 sp, 90/80/30)

Glass, Nickel Basin: Sand from the Nickel Basin, in the Elos Desert, can be crafted into glass with a peculiar greenish tinge. Collectors prize this glass because of its



unusual hue and rarity, but it also seems to be magically potent. A rod of Nickel Basin glass can be employed in the casting of a Lightning Bolt, increasing the damage by 1d6p, or in the casting of a Frost Ray spell, increasing damage by 1d12p. (50 sp, 25/0/0)

Hair, Dryad: When used in a Charm spell, Dryad hair boosts the potency, granting the mage a +2 on his opposed d20 roll for saving throws.

Hair, Gaketan Mare: A number of mages have discovered that hair from the famed mounts of Gaketa produces superior results in horse-related spells. When used in a Virtual Mount spell, such hair increases the duration of the spell by a full hour. When used in a Phantom Horse spell, the mount thus conjured gains the ability to lope over muddy or swampy ground at no additional cost in spell points. (20 sp, 25/10/5)

Head, Giant Tick: When used as a component in a Vampiric Touch spell, a giant tick head increases the damage by 1d4p points.

Heart, Chimera: When eaten as part of the casting of a Feat of Strength spell, a chimera's heart increases the feat's effective strength to 25/51.

Horn, Satyr: When used in the casting of a Charm spell, satyr horn increases the interval between saves to 28 days.

Leg, Giant Ant: Using a giant ant's leg as an alternate component for a Wall Walk spell will increase the recipient's movement rate by 25%.

Leg, Giant Toad: When used as part of a Springing spell, a giant toad's leg increases the maximum distance the recipient can leap by 5 feet.

Leg, Giant Weasel: A giant weasel leg increases the duration of a Springing spell by 30 seconds.

Nose, Dog: A dog's nose increases the range of the Clairnosmia spell to 100 feet. It also invites terrible jokes about how a dog with no nose smells. (5 sp, 90/80/70)

Oil, Gif Nort: The Gif Nort snake is best known for its venom. Those who know the proper techniques, though, can also render the serpent's subdermal tissues to produce an oil of exceptional slipperiness. This oil, in addition to being a superb lubricant, also has utility in spellcasting. When used as part of a Slippery Surface, Force Fumbles, or Fumble Zone spell, this oil adds a -1 penalty to the necessary save. (15 sp, 60/40/5)

Organ, Chameleon: Chameleon organs double the duration of the Transmogrify spell.

Pepper, Zazahnii Blood: The Zazahnii Blood Pepper (named for its vivid coloration) comes from small plantations on the edge of the Vohven Jungle. It is well-known to gourmets for its incredible potency. When used as a component in a Pepper Spray spell, it increases the duration of the effect by 2d4p seconds. (15 sp, 70/30/0)

Saliva, Drake: When used in conjunction with a damage-dealing fire spell, drake saliva increases the damage by 1d10p points. (30 sp/ounce, 50/10/0)

Sap, Chondrodendron: The chondrodendron is a common climbing vine in the Vohven Jungle. The sap is invaluable as a component for Paralysis spells, imposing a -2 on the opponent's opposed saving throw roll. (60 sp, 40/5/0)

Scent Glands, Troglodyte: Troglodyte scent glands increase the potency of the Stink Bomb spell, adding +2 to the mage's opposed die roll for saving throws.

Shawl, Blessed: A pure white shawl blessed by a veteran priest of the Cathedral of Light (not lower than 10th level) confers superior protection when used as part of an Aura of Protection spell, doubling the base duration and increasing the bonus to saving throws to +3 rather than +2. (50 sp, 70/45/0)

Skin, Gouger: When used as part of a Springing spell, gouger skin increases the maximum distance the recipient can leap by 5 feet.

Slime, Flesh-Eating: An ounce of flesh-eating slime increases the duration of a Munz's Bolt of Acid spell by 10 seconds. Given the extreme hazard of carrying such a substance, though, few mages consider the increased efficiency worth the risk.

Slime, Tentaslug: When used as part of a Slippery Surface spell, tentaslug slime imposes a -2 penalty to saving throws.

Spinneret, Spider, Big: Increases the duration of a Viscous Webbing spell by 1 minute.

Spinneret, Spider, Large: Increases the duration of a Viscous Webbing spell by 4 minutes.

Spinneret, Spider, Very Large: Increases the duration of a Viscous Webbing spell by 7 minutes.

Spinneret, Spider, Huge: Increases the duration of a Viscous Webbing spell by 10 minutes.

Spinneret, Spider, Gigantic: When used in the casting of a Viscous Webbing spell, increases the movement difficulty. Size M and smaller creatures need at least 15 Str to move through the webs, 16 to 19 Str to move 1 ft/10 seconds, and 21+ Str to move 1 ft/5 seconds.

Spinneret, Spider, Massive: Increases the area of effect of a Viscous Webbing spell to 9000 cubic feet.

Spinneret, Spider, Gargantuan: Imposes all of the above variant effects (+10 minutes to duration, reduced movement, 9000 cubic foot area of effect.) In addition, size L creatures may only move through the webs at 1 ft/4 seconds, size H creatures at 1 ft/2 seconds, and size G creatures at 1 ft/second.

Sulfur, Ka'Asan: The volcanoes of the Ka'Asa mountain range produce sulfur of extraordinary quality and purity. One mine, in particular, is renowned for the high grade of sulfur to be found there. This mine, called the "Dragon's Throat," is aptly named, as it is located close to the source of the Magma River. The work there is extremely hazardous, and as a result, the sulfur thus obtained commands extremely high prices. However, for mages interested in fire magic, it is a superior alternative to more conventional sulfur. When used in a Pyrotechnics spell, Ka'Asan sulfur increases the area of effect by 10 feet; thus, creatures within 40 feet must save or be blinded, and the smoke created occupies a 20-foot radius. When used in a Fireball or Fireball Volley spell, Ka'Asan sulfur increases the damage yield by 1d6p. When used in a Torrential Fireball spell, it increases the damage yield by 1d8p. (30 sp, 50/25/0)

Sweat, Hill Giant: Hill giant sweat increases the potency of the Feat of Strength spell, allowing the feat to be performed with an effective 20/51 Strength.

Tail Spine, Manticore: Manticore tail spines add one minute to the duration of a Bar Portal spell.

Tooth, Chimera: A tooth from a chimera's goat head allows the caster of a Fire Finger spell to boost the spell by an additional 50 spell points, above and beyond the normal limit.

Tooth/Claw, Gargoyle: A gargoyle's tooth or claw strengthens a Withstand Fire spell, increasing the DR to 8.

Tooth, Sturm Wolf: A sturm wolf's canine tooth increases the duration of an Induce Fratricide spell by 10 seconds. (25 sp, 30/10/5)

Tooth, Tetzylwurm: A tetzylwurm tooth, used in the casting of a Magic Projectile of Skewering spell, increases the damage yield by 2d4p+2.

Tooth, Tyrannosaur: When used in the casting of a Panic spell, a tyrannosaur tooth increases the mage's opposed d20 roll for saving throws by +3.

Vocal Cords, Leucrotta: When used as an additional component in a Polylingualism spell, leucrotta vocal cords double the duration.

Whisker, Albino Cat: When used as a component in a Night Fighters spell, a whisker from an albino cat increases the number of creatures that can be affected by 50%. (20 sp, 40/10/5)

Wing, Pterosaur: A square foot of pterosaur wing may be used to add 1d6p minutes to the duration of a Levitate spell.

Wood, Ent: An ent twig doubles the duration and volume of effect of a Pallisade Wall spell. When used in the casting of a Fracture spell, it allows a target of up to 20 pounds weight to be affected.

Wood, Petrified: When employed in the casting of a Pallisade Wall spell, a piece of petrified wood strengthens the resulting wall to the point where it is twice as hard to destroy. (50 sp, 50/20/5)



FIREWORK MAGICKS

By: James O. Butler

This class of spells presents a solid mixture of both spectacle bark and hurtful bite, as once cast, any animals, wild or trained, within 10 feet of the spell effects detailed must make a MENTAL save or become momentarily distracted as their attention shifts to witness the intensely bright and noisy spectacle. Failure leaves the animals awestruck, terrified, or a good mix of both, for 1d4p second, the equivalent of an average Distraction-skill check.

Not subtle workings of magic, these spells tend to be big, brash, explosive and fun. Note, however, many animals, may become more vicious when so terrified, and instead of standing mesmerized immediately launch into a series of Aggressive attacks until it can be calmed



down (this is ultimately left to the GM to call, but a base chance of 75% is not unreasonable, if the path of the dice is followed to the full).

One distinctive feature of this class of spells is that the effects for each casting typically manifest in random colors, as determined on the table below:

Fireworks Spells Colors	
Die Roll	Color
1	White
2	Red
3	Blue
5	Green
5	Gold
6	Magenta
7	Purple
8	Orange
9	Roll d8 twice; color changes halfway through
10	Multiple colors manifest. Roll d4 for number of colors that appear.

The caster may attempt to choose the color(s) during the time of casting; this requires making specific modifications to the formula on the fly; this adds one second to the casting time for each color to appear, whether simultaneously or sequentially. Of course, the GM, if particularly keen, can put some work into the precise details for specific castings if it seems an important moment to include some impressive flavor text.

For example, one casting may produce ‘a palm burst of brilliant white tendrils, overlaid with red strands which fade into a puff of barely visible blue smoke, if

the GM wishes to include patriotic elements into a bonus HackMaster session run on a public holiday. Many players appreciate such efforts.

CODEX PYROSPECUTA: Singed and charred, the once dark-brown leather covers of this tome invariably appears almost completely burnt and cracked black. A round amethyst, set in the center of an exploding ball decorated with inlaid ruby and sapphire dust adorns the frontispiece, creating a pleasant sparkling effect contrasting nicely with the charred covers. The opening page claims the book holds the largest selection of pyrotechnic spells known to man, originally compiled to honor and celebrate a long-forgotten god or goddess of festivities. This, however, is a load of nonsense – the Codex was always about loud and colorful explosions, a particularly exciting feature for many students (as well as veterans, it must be stated) of the arcane arts.

The pages within are creased, slightly ragged, and bear plenty of smudges and a good few burn marks, suggesting the tome has seen heavy use, likely in unfavorable weather conditions. The runes comprising the spells themselves emit tiny plumes of smoke as though smoldering from the raw magic they contain. Leafing through the pages causes a smoky smell to emanate from the codex, noticeable to those within the immediate vicinity. The origins of the Codex Pyrospecuta lie lost to the sands of time. Copies (each containing up to five of the spells listed below) surface from time to time. If the complete original could be found, its acquisition could prove a valuable treasure indeed:

d8+d6 roll	Spell Found	Spell Level
2	Spark Fountain	1
3	Streaking Starflash	2
4	Crackling Spinner	3
5	Streaking Spark-stream Salvo	4
6	Spitting Star Spinner	4
7	Splitting Cracker	5
8	Star Burst	6
9	Star Blast	7
10	Star Whirl Wave	8
11	Pyrotechnic Blast Wave	9
12	Binary Blast	10
13	Fire Cracker Weave	11
14	Sparkling Torment Quicksilver Orbs	12

NEW SPELLS

LEVEL ONE

Spark Fountain

Base SP Cost: 50

Components: V, S, M

Casting Time: 1 second

Range: 30 feet

Volume of Effect: 5' cubed

Duration: 10 seconds

Saving Throw: DODGE (Avoids)

Additional Spell Point Schedule:

Duration: 15 SP / 5 additional seconds

Intensity: 10 SP/Add +1 hp of damage (maximum of +6)

With this spell, the caster creates a shower of brilliant, multi-colored sparks shooting up in a fountain 6 feet high originating from any solid, nonliving, horizontal surface having at least the consistency of mud within 30 feet of the caster. The fountain illuminates the immediate 5 foot area with “good light”, surrounded by another 5 foot ring of flickering “dim light.”

Anyone within 5 feet of the focal point of the fountain suffers 1d4p+3 hit points of damage for ten seconds they remain within the range of the spell from the heat of the falling sparks. If space available restricts the height of the fountain (say by a low ceiling or a shield), the sparks fall outward 1 foot further for each foot of height lost. The material component, a small solid brass cone is consumed in the casting.

LEVEL TWO

Streaking Starflash

Base SP Cost: 60

Components: V, S, M

Casting Time: 1 second

Range: 30 feet

Duration: Instantaneous

Saving Throw: DODGE (Half Damage)

Additional Spell Point Schedule:

Extra Flash: 10 SP / additional flash burst of an additional 1d3 seconds (max. 6)

Screamer: 15 SP / adds a subdued shriek to the spell, functioning as a novice use of the Distraction skill.

Three bursts of glittering stars shoot directly up from caster and pop in a bright flash of colored light that very briefly illuminates the surrounding area once it reaches 20+1d10 feet immediately above the Mage. Although not an offensive spell per se, any creature caught at the point of the spells effects suffers 1d3p damage per pop.

The three stars of energy (plus any additional ones through the expenditure of additional SP) are cast out of the summoner's hands every two-to-ten seconds (at the caster's discretion), and the light from each pop illuminates an area up to 100 foot radius, all of which in the equivalent of 'dim light' for 1d3 seconds apiece. The material component for this spell is a pinch of ground copper dust.

LEVEL THREE

Crackling Spinner

Base SP Cost: 70

Components: S, M

Casting Time: 2 seconds

Range: 80 feet

Volume of Effect: Sphere with a 5-foot radius

Duration: Instantaneous

Saving Throw: DODGE (Half Damage)

Additional Spell Point Schedule:

Increase Duration: 15 SP/additional second the ball travels before detonation

Increase Damage: 5 SP/+1 point (+10 maximum)

When cast, crackling spinner produces a 3 inch diameter ball of glittering sparks that flies whistling along the ground in the direction indicated by the Mage, originating from any visible point within 80 feet of the caster.

The ball of spitting sparks travels in a roughly straight line for one second, covering 1d6+4 feet, before bouncing off the nearest surface (floor, ceiling, enemy...); the Mage has a 15% chance per level of controlling the direction of the bounce (reduced to 5% per level if the surface the ball bounces off of is not solid, i.e. an enemy creature) if concentrating on maintaining control.

Otherwise it moves in a random direction and continues on for another second (again travelling 5-10'), when the ball explodes with a brilliant burst of sparks inflicting 2d4p hit points worth of damage to any creature within a 5 foot radius, an area also illuminated by the spell's effects to the equivalent of "bright light," with a further 5 foot beyond this as "dim light." As the ball travels, it emits a series of noisy cracks, howls and shrieks, with a loud bang and small shower of sparks each time it hits a surface, extending its potential Average-level Distraction capabilities to intelligent creatures as well as animals. The material component for this spell is a pinch of iron filings.

LEVEL FOUR

Streaking Sparkstream Salvo

Base SP Cost: 80

Components: V, S, M

Casting Time: 2 seconds, +1 second per additional dart

Range: 120 feet

Area of Effect: One target dart in a 5 foot radius

Duration: Instantaneous.

Saving Throw: DODGE (Avoids, made separately)

Additional Spell Point Schedule:

Extra Blast: 30 SP per additional dart (maximum of 6)

Increase Burning Time: 5 SP/additional second of burning.

This spell causes three small darts, expelled at three second intervals, to rip through the air from the caster's outstretched hand, leaving a trail of glittering light that partially illuminates the immediate area (dim light in up to a 10 foot radius from the path of the dart) momentarily.

Once a dart strikes a solid surface, it erupts in a fizzing burst of equally bright sparks, causing 1d6p hit points worth of damage, and illuminating area struck, burning with light equal to a candle for a total of 15 seconds. In addition to distracting the target, this causes partial blindness to any sighted creatures struck; imposing -2 penalties to both Attack and Defence rolls for 1d8p seconds after the duration of the effects, in addition to making them highly visible, which may be put to good use by other attackers. This light remains for five seconds after the time of impact.

The material component for this spell is a small pellet of salt, distilled alcohol and charcoal which is expended during casting.

Spitting Star Spinner

Base SP Cost: 80

Components: V, S, M

Casting Time: 2 seconds

Range: 80 feet

Area of Effect: 10 foot diameter ring.

Duration: 15 + 1d6p seconds.

Saving Throw: PHYSICAL (Negates Damage)

Additional Spell Point Schedule:

Increase Burning Time: 20 SP/additional d3p seconds of spell duration.

This spell creates a 1-foot long circular disc of light which begins to shoot out sparks similar to a Spark Fountain spell with an extremely loud hissing sound, and revolves at a high speed, increasing its range to a 5-foot radius ring around the effect (or fall this distance before burning up).

This spell effect may be created against any surface, but is traditionally used upon walls, trees and even arches over gates, where the spell creates a rain of fiery sparks. Anyone caught within the area of effect for this spell suffers 1d3p+1 hit points worth of damage for every 5 seconds they remain within its burning deluge.

A saving throw may be made for every second stuck within the area to resist the effects for that one portion of damage. This spell casts off light to illuminate a 50 foot radius area, the first 25 foot counting as 'bright,' the outer 25 foot ring 'Dim Light,' around the effects for the spells duration. The material components for this spell are three hairs from a black cat.

LEVEL FIVE

Splitting Cracker

Base SP Cost: 90

Components: V, S, M

Casting Time: 2 seconds

Range: 220 feet

Volume of Effect: Hemisphere with a 15-foot diameter

Duration: Instantaneous

Saving Throw: DODGE (Half Damage)

Primarily intended for use in fantastic displays, this spell occasionally sees more directly offensive use, often against air-borne creatures. It produces a 1 inch diameter ball of light that shoots into the sky at a minimum angle of 60 degrees from the caster, but leaves a trail of golden noisy sparks and bursts behind it.

Upon reaching the designated target point, however, the ball apparently disappears. Two seconds later, it explodes into three tiny balls of light that fly out in random directions from the center, bursting two seconds later. The initial explosion causes 1d8p damage in a 10 foot radius; the secondary explosion inflicts additional 1d6p damage per sphere to any creature within the secondary 5 foot areas, each of which are contained within the area of the initial blast. The material component is a hollow 1 inch long silver tube that may be reused a total of 1d3p+3 times before it disintegrates and a replacement required.

LEVEL SIX

Star Burst

Base SP Cost: 100

Components: V, S, M

Casting Time: 3 seconds

Range: 50+(1d4x10) feet

Volume of Effect: Sphere with a 5-foot diameter

Duration: Instantaneous

Saving Throw: DODGE (Half Damage)

Additional Spell Point Schedule:

Blinding Burst: 20 SP / Causes those viewing or caught within the blast to become temporarily dazzled for 1d8p seconds, causing -3 to Attack and Defense rolls for the duration.

Dictate Blast: 40 SP / Allows the caster to choose exact range at which the spell effects will trigger (between 30 and 100 feet)

Although this spell bears more than a passing resemblance to another old favorite, the traditional fireball, a star blast is a dweomer worthy of recognition for its own merits. This spell creates a small ball of intensely bright, sparking light to arc out from the caster's outstretched hand, which will explode in a flurry of glittering flames and sparks once it reaches its maximum range determined for each casting.

The effects will bounce off any solid target it strikes, in a randomly determined direction (d100 degrees – anything above 90 indicates that it is heading back in the direction of the caster), exploding only after the determined length has been reached, making it a somewhat erratic spell if not used carefully. There is a base 10% chance per level of the caster being able to control the direction of each strike, should they still be concentrating on the spell during its flight. Once the spell goes off, it creates a small burst of 4-6 short trails commonly called 'Ladies Fingers,' and causes a total of 2d6p hit-points worth of damage to all creatures caught within its blast. The material component for this spell is a pinch of copper shavings.

LEVEL SEVEN

Star Blast

Base SP Cost: 110

Components: V, S, M

Casting Time: 3 seconds

Range: 80+(1d4x10) feet

Volume of Effect: Sphere with a 10-foot diameter.

Duration: Instantaneous

Saving Throw: DODGE (Half Damage)

Additional Spell Point Schedule:

Thunderclap: 30 SP / Causes those within 25 feet of the spell to make a Physical Save or become temporarily deafened for 2d4p seconds, forcing them to

roll one worse die for any Initiative rolls made during this period and suffer a -50 penalty to all Listen skill checks.

Blinding Blast: 30 SP / Causes those viewing or caught within the blast to become temporarily dazzled for 1d8p seconds, causing -3 to Attack and Defense rolls for the duration.

Increase Damage: 30 SP/+1d6p (maximum 10d6p)

Dictate Blast: 40 SP / Allows the caster to choose exact range at which the spell effects will trigger (between 60 and 130 feet)

A more powerful version of the Star Burst spell, once cast, this spell shoots forth an intensely bright 2 inch dart of light that leaves a trail of shooting sparks along its path. The ball must angle upward with at least a 30 degree arc from the horizontal.

The effects will bounce off any solid target it strikes, in a randomly determined direction (d100 degrees – anything above 90 indicates that it is heading back in the direction of the caster), exploding only after the determined length has been reached, making it a potentially erratic spell if not carefully directed (or misses the intended target outright). Upon exploding, an eye-catching display with 5-8 streams of glittering sparks arcing down (in an effect called 'Star Florage' – a touch more impressive and double the size than the effects of the Star Blast spell) is created, which lights the area in a 60 foot radius (the first 30 feet counting as 'good light', the outer 30 feet as 'dim') from the spell effects, but only lasting d6p seconds.

Any creature caught in the area of effect suffers 3d6p hit points worth of damage. Note, however, that the initial ball of light must travel for at least 35 feet from the originating point before it goes off, or else it fizzles away into nothing against whatever it comes into contact with. The spell also goes off if it reaches the full 150 foot range without striking anything. The material component is a chunk of magnesium which has been worked roughly into a point, a little like an arrowhead, which is consumed in the casting of the spell.

LEVEL EIGHT

Star Whirl Wave

Base SP Cost: 120

Components: S, M

Casting Time: 3 seconds
Range: 150 feet
Volume of Effect: 5-foot radius sphere
Duration: 15 seconds
Saving Throw: DODGE (Half Damage)
Additional Spell Point Schedule:
Additional Expulsion: 30 SP/+5 seconds
Increase Whirl Damage: 50 SP/+1d4p damage (max. 10d4p)
Increase Base Damage: 25 SP / +1d4p damage (max. 5d4p)

This spell causes a 5-foot fountain of intense white sparks to appear immediately at the caster's feet. Once this manifests, the caster has ten seconds to cast out a 2-foot long spinning stream of sparks. This whirl sheds light in a 10-foot radius (the first five 'good,' the outer counting as 'dim'), and flies out on a curved path (no more than 10 degrees from the direction the mage faces) to a target point designated by the caster, where it explodes in a burst of light and sparks with a 5-foot radius. Contact with the base point will cause 2d4p damage, and the expelled effects inflict 3d4p damage. After the Mage launches the first whirling arc, the fountain produce the second whirl expulsion within the following 10 seconds, but at a rate no quicker than 5 seconds between each 'whirl.' If the caster fails to designate a target within 5 seconds of a whirl appearing, it detonates immediately, ending the spell (and possibly the Mage!). The material component is a flattened ring of zinc, large enough to fill the mage's palm, which is consumed in the casting.

LEVEL NINE

Pyrotechnic Blast Wave

Base SP Cost: 130
Components: V, S, M
Casting Time: 4 seconds
Range: 120 feet
Duration: Instantaneous
Saving Throw: See description
Additional Spell Point Schedule:
Targeted Ignition: 20 SP / Allows the caster to choose precisely which sources of flame are affected, should there prove more than the rolled amount within range of the spell.
Mass Flare-Up: 40 SP / Allows the spell to affect 1d2

additional fire sources within range of the spell.

Unlike its much more constrained third-level version, this spell causes 1d3+4 sources of flame within the radius to instantly flare up and cast out showers of burning sparks in all directions. Any targets within sight of the affected fire sources risk potential blindness for 20-50 (d4+1 x 10) seconds, suffering a -8 to hit penalty due to the intensity of this sudden sensory alteration, (a PHYSICAL Save avoids).

Those within close proximity to an open flame suffer an amount of damage dependent upon the size of the affected fires, as detailed in the table below (a Dodge save halves damage taken in all cases). If the number of potential fire sources within the spell's radius is greater than the amount rolled during casting, the spell affects the largest fires first, unless additional spell point are spent to target specific flames. Sources are extinguished immediately upon the spells effects occurring. This spell is sometimes alternatively referred to as 'Firespitter.' The material component for this spell is a palm-full of sulphur crystals, salt chunks, and copper shavings, all of which are consumed by the casting.

Pyrotechnic Blast Wave - Damages		
Fire Source (Size)	Damage	Affected Range
Candle	2d4p	1 foot
Lantern	2d4p+2	2 feet
Torch	3d4p	3 feet
Brazier	3d4p+2	4 feet
Camp fire	4d4p	5 feet
Pyre	5d4p	7.5 feet
Giant Wicker Man	6d4p	10 feet

LEVEL TEN

Binary Blast

Base SP Cost: 140
Components: V, S, M
Casting Time: 4 seconds
Range: 150 / 75 feet (see text)

Volume of Effect: Two overlapping spheres, each with a 10-foot diameter.

Duration: Instantaneous

Saving Throw: DODGE (Half Damage, but see description)

Additional Spell Point Schedule:

Thunderclap: 30 SP / Causes those within 25 feet of the spell to make an additional (Physical) save or become temporarily deafened for 2d4p seconds, forcing them to roll one worse die for any Initiative rolls made during this period, and suffer a -50 penalty to all Listen skill checks.

Blinding Burst: 30 SP / Causes those viewing or caught within the blast to become temporarily dazzled for 1d6p seconds, causing -4 to Attack and Defense rolls for the duration.

Increase Primary Blast Damage: 30 SP/+1d6p to primary blast (maximum 5d6p).

Increase Secondary Blast Damage: 40 SP / +1dp (maximum 5d6p).

Designed Blast: 10 SP / Allows the caster to choose the exact location of the secondary blasts in relation to the primary.

This spell causes a dual surge of energies to shoot forth from the caster simultaneously, travel together, and – barring any physical restriction causing one of the forking charges to detonate prematurely - explode as one.

The spell effects travel at 20-feet per second, and detonate upon striking any physical object, or upon reaching the zenith of their range. If unimpeded, both charges burst in spheres of sparks forming a ‘figure 8’ shape, with the target location serving as the base for the bright primary burst of sparks, but the secondary companion blast will detonate 10-feet away in a randomly determined direction.

The damage suffered by those caught in the area of the primary blast is 4d6p, and the secondary area is 3d6p. Any creatures unlucky enough to be caught within the overlapping space must make two separate saves, – a target passing both saves suffers half damage overall, while a victim failing one but making the other takes full damage from one blast only (determine randomly). A target failing both saves suffers the full double whack of both blasts.

The biggest benefit offered by this version is the lack of restriction on the angle at which the spell may be cast

out at. They may travel at any angle, but if lower than 20 degrees the range is half the normal maximum. There is no minimum distance for this version of the spell.

The material component is one strip of copper and another strip of any other metal, each held in one hand and struck together during casting.

LEVEL ELEVEN

Fire Cracker Weave

Base SP Cost: 150

Components: V, S, M

Casting Time: 4 seconds

Range: 120 feet

Duration: 1+d2 minutes

Saving Throw: DODGE (negates initial surge)

Additional Spell Point Schedule:

Extend length: 15 SP / 10 feet (max 180 feet)

Blinding Burst: 20 SP / Causes those viewing or caught within the effects to become temporarily dazzled for 1d8p seconds, causing -3 to Attack and Defense rolls for the duration.

This spell evokes a deluge of hundreds of tiny crosette-style explosions, strung together to form a rough wall of incendiary splendor. This spell generates enough energy to cover an area of 100 square feet, which the caster may shape to their own design, and which need not be anchored to any physical surface. The resulting effect creates a plane of energy, varying in thickness between three and six inches, which consists of a continual surge of bursts of energy. During the formation, parallel weaves must remain at least five feet apart, or risk merging into one larger block effect, automatically filling the interim with any remaining spell energy.

A great deal of light and noise is cast out from these effects, illuminating an area 25-feet around it with bright light, and a further 15-feet beyond this with dim light. The incessant crackles and bangs are extremely loud, but not so much as to cause additional harm to spectators. The area covered by the spell must be initially visible to the caster, and will form in a straight line, unless the caster spends one second guiding each 20-feet of the spell. Breaking concentration during the formation results in the rest of the unused energy carrying on in a straight line from the last point of focus. The

effects lasts only 10+d20p seconds after concentration ends or is broken.

As it is not a physical wall, the spell effects may be passed through, but the maelstrom deals a base damage of 1d6p+1d8p to anyone passing through a weave of energy. This damage accrues once for every 10 foot section the victim passes through, or once every 10 seconds, should the victim choose to remain within the effects.

The material component for this spell is a small chunk of brimstone (sulphur), ground into dust in the caster's hand as he directs the formation of the weave with the other.

LEVEL TWELVE

Sparkling Torment Quicksilver Orbs

Base SP Cost: 160

Components: V, S, M

Casting Time: 5 seconds

Range: 90 feet

Duration: 30 seconds

Saving Throw: DODGE (negates primary effect)

Additional Spell Point Schedule:

Increase Burning Time: 15 SP / 10 seconds (maximum 60 seconds)

Increase Intensity: 10 SP / +1d8p damage from primary effects from initial orb for 10 seconds; if entire duration is not covered by the amplificatory effects, only the initial period will be made more intense, dying down to the standard after the allotted schedule.

Upon the casting of this spell, three shimmering semi-solid silver orbs shoot forth from the caster's dominant hand and fly directly towards a target, leaving a long, intertwined trail of silvery sparks that persist for a good few (d4+2) seconds. These globules, each cast out a second apart, splatter upon a successful strike, coating the target with a burning mercury-like substance.

Each orb inflicts 1d12p damage initially and an additional d4p every 10 seconds thereafter. The caster may select multiple targets if they are within 5-feet of one another. In this case, however, the victims (unless surprised) gain a bonus to their saving throws - a second target adds +2, and the third +4.

In addition to the damage, when they burst these orbs immediately begin shedding a long spurt of burning sparks from the point of contact (firing off in a randomly determined front- or side- facing direction), potentially striking any other creature within d6+3 feet of the target for d8p hit points worth of damage from the initial burn and every 10 seconds thereafter for the duration of the spell.

The variable range for each spurt of sparks must be re-rolled every 10 seconds. If the target moves or changes direction, so too does the area of the effects. Should the orbs miss their target and strike a different surface in their path instead, or fall to the ground upon reaching their maximum range, this secondary effect still occurs. The light expelled from both of these spurts counts a good for 15-feet directly in front of the line they make, surrounded by dim light in a radius of 10-feet.

The material component for this spell is a palmful of iron filings.

MAGIC WAND SELECTION PACK

Sparkler Wand: [Mage only]

This unusual metallic wand is coated with a rough coppery finish which darkens in color as its charges are used up.

Sparkler (1 charge): A single charge creates an intensely bright light (equivalent to a candle flame in illumination) at the end of the wand that gives off a loud hiss and sheds harmless sparks in a 1-foot radius. If this glowing end encounters flesh or other tissue, it inflicts one hit point of damage on the target - though the wielder may boost this amount by 1 HP for every two Spell Points expended (to a maximum of 5 total hit points). Using the sparkler in this manner causes the sparking effect to end immediately. Otherwise, this spark effect continues for three full minutes. Water will not douse this extremely bright flame and the effects continue even when fully submerged. Active Sparkler Wands can light a torch in 5 seconds, and candles or paper in 3 seconds, but lack sufficient heat to light oil or heavier materials. Each charge lasts for 3 minutes.

Light Up (3 charges or 20 SP plus 2 charges, 10 remaining required): Expending three charges allows the wielder, to use the Sparkler effect to similarly light one or two other metallic objects (say a dagger or crowbar) by pressing the tip of the wand against them. The effect causes no physical damage to the item so lit, merely leaving it tarnished when the effect ends. These burn in a manner identical to the wand, but only for one minute each; these individual sparks always inflict d4p (with a maximum of 6) points of damage in addition to the normal damage that the weapon inflicts – but only if it strikes exposed flesh (and are put out immediately upon contact).

Wand of the Glittering Galaxy: [Mage]

Bearing a crackled and charred appearance, with tiny patches of smoldering flame sometimes visible beneath the top layer of wood, this wand is always warm to the touch. Unlike many other wands that produce varying forms of often-related magical effects, these wands perform but a single task: that of creating magnificent explosions.

The form that these take should be determined randomly for every use of the wand. Each use creates a number of star burst-like spell effects, each of which blasts out of the wand at a rate of up to one blast per second. Each subsequent burst must manifest within 1d6p feet (each in a randomly determined direction from the last unless a controlled burst or setpiece ability is being used) of the previous one, but may overlap to cause additional damage within the same space. A lot of potential random damage may be caused by indiscriminate and careless use of this wand.

The size of the blast determines the damage caused by the spell: 5-foot – d8p, 10-foot – d6p, 15-foot – d4p. Each blast requires a separate save. Anyone in an area overlapped by two (or more) blasts suffers a -2 penalty to the save.

The effects have a maximum range of 120-feet. Rolls delivering multiple blast sizes fire in a random order. However, wielders possess some options for shaping these random magicks into forms more suitable to their specific needs, should they know the requisite command words. The wand-wielder has the following options:

Standard Fire (1 charge): A roll on the table below determines the number and blast-radius of the magicks produced by the wand. Those results with multiple blast

sizes occur in a random order.

Controlled Blast (2 charges, or 1 charge + 20 SP): The wielder selects the order in which starburst spells erupt from wand. Furthermore, they may unleash all of the star bursts at the same time, if they so choose (though doing so renders the wand inoperable for a full minute. Alternatively, they may hold successive blasts for up to 4 seconds before casting them out.

Setpiece (3 charges, or 2 charges + 50 SP): This function is dependent upon their knowledge of a separate command word for any specific form, and allows the wielder to unleash a set pattern of star bursts from the wand. Only 1d3 specific commands can be woven into the magicks of a single use of the wand.

After each use, a Wand of the Glittering Galaxy becomes red hot, and can only be used again after 2d12p seconds has passed.

Glittering Galaxy Effects	
D8 Roll	Starburst Pattern
1	d6 5-foot blasts
2	d4 10-foot blasts
3	d2 x 10-foot and d2 5-foot blasts
4	1 x 10-foot and d4 5-foot blasts
5	d3 x 10-foot and d3 5-foot blasts
6	1 x 15-foot and d3 10-foot blasts
7	1 x 15-foot and d4 5-foot blasts
8	d2 15-foot blasts, d2 10-foot blasts, 1 5-foot blasts

Wand of the Spitting Hydra [Mage]

This unusual wand is typically topped with a small bronze head shaped in the fashion of six tiny dragon heads with open mouths, from which small trails of dark smoke rise occasionally, as though a match had been stubbed out. Some older variants have been recorded as being shaped from willow-wood, with a series of ghost-like faces carved down the entire piece, from which the exact same effects originate. Despite this ominous sign, however, there is no danger in keeping this item enclosed with flammable objects, when not in use.

Serpent's Light (1 charge, or 20 SP): A single charge spent will cause a brightly colored inextinguishable flame that is inextinguishable by natural means to burst out of one of two of the heads shaped at the tip of

the wand. This will illuminate two distinct areas in opposite directions from the wand, each giving off the equivalent of a candle's light. Each charge spent will burn for 2 hours.

Spark Blast (2 charges, or 30 SP plus one charge): This effect causes the head of the wand to erupt with a noisy burst of energy that casts a circle of sparks out that rains down the immediate area, coating everything within a 10-foot radius with a sizzling hot spark momentarily. No direct damage is caused to flesh by the tiny embers that quickly die out, but flammable materials (excepting anything worn or held by the wielder) are likely to be set alight. Given the extensive amount of sparks expelled by the blast, and the increased area of initial ignition, any target or creature whose clothes are set alight must immediately spend 2d6 seconds patting out all the smoldering garments, or suffer 1d3 hitpoints worth of damage every 10 seconds. Any other items set alight must be similarly patted out, or will quickly burst into full flame. Anyone sheltered from directly overhead is not affected by the blast.

Spark Spittle Shower (3 charges, or 40 SP plus two charges; 15+ charges remaining requires): This function is the true showpiece of the wand, and activating it results in each of the six heads carved into the wound firing out a torrent of brightly colored, red-hot sparks in a shower around the piece. If held upright, this covers a 5-foot-diameter area, typically encompassing the wielder beneath this fiery layer. The wielder suffers no penalties in movement, but may suffer from the intensely bright light surrounding them at every angle. Anyone struck by the sparks suffers 4d4p points of damage, and risks being set alight, as detailed in the effects above.

Funneled Spittle Fury (4 charges, or 70 SP plus two charges; 26+ charges remaining required): Attack is launched as above, but the heads at the tip of the wand morph themselves to face directly upwards, and the resulting spark surge is cast out 10-feet in whichever direction it is facing. As this is a much more concentrated surge of magical energies, anyone caught in the stream will take 6d4p points of damage, and suffer the effects of being set alight detailed above.

WAND CHARGE DETERMINATION CHART					
Wand	Level 1	2	3	4	5
Sparkler Wand	d10p	2d10p	3d10p	4d10p	5d10p
Wand of the Glittering Galaxy	N/A	N/A	N/A	d10p	2d10p
Wand of the Spitting Hydra	N/A	N/A	N/A	N/A	3d10p
Wand of Streaking Stars	N/A	N/A	2d10p	3d10p	4d10p
Wand of Backblasts	d20p	3d10p	4d10p	5d10p	6d10p

Wand of Streaking Stars: [Any]

Fashioned from a hollow copper tube, its outer surface coated with decorations of stars and planets inscribed in a variety of other metals, mainly magnesium this wand may seem more a work of art than a tool of magic. A twist of thin but tough, papery leather taken from some unknown creature, dyed bright colors (usually red, yellow and purple) invariably adorns the tip. Though fairly garish, this wand packs an interesting array of powers.

Shrieker: (1 charge or 30 SP): This basic function of the wand sends a small, bright ball of energy hurtling in whichever direction the wielder points out, to a maximum of 120-feet, a distance reached in 5 seconds. As it travels, this ball emits a high pitched shriek before it dissipates upon reaching its limit. Should it come into contact with a solid surface before this length point, it bounces off in a randomly determined direction (d100 degrees – anything above 90 indicates that it is heading back in the direction of the caster), or has a 40% chance of falling to the ground, where it continues to emit the piercing shriek for the duration of its effect. This spell is useful for drawing attention, and so should be treated as an Advanced application of the Distraction skill. The effectiveness of utilizing this same distraction dimin-

ishes with use, effectively dropping the Mastery Level one step with each successive application within the same minute of time.

Pixie Poppers (3 charges or 40 SP plus 2 charges, 9 charges required): This function creates a tiny orb of pale colored light that shoots up into the air with a loud pop. Though only 1-inch in diameter when shot, the orb bursts out with a 1-foot radius upon attaining the desired range. The ball then slowly rises into the air at a rate of 1-foot per second, its path easily altered by any winds in the area, until it bursts with a further loud pop once the duration expires. Until then, the flare continues to shed the equivalent of “dim light” in a 10-foot radius spherical areas for 10+d20p seconds. The mage may chose to release one Pixie Popper each second, or delay them by up to 3 seconds

Environmental lighting conditions affect the extent of the illumination of the Pixie Poppers, although the orbs themselves remain visible even in bright daylight. The Pixie Poppers emit no heat and thus cannot set combustible objects on fire. They may be fired at any angle - up, down, or across provided that the popper travels at least 45 feet. If the spell effect strikes a solid surface before reaching this point, it automatically fizzles out into a smoldering pile of ash.

Genavean Candle Surge (5 charges or 40 SP plus 4 charges, 40 remaining required): This ability shoots a number of brightly colored balls of sparking energy out from the tip of the wand in the direction it is being pointed. The balls shoot out a rate of fire determined by the caster, but they cannot be fired faster than one ball every 2 seconds nor slower than one every 6 seconds.

Each blast requires a Feat of Strength check in order to keep it aligned at the desired target. Failure indicates the Candle Surge has missed the target by a number of feet equal to the difference in the failed roll. Upon impact, each ball inflicts 1d6p hit points worth of damage as they absorb the full brunt of the energies. If the ball misses, it travels to its range limit of 120-feet - unless it hits another object in the line of fire in which case it takes the full damage - and explodes, inflicting 1d3p hit points worth of damage to anything within a 5-foot arc directly in front of the burst as the magical flames fan out in a short waving effect from the point of impact.

The mage must continue to direct the wand until all the shots have been expended, and the rate of fire cannot be changed once the spell is cast.

Wand of Backblasts [Cursed]

This wand initially functions as another random Firework Magicks wand, even functioning with all of the same properties and powers until used in the midst of combat or any other stressful situation, when its true nature reveals itself. At this time, the Wand of Backblasts explodes in the user’s hand with a burst of fiery sparks, causing a 1d4p+3 hit point wound, (if the die Penetrates – i.e. rolls a 4) this also results in the loss of a single finger which can make casting many spells with somatic components very difficult (tripling the casting time) or even impossible, as well as potentially impacting the use of weapons or shields – see the Critical Hit charts for full rules regarding the loss of more than a single finger - until the digit can be reattached.

35% of such wands destroy themselves the first time that the curse comes into effect; 20% simply become blackened but otherwise remain intact (and always explode if used for any purpose, except as a pointer); the remaining 5% may function as the original type of wand, explode, or do both (roll d% compared to charges used; if the % roll is below that, the wand functions normally; if the roll matches the number of charges exactly, the wand functions but also explodes; on any other result it just detonates) until out of charges.