

HACKMASTER®



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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:

- *Spell Mishap rules*
- *5 new Mage Spells*
- *2 new Cleric spells*
- *Hurled Object (grenade-like missile) rules*

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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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Contents

Spell Mishaps	2
New Arcane Spells	14
New Divine Spells	16
Hurled Objects	17

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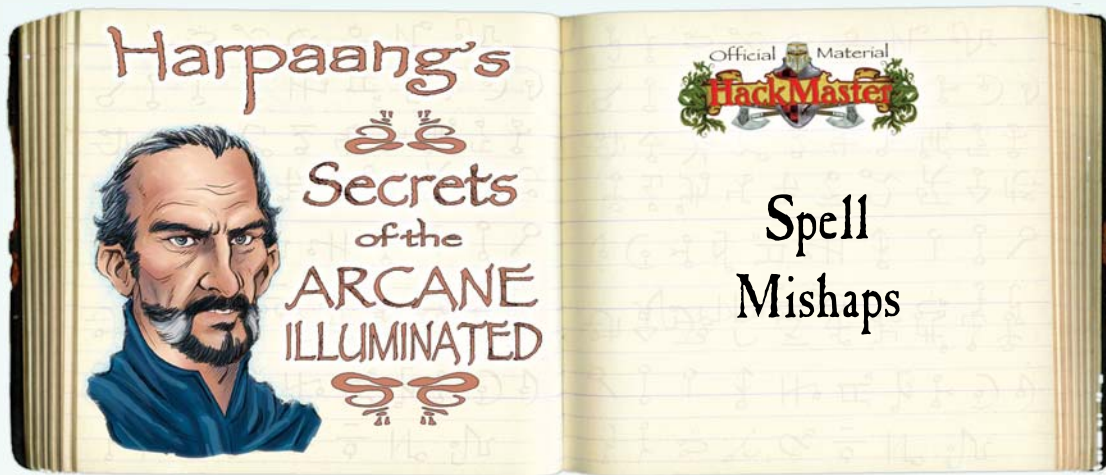
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Spell mishaps are something to be avoided because, in the best case, you waste a certain number of spell points. Worst case? Read on...

1: SPELL VOLATILITY

Arcane spellcasting distorts the natural laws of physics to achieve its ends and such tampering always carries risks. Pushing these fragile incantations to their limits by “Amping” them up (i.e. adding additional Spell Points to increase the spell’s efficacy) greatly increases these risks.

Maintaining control over these volatile forces requires great focus and mental acumen. Intelligence is thus a prime requisite for mages. While those of middling (or in some circumstances subpar) intellect may master the rudiments of the craft, they may be hard pressed to handle the intricacies of advanced spellcasting, or to comprehend the complexity involved in exceeding a dweomer’s baseline formula.

Before delving into mechanics, we must first introduce a few fundamental concepts of high magic. The first is Spell Volatility Rating.

The Spell Volatility Rating (SVR) is a measure of the difficulty of properly executing any particular incantation. This value is a function of the level of the spell and the degree to which it is overpowered. Empowering magical effects “by the book” (that is, at their baseline efficacy) is the simplest course – and there is ample guidance in the formula as to how this is to be carried out. Understandably, volatility increases with spell level, but at a measured and gradual pace. Even the most formidable spells will only challenge those of substandard intellect.

Being able to amplify a spell’s effects by adding additional SP to the casting is a privilege, not a right. Doing so risks a spell mishap. Note that this is a risk, not a guarantee, as a mage may be able to contain a spell surge – especially if he is highly intelligent.

By default, ANY casting of a spell can result in a mishap. *Whoa there Tex – did you say ANY?* Yes I did. In practice, a character with 5/01 Intelligence could learn a spell. But just because this doltish individual can learn a spell does not mean he can unerringly cast it.

The ability to control the quantum forces involved in spellcasting is a direct function of Intelligence. Most times when a spell is cast, the mage must roll a $d20p + \text{his level}$ to set the saving throw threshold for targets of the spell. (*Multi-classed mages are subject to a new rule regarding saving throws given their inherently weaker spellcasting ability. See the errata below*).

This same die result (or the exact same roll should a spell allow no saving throws) should be employed to check for spell failure. Use **(value of $d20p$ roll to determine saves) + Spellcaster’s Intelligence score** and consult Table Two. The result must equal or exceed the value in the chart or a spell failure has occurred.

Errata:

Because they are inherently weaker spellcasters, Fighter/Mages and Mage/Thieves do not roll $d20p + \text{level}$ to set their opponents’ saving throw thresholds as indicated on p. 242 of the *Player’s Handbook*.

Instead, they roll $d20p + \text{the highest spell level they can cast}$. Thus an 11th level Fighter/Mage rolls $d20p+5$ not $d20p+11$. If they cannot yet cast 1st level spells, thier targets’ saving throw versus their apprentice or journeyman level spells is determined by an unmodified $d20p$.

Table 1: Spell Volatility Rating

Spell Level	Normal Casting ¹	Amped Up Casting ²	Overamped Casting ³
apprentice	1	3	6
journeyman	2	5	12
1	3	8	18
2	4	10	24
3	5	13	30
4	6	15	36
5	7	18	42
6	8	20	48
7	9	23	54
8	10	25	60
9	11	28	66
10	12	30	72
11	13	33	78
12	14	35	84
13	15	38	90
14	16	40	96
15	17	43	102
16	18	45	108
17	19	48	114
18	20	50	120
19	21	53	126
20	22	55	132

¹A "normal" casting implies that no additional Spell Points were expended

²An "Amped Up" casting is one in which additional SPs are added though no more than than the spell's baseline SP cost

³An "Overamped" spell casting occurs when the mage adds additional SPs that exceed the spell's baseline SP cost



Table 2: Spell Failure Checks	
Spell Volatility	Threshold
1-4.99	<13
5-14.99	<14
15-24.99	<15
25-34.99	<16
35-44.99	<17
45-54.99	<18
55-64.99	<19
65-74.99	<20
75-84.99	<21
85-94.99	<22
95-104.99	<23
105-114.99	<24
115-124.99	<25
125-134.99	<26

Bonuses to Spell Failure Check Rolls:

- Elves get a +1 bonus to all rolls (*as do Pixie-Fairies*)

One's Arcane Lore Mastery is also eminantly useful in avoiding spell failure. Apply the following bonus based on mastery level of the subject:

- Average Arcane Lore +1
- Advanced Arcane Lore +2
- Expert Arcane Lore +3
- Master Arcane Lore +4

Now before you complain that this places an inordinate burden on the poor mage, consider the following:

“1” does not equate with automatic failure. As such, casting spells with a Volatility rating within the mage’s capability is always safe (unless he is injured whilst in the middle of spell casting – see below). Thus a Mage with 14 Intelligence can dispense with

checking the chart unless he casts a spell of 15 Volatility or greater (he is assured of rolling at least 14 on his d20+INT roll). Thus unless he ‘amps up’ a 4th or higher level spell or over-amps (i.e. puts more than double the baseline SPs into a spell) a 1st or higher level spell, success is guaranteed.

Failure: Scoring below the required value for that particular casting’s volatility means the spell fails. Failure here means that it does not execute as intended.

Failure by 1: The spell executes. However, any additional spell points that were injected into the casting are lost as the spell functions at baseline capability only. If no additional SPs were employed, then this result is ignored.

Failure by 2: The spell does not execute. All spell points expended are lost.

Failure by >2: A Spell Mishap occurs.

Spell Mishaps mean that the mage has completely lost control of the magic he was channeling. An extremely intelligent mage can greatly lessen the scope of the mishap, as he is far less likely to fail by a substantial margin.

The degree to which the mage botched his Spell Failure Check Roll dictates the severity of the spell mishap as illustrated below:

- Failure by 3:** Tier 1 mishap
- Failure by 4:** Tier 2 mishap
- Failure by 5:** Tier 3 mishap
- Failure by 6:** Tier 4 mishap
- Failure by 7:** Tier 5 mishap
- Failure by 8:** Tier 6 mishap
- Failure by 9:** Tier 7 mishap
- Failure by 10+:** Tier 8 mishap

2: WEARING BODY ARMOR AND EMPLOYING SHIELDS

So ya think yer a fighter?

Wearing armor or carrying a shield risks a spell mishap when casting spells *or employing devices that require the addition of spell points to function*. In tandem they almost guarantee it.

Elves are less prone to such misfortune as are specially trained fighter/mages. Elven fighter/mages are the least susceptible.

When casting a spell or employing any magic device for which spell points are expended to activate whilst clad in armor or shield on arm, consult the following table to determine the chance the spell results in a mishap. **Note that shield use is cumulative with armor!**

SP powered items that fail simply result in the loss of expended charges and spell points with no effect. Botched spells result in a mishap. Mishaps incurred by wearing body armor or shields are always of maximum severity given the spell's volatility multiplied by the catalytic enhancement of the protective gear (see below).

The % chance of failure is important for another reason. Body armor and shields are catalysts for Spell Volatility (i.e. their proximal location amplifies inherent instabilities in the reality distortion field).

Thus wearing ringmail and a medium shield (100% chance of failure) versus plate mail and a large shield (175% chance of failure) is quantifiably different even though both guarantee failure for a human mage. If, for example, the base Volatility for a certain incident was 50 (amping up an 18th level spell), the former idiot would bump this up to 75 (50 + 100% of 50) while the latter dolt bumps his effective Volatility to 138 (50 + 175% of 50).

Table 3: Chance of Spell Mishap due to Protective Gear

Armor Worn	non-elf mage	elf mage	Fighter/Mage	elf Mage/Thief	elf Fighter/Mage
Leather	25	15	0	10	0
Padded	30	20	5	15	0
Studded	35	25	10	20	0
Ringmail	40	30	15	25	5
Chainmail	65	55	40	50	30
Scalemail	70	60	45	55	35
Splint Mail	85	75	60	70	50
Banded Mail	80	70	55	65	45
Plate Mail	95	85	70	80	60
Shield Used					
buckler	25	15	0	10	0
small	40	30	15	25	5
medium	60	50	35	45	25
large	80	70	55	65	45

3. SUFFERING INJURIES WHILST CASTING

Sustaining bodily harm while in the midst of spell-casting is a major distraction and seriously jeopardizes one's ability to maintain control over the volatile magical forces the caster is invoking.

Normally, a spellcaster would roll the spell volatility check only if the spell was so mercurial as to strain his intellectual capacity to control it. However, distractions can make this more difficult. Assess the following situational penalties should they occur:

Distractions

- ▶ Enemy successfully employs distraction skill: **-1**
- ▶ Enemy with Advanced Mastery successfully employs distraction skill: **-2**
- ▶ Enemy with Expert or greater Mastery successfully employs distraction skill: **-3**

Injuries

- ▶ Caster struck by blow absorbed by body armor or deflected by shield: **-4**
- ▶ Caster suffers wound: **-7**
- ▶ Caster suffers wound sufficient to compel Trauma check: **-11**
- ▶ Caster succumbs to Trauma: **-15**
- ▶ Caster knocked unconscious (rolls 20 on ToP save), incapacitated by assassin, injury drops caster to precisely 0 hp: **automatic spell mishap**
- ▶ Caster struck mortal blow (i.e. reduced to negative hp and dying): **automatic spell mishap, double volatility**
- ▶ Caster killed outright: **automatic spell mishap, triple volatility**

Note: The Combat Casting Talent provides a +2 bonus per purchase for all “caster struck/injured/killed” results

4. SPELL VOLATILITY CAPS ON MISHAP SEVERITY

It may well come to pass that a mage may roll an abysmal spell failure check when employing relatively stable magic. The most severe spell mishaps

may only be invoked by truly volatile magic. As such, there is a natural limit on how disastrous a spell failure may be. The chart below sets caps on what Tier of mishaps may be encountered as a function of volatility. Results in excess of these tiers default to the highest tier of volatility that particular casting of a spell can incur.

Spell Volatility	Maximum Spell Mishap Tier
≤10	1
11-25	2
26-40	3
41-55	4
56-76	5
77-105	6
106-145	7
146+	no limit

PRACTICAL EXAMPLES OF SPELL MISHAPS

Example One: Lenny the Loser is a little on the slow side for a mage (Int 9/44) but he has persevered to achieve 8th level. He never has fully grasped the subtle nuances of magic but to date has avoided a calamitous mishap.

While exploring the Dungeons of Kreatin Farpang with his fellow mercs, he encounters a pair of minotaurs. Eager to employ his newest bit of magical knowledge, he casts *Force Grenade* in order to inflict some material damage on the formidable opponents. Unable to resist the urge to make the most of his spell, he amps up the casting by an additional 75 SP to maximize its damage potential at 7d6p.

The additional spell points are less than the spell's base cost of 120 SP. As such, this particular spell casting merits a Volatility Rating of 25. To successfully cast the spell, Lenny must roll d20+ his INT score (9) and achieve at least 16. He receives no bonuses to this roll because his Arcane Lore skill mastery is only Novice.

Lenny must roll a d20p+level to set the Dodge based saving throw for the Minotaurs. This same roll

is used to check for spell failure (essentially very poor castings are those most likely to result in a spell mishap).

He rolls a 6 on the d20. Adding his level (8) means the Minotaurs have to score 14 or greater to save for half damage. Their Dodge save is +11 (see the Hacklopedia) and the GM rolls 8 and 11 on the die for their saves. Each thus sustains half damage.

Unfortunately, that 6 Lenny rolled – after adding his INT – only nets 15. He needed 16 to avoid a spell failure. Since he failed by one, the spell is successfully cast but any additional spell points are lost. The spell thus executes at baseline efficacy (4d6p damage). Lenny rolls 14 points of damage on the dice meaning that the minotaurs each sustain a 7 point wound as they made their saving throw.

Later on in the adventure, Lenny casts *Low Light Vision* on the group's human thief to provide him some sensory advantage as he scouts ahead to reconnoiter the minotaur's base camp. He would not normally roll a saving throw threshold since none is applicable. However, given his low intelligence, he still has a chance to botch the spell so he needs to roll the d20 anyway to check for spell failure. Sadly, he rolls a 1. Adding his INT, this is a net 10. He needed to score 14 to avoid a failure given the spell's volatility of 7. Since he failed by 4, this is a Tier 2 Mishap. Fortunately, given the spell's low volatility (7), mishaps are capped at Tier 1. The GM rolls on the Tier 1 spell mishap table getting 80. Lenny has thus wet himself.

Example Two: Zelf is an 11th level elven Fighter-Mage with 15/07 Intelligence, Advanced Mastery of Arcane Lore and the Combat Casting Talent (single purchase). He is accompanying his heroic allies into the Death Weaver's Infernal Halls of Dread. Given the fearsome reputation of this adversary, he has decided to risk spell failures by donning his chainmail +2 and small shield +3.

Given that he has chosen to wear armor and shield of sufficient defensive value to risk spell failure, he does not burden the GM with computing this extra hazard but annotates on his record sheet that he has a 35% chance of spell failure and that all spells he casts are of 135% normal volatility (based on wearing chainmail [+30] and using a small shield [+5] as

a pure elf F/M). He also uses the calculator on his smartphone to adjust all spells he casts upwards in volatility – simply as a courtesy to the GM because this is what good players do.

Again, the chance of spell failure roll is coupled with the Saving Throw threshold roll he determines when casting a spell. Since he has a 35% chance of spell mishap, any rolls of 1-7 on said rolls result in a mishap (trumping his otherwise competent spell-casting ability).

As a wise adventurer, he's aware that he's taking some risks wearing body armor so he decides to be very careful not to be seduced into amping up spells too vigorously.

After some preliminary encounters with bugbears, Zelf decides to cast *Sense Invisible Beings* to counteract the creatures' repeated skilled ambushing of his group. Though the spell's nature does not call for a Saving Throw Threshold roll, Zelf rolls a d20 anyway in order to check for a spell failure. He rolls a 7 - indicating a spell mishap. Since the mishap was instigated by wearing armor, it is of maximum effect given the spell volatility. The volatility of the 5th level spell – with no additional SPs – is 7. Adding in Zelf's armor catalyst (135%) raises it to 9.45. Since this is 10 or less, the mishap is capped at Tier 1. The GM rolls 63 and informs Zelf that the spell exploded in his face, stunning him for 9 seconds and blackening his face.

Later on, the group encounters a number of bugbears serving as thralls of a Hill Giant. Zelf is engaged in melee as are the rest of his companions. The Hill Giant is dishing out devastating punishment to his adventuring companion, Sir Kalahad. Although it is risky since he is engaged in melee with a bugbear, Zelf decides to forgo attacking in order to cast *Enfeeble* on the giant.

Since Zelf possesses the Combat Casting Talent, he can defend against his attacker while casting the spell. His defense is a respectable +8 (though less than his normal +10 because he cannot apply any defense bonuses gained from his weapon specialization). Ordinarily, he would attempt to perform his casting just after his opponent received an attack so as get it off before his opponent could attack again and possibly disrupt his spell. Unfortunately, Sir Kalahad cannot sustain another blow so Zelf begins

casting immediately. He dumps an additional 60 SP into the casting to buy as much time as he can for his companion.

Zelf has *no less* than a 35% chance of a spell mishap while casting in armor. This chance may be aggravated by other effects such as being injured while casting.

Since this particular spell is crucial, Zelf's player breaks down all his bonuses.

He is casting an amped up 4th level spell. This rates 15 Volatility. Because of his armor, this is increased to 20.25 (i.e. 135% of 15). He would ordinarily need to roll a d20+INT and score at least 15 to complete the spell. With 15 Intelligence, being an elf (+1) and advanced mastery in Arcane Lore (+2), this is indeed a low bar. However, his Defense was not high enough to thwart the Bugbear and he is struck for damage during the 2 seconds while he is casting the spell. The bugbear penetrates twice on the damage roll doing 28 damage. Even after his chainmail +2's DR, he takes a wound sufficient to demand a Trauma check – which he fails. This imposes a -15 penalty to his spell failure roll (modified to -13 because of his Combat Casting Talent).

Given this revised situation, Zelf's player recalculates his chance for a spell mishap. He rolls the saving throw threshold for the giant and uses the value rolled in the following formula:

$$d20p+15(\text{his INT score})+1+2-13$$

needing to score a 15 or better.

Breaking down the numbers into a chart, he faces the following outcomes:

actual d20 roll	outcome
10+	spell succeeds
9	spell succeeds sans additional SP
8	spell fails but no mishap
1-7	spell mishap (<i>ironically, the chance of a spell mishaps exactly correlates with that imposed by his wearing of armor</i>)

Zelf rolls a 16 on the die and miraculously gets his spell off. This result of 16 also means that the giant must roll at least 21* on his modified Dodge save

(d20p+14) to save vs. the spell.

**per errata in this article, a Ftr/Mage only adds the highest level spell he can cast (in this case, five) to the d20p roll - not his level.*

The giant rolls a 6 on the die thus succumbing to the *Enfeeble* spell. In it's weakened condition (now inflicting but 4d6p-3 damage), Sir Kalahad is able to defeat the creature and the party lives to fight another day. Hooray!

Step by Step Summary of Checking for Spell Mishaps:

Step 1: Determine base Spell Volatility Level based on spell level and “amping up.” Note the maximum spell mishap tier for this volatility level.

Step 1a: Modify this level appropriately if the caster is wearing armor or using a shield – Note the maximum spell mishap tier for this volatility level, and the baseline chance that spell will fail due to your amor/shield.

Step 2: Determine the Failure Check this Volatility Level necessitates rolling, adding in bonuses (from arcane lore mastery, or Elf racial bonus) and penalties (from being distracted, taking damage, or being ToPed) appropriately.

Step 3: Ask yourself: Is this modified Failure Check less than or equal to my intelligence +1? If so, then stop - your spell is successful.*

**EXCEPTION: Wearing armor ALWAYS carries a chance of spell failure if the value in Table 3 is >0.*

Step 4: Is the modified Failure Check greater than your intelligence +1? Roll d20p + Intelligence to check for spell failure. (*Use the same value as your d20p roll for saving throws against the spell*)

Step 5: Met the Failure Check: no effect.

Failed the check by 1: lose additional SP effects.

Failure by 2: Spell doesn't go off.

Failure by >2: based on the amount you failed by, and the volatility cap you noted in step two, roll on the appropriate spell mishap table.

Spell Mishap Results

Tier One

- 01-04 Caster sustains a 1 hp wound
- 05-09 Artificial Illumination (whether torch, lantern or spell) changes color. Sunlight is unaffected.
- 1 red
 - 2 orange
 - 3 yellow
 - 4 green
 - 5 blue
 - 6 indigo
 - 7 violet
 - 8 white
- 10-11 Spellcaster glows (see clerical Glitterlight spell for details)
- 12-14 Spellcaster's fingernails change color
- 1 black
 - 2 pink
 - 3 red
 - 4 chartreuse
 - 5 teal
 - 6 silvery sparkles
- 15-21 Spellcaster lets massive fart rip
- 22-23 Small cloud appears over spellcaster's head and drizzles rain on him for d4p minutes
- 24-26 Flashbang spell centered on caster
- 27-30 Temperature drops 9°F (5° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
- 31-34 Spellcaster's eyebrows disappear. Will grow back in 1 month. Suffers 'sweat in eyes' fumble effect on natural 2 for Def
- 35 Spellcaster's scalp hair grows d4p feet.
- 36-40 All of Spellcaster's clothing & gear changes color.
- 1 Neon green
 - 2 Dayglo Orange
 - 3 Flourescent Pink
 - 4 Powder blue
 - 5 Sunshine Yellow
 - 6 Mauve
- 41-43 Temperature increases 9°F (5° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
- 44-51 Spellcaster requires 1 extra hour of sleep during next sleep cycle
- 52-54 Spellcaster has ringing in ears for 2d4p

- days. Listen checks suffer -10% penalty.
- 55-56 Spellcaster's eyes change color. Reverts back to normal in d12p hours
- 1 yellow
 - 2 red
 - 3 black
 - 4 milky white
 - 5 purple
 - 6 jade
- 57-58 Temperature drops 27°F (15° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
- 59-61 Temperature increases 27°F (15° C) in 5 foot radius of caster. Lasts 30 minutes and is static on location where invoked.
- 62-65 Explosion in spellcaster's face. He is stunned for 3d4p seconds and face is blackened from soot.
- 66 Spellcaster develops unpleasant but otherwise ineffectual rash for 2d4p hours
- 67-68 Spellcaster's hair changes color. Grows out to natural color.
- 1 platinum blonde
 - 2 bright red
 - 3 purple
 - 4 orange
 - 5 blue
 - 6 gray
- 69-78 Spellcaster develops nosebleed
- 79-82 Spellcaster wets himself
- 83 Spellcaster emits unpleasant odor for d4p hours
- 84-86 Spellcaster become sexually aroused for d4p hours
- 87 Spellcaster's palms change color to bright red for d4p days
- 88-90 Spellcaster's shoelaces become untied
- 91-00 go to next tier

Tier Two

- 01-02 Spellcaster emits skunky odor for 2d12p hours. Animals that track by smell gain +50 to Tracking skill checks.
- 03 Any wall within 30' of spellcaster is covered in frost. Will melt normally
- 04-06 Spellcaster is Teleported 5' (use d8 for direction with 1 being straight ahead & proceeding clockwise). If space occupied by solid object, caster appears adjacent to it

- for 1d4 weeks
- 69-74 Drained of all SP (regained upon sleep)
- 75-78 Suffer 3d4p points of damage (no DR)
- 79-81 Suffer permanent loss of 1 hit point
- 82-84 Permanent -1d20% to one skill (determined randomly)
- 85-86 Becomes 20-40% younger
- 87-89 1 randomly determined memorized spell goes off centered on caster
- 90-00 Go up a Mishap level, reroll

Tier 6

- 1-10 Go down a Mishap level, reroll
- 11-13 Lose 25% of remaining spell points (regained upon rest)
- 14-16 Polymorphed to Amphibian for 3d6p days
- 17-19 Constant thirst (must drink 3 times normal volume per day) permanently
- 20-22 Ages 1d4 years
- 23-25 Temporary monochrome vision
- 26-27 Suffer 3d6 points of damage
- 28-30 -2 to each ability score; effect lasts 1d12 days
- 32-34 Ages 2d4 years
- 35-38 Blinded for 2 weeks
- 39-41 Falls into coma for 4d4p days
- 42-44 Permanent Anosmia
- 45-46 Gain Myopia flaw
- 47-49 Caster assumes Ghostform for 1d3 days
- 50-53 All gold within 30' of caster changed to silver
- 54-55 Switch gender; normal gender reinstated in 30+1d8p days
- 56-58 Ages 2d6 years
- 59-61 Permanent monochrome vision
- 62-64 Permanent -50 fractional points to random ability score
- 65-67 Lose ability to cast spells for 1d4p days
- 68-70 Permanent dyslexia (x3 time to read anything, including spells)
- 71-73 Cannot regain SPs for d4p days
- 74 Max SPs permanently lowered by 47
- 75-77 Cannot regain SPs for d6p+6 days
- 78-80 2 random memorized spells go off simultaneously centered on caster
- 81-83 Permanent d3p hp loss
- 84-86 Permanent -1 to all rolls
- 87-89 Lose sense of touch in fingers permanently; -4 Attack penalty, cannot cast spells with Somatic component.

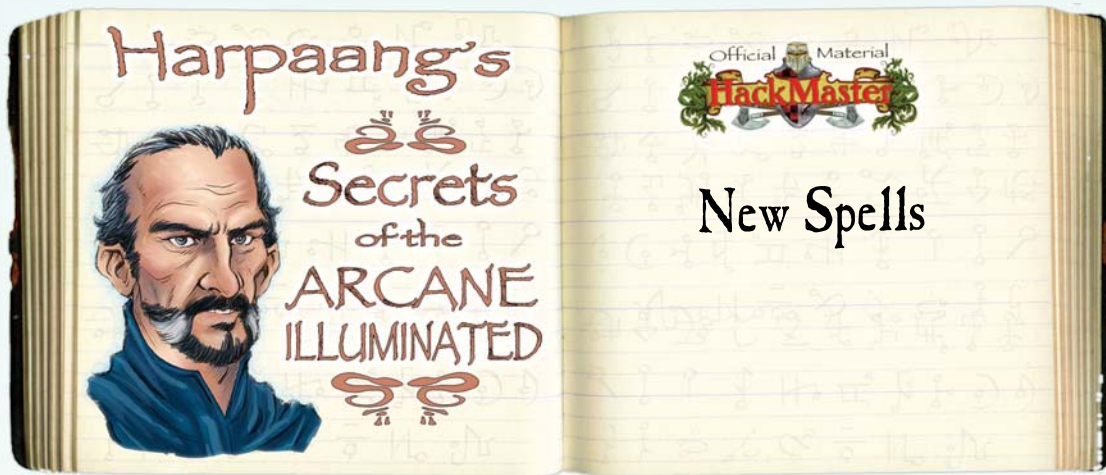
- 90-00 Go up a Mishap level, reroll

Tier 7

- 01-10 Go Down a Mishap level, reroll
- 11-13 Permanent -1 attack penalty
- 14-16 Take 4d4p damage
- 17-19 Arm goes permanently numb (50% left, 50% right); cannot cast spells with Somatic component, can't use arm
- 20-22 Drained of 100sp (regained on sleep)
- 23-25 Any gems in the possession of the spell caster are turned to glass
- 26-28 May never cast spell that failed again
- 29-32 Alignment change: good/evil axis: 1 step (50% either direction)
- 33-36 Alignment change: chaotic/lawful axis: 1 step (50% either direction)
- 37-40 Needs 1 extra hour of sleep/night – permanently
- 41-43 Switch gender permanently
- 44-46 Weakened; permanent -1 to physical damage rolls
- 47-49 Permanent lethargy (-2 Attack penalty, +6 initiative, movement rate is halved)
- 50-52 Suffer permanent loss of 1d4 hit points
- 53-55 Suffer 3d10 points of damage
- 56-58 Severely weakened; permanent -2 to physical damage rolls
- 59-61 Needs 2 extra hours of sleep per night – permanently
- 62-64 Max SPs permanently lowered by 100
- 65-67 Permanent jitters (-1 Attack, -1 to physical damage rolls, +3 seconds to casting times for spells with Somatic component)
- 68-70 Blinded for 3 months
- 71-73 Cannot regain SPs for 3 months
- 74-76 Spontaneous combustion! Bursts into flames and suffers 6d8 points of damage
- 77-79 Permanent -1 to random ability
- 80-82 Suffer permanent loss of d6 hit points
- 83-85 Suffer permanent loss of d6p + 2 hit points
- 86-88 Permanent -1d100% to one skill (determine randomly)
- 89 Permanent -50 fractional points to each fractional ability score
- 90-00 Go up a Mishap level, reroll

Tier 8

- 01-10 Go down a Mishap level, reroll
- 11-20 Permanently limited to 75% of Spell Point allotment
- 21-25 Polymorphed to Primate permanently
- 26-30 Polymorphed to Amphibian permanently
- 31-33 Permanent 2d4p hit point loss
- 34-37 Permanent body rash (-2 penalty to dexterity)
- 38-40 Permanent -2 to random ability score
- 41-44 Permanent -1 to each ability score
- 45-47 Permanent -2 to attack
- 48-50 Permanent -2 to all rolls
- 51-53 Permanent -2 to all ability scores
- 54-55 Suffer damage equal to all but 1d4 remaining hit points
- 56-59 Suffer permanent loss of 2d6 hit points
- 60-62 Max SP permanently lowered by 211
- 63-65 Suffer permanent loss of 3d6 hit points
- 66-70 Max SP permanently lowered by 499
- 71-74 May never regain SPs
- 75-78 Lose ability to cast spells permanently
- 79-81 Enters coma for 2d12p days
- 82-84 Contract fatal Wasting disease
- 85-88 Energy drain: lose 1 experience level
- 89-91 All memorized spells go off simultaneously (centered on caster)
- 92-93 Energy drain: lose 2 experience levels
- 94 Caster is temporally frozen for d20 years. He is totally unresponsive, and inanimate and neither ages nor decays. He can take no actions until he awakens.
- 95 Caster enters a permanent vegetative state and will die per the starvation rules
- 96 Caster Implodes (dead)
- 97 Spontaneous combustion! Bursts into flames and immediately dies
- 98 Caster Explodes (dead) + 6d6p damage in 20' radius
- 99 Caster Explodes (dead) + 5d12p damage in 30' radius
- 00 Caster Implodes, creating a small black hole that sucks anything within a 10' radius into it and then closes.



FIRST LEVEL SPELL

Flashbang

Base SP Cost:	50
Components:	S, M
Casting Time:	1 second
Range:	variable
Volume of Effect:	20 ft' radius centered on impact point
Duration:	Instantaneous - effects variable
Saving Throw:	DODGE (Negates)

This spell allows the caster to imbue a small held object (such as a stone or pinecone) with concussive properties. The caster can either throw the magical grenade immediately upon completing the incantation, or hold it in reserve for future use (such as after a door has been battered open). Note that once invoked, the flashbang will discharge in no more than 10 + d10p seconds or upon striking a solid object. Should the spellcaster wait too long before physically throwing the grenade, it will explode in his hand causing maximal spell effect and permitting no personal saving throw. Those around him will also be affected but are permitted a save.

The grenade must be thrown at the caster's intended point of impact. Use the grenade-like missiles rules further on in this issue of HackJournal to determine whether or not the caster hits the point he's aiming for – and if not – how far off he is.

Upon detonation, the object explodes emitting a flash of blinding and making a startlingly loud bang.

The grenade is particularly effective against enemies who have not yet reacted to a dangerous situation. Such individuals in the area of effect must apply a 2d4p second penalty to their initiative.

Anyone in the area of effect who has already become "situationally aware" (i.e they can act having reached their count up number) is disoriented and must apply a d4p second penalty to their next action.

Additionally, anyone in the area of effect who views the detonation suffers mild flash blindness and takes a -2 penalty to attack and -1 defense for 30 seconds.

A successful dodge saving throw negates these effects, as the victim was able to successfully shield their eyes from the blast, and brace himself for the loud noise the spell produces.

The material component is a palm sized spherical rock, pinecone or similiar object.

FIFTH LEVEL SPELL

Choke

Base SP Cost:	90
Components:	V, S,
Casting Time:	1 second
Range:	20 feet
Volume of Effect:	One individual
Duration:	special
Saving Throw:	PHYSICAL Negates

The *Choke* spell allows the caster to mete out asphyxiation from a comfortable distance to those who have earned it. The caster channels his rage into an invisible phantom hand, whose only purpose is to choke the necks of the caster's enemies. Such a hand cannot be blocked or dodged, but those who are sufficiently strong can wrest themselves away from it via a physical saving throw. Only size M and smaller creatures may be affected.

Should the fingers of this immaterial hand close around a victim's neck, and the victim fail their saving roll, the fingers begin to choke the life from them. A victim affected in such a way loses d3p points of damage every five seconds. Additionally the victim must make a Trauma check after 30 seconds – if the trauma check is successful, subsequent Trauma checks must be made at 10 second intervals. The caster must concentrate solely on this task, and any lapse in concentration (e.g. opting to perform any other action *other than to berate the object of his scorn*) releases the victim, and the spell is aborted.

This spell is particularly effective against lackeys and hirelings who have disappointed the mage (d4p points of damage every five seconds).

SEVENTH LEVEL SPELL

Microwave

<i>Base SP Cost:</i>	110
<i>Components:</i>	V, S, C
<i>Casting Time:</i>	3 seconds
<i>Range:</i>	30 feet
<i>Volume of Effect:</i>	beam of microwave radiation 30' long with 2" diameter
<i>Duration:</i>	20 seconds
<i>Saving Throw:</i>	DODGE Negates

Additional Spell Point schedule:

Increase Duration: 20 SP per 5 second increment (max 60s duration)
Increase beam length: 20 SP per additional 10' (max 60')

The *Microwave* spell conjures forth an intense 30-foot beam of microwave radiation. It may only be aimed at a single creature. The beam emanates from the tip of the mage's index finger, and the spell caster must maintain concentration and make no other actions beyond pointing at his target for the spell to remain in effect. The victim is automatically struck by the beam, unless they make a successful Dodge saving throw which permits them to evade the attack altogether.

The spell functions by gradually exciting water molecules in the object or victim subject to microwave irradiation. The spell lasts a base of 20 seconds, but the spell caster may spend additional SP to increase this duration. On the 5th second the beam is in continuous contact with the target, the target takes d4p points of damage, as the victim is cooked from the inside.

For every additional 5 seconds that the caster remains solely focused on pointing the beam at the victim, and the victim remains in the mage's line of sight, the target takes an additional die of damage that is one greater than the previous, up to a maximum of d12p. In other words, on second 10 they would take d6p, on second 15 d8p, etc.

Those who wear heavy armor do not take direct damage from the beam. Rather, they endure incidental damage as their metallic carapace erupts in sparks. This will inflict d4p damage for every 5 continuous seconds of arcing but does not increase in severity.

The spell catalyst is a ring formed from a magnet that the caster must wear on his index finger. As for the verbal component, the caster must hum loudly as he points at his target.

EIGHTH LEVEL SPELL

Thunderclap

<i>Base SP Cost:</i>	120
<i>Components:</i>	V, S, M
<i>Casting Time:</i>	3 seconds
<i>Range:</i>	100 feet
<i>Volume of Effect:</i>	30' radius centered on impact point
<i>Duration:</i>	1 second
<i>Saving Throw:</i>	MENATAL Negates

Additional Spell Point schedule:

Increase Range: 1 SP per foot (max range is 330 feet)

This spell brings forth an incredibly loud clap of thunder. The sheer force of the cacophony rattles objects, shatters glass windows and shakes the ground perceptibly. The deafening peal of thunder compels a mental saving throw for all within its immediate vicinity (a 30 foot radius centered on a point of the casters choosing, up to 100 feet away from the caster). The thunderclap may be heard (with no ill effect) up to a mile away.

Anyone who fails their saving throw is stunned and Deafened (per the quirk) for 10+d12p seconds. A stunned opponent can take no actions other than movement at walking pace and defense. The latter is compromised such that the defender may only employ a d8p (plus any Defense bonuses including those gained from shield use) while doing so. In effect, the defender substitutes a d8p die for the d20p.

Animals are particularly prone to this spell's effects. Any natural animal that fails its save immediately flees in terror. Even those that succeed must make a tenacity check.

The material component is a blown up animal bladder, popped as the mage casts the spell.

THIRTEENTH LEVEL SPELL

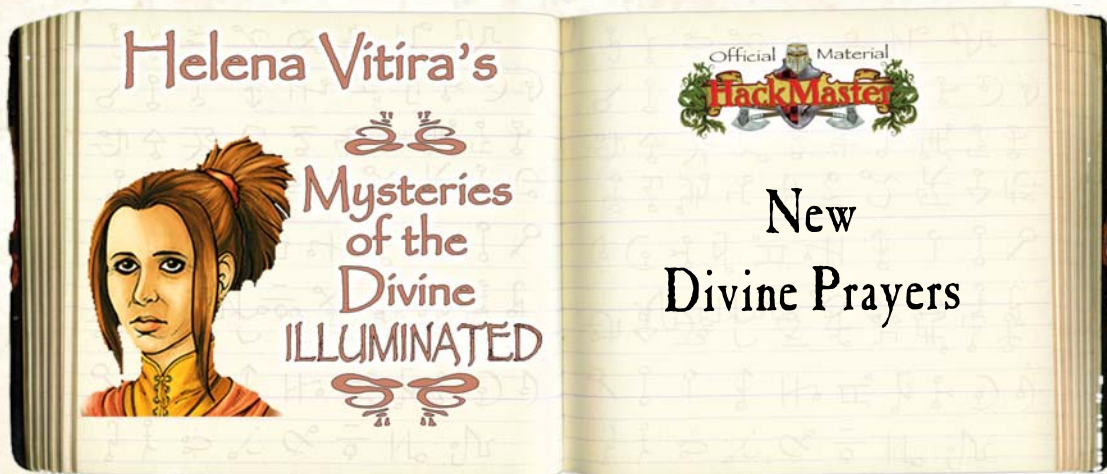
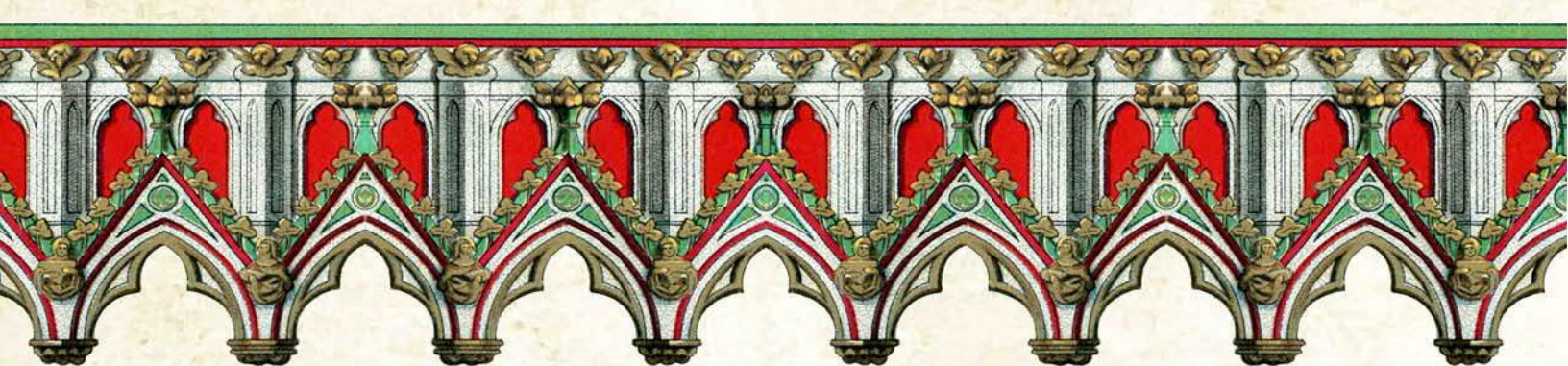
Nightmare

<i>Base SP Cost:</i>	170
<i>Components:</i>	V, S, M
<i>Casting Time:</i>	9 seconds
<i>Range:</i>	66 feet
<i>Volume of Effect:</i>	39' radius
<i>Duration:</i>	special
<i>Saving Throw:</i>	MENATAL Negates

This spell allows the caster to conjure a vision of horrible subtlety and terrible undertones. It is centered on the a point of the mage's choosing, within 66' of him, and affects anyone within 39 feet of that point. Those who see such a vision will not understand it's abject terror all at once, and will seem unaffected. However, the next time they go to sleep, they must make a Mental Saving throw against the mage. Should they fail they will be subject to dreadful nightmares that begin about 30 minutes after they fall asleep. Any character that is subject to such night terrors can only gain 1 functional hour of sleep that night, and is thus subject to the sleeping exhaustion rules. These nightmares continue indefinitely. Each time the character tries to sleep, they must make a saving throw. Once a saving throw is made, the nightmares cease.

For every 24 hours that pass from the time they initially gazed upon the vision, the victims of Nightmare gain a +1 to their save as the horror of the vision slowly fades away. The mage's original roll remains static.

The material component is a shrunken head or some other ghastly trinket.



Staunch Internal Bleeding

Components: V, S, DI
Casting Time: 3 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

Apostolic Access: CC 13, CL 11, EH 8, OT 9

Via this beneficence a cleric can staunch an internal wound that is resulting in significant blood loss. The wound magically clots and ceases to bleed, although it is not healed. This spell has no curative effects, but immediately wards off any further penalties a character would take from Internal Bleeding. The spell cannot stop Internal Hemorrhaging, but it can slow its rate by half (i.e. the victim suffers d4p hp from blood loss every 20 minutes).

Staunch Internal Hemorrhaging

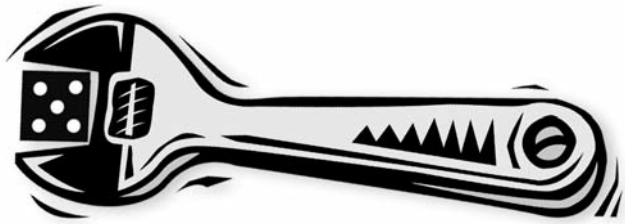
Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

Apostolic Access: CL 18, EH 15, OT 16

This miracle permits a cleric to staunch a critical internal wound that is resulting in life threatening blood loss. The wound magically clots and ceases to bleed, although it is not healed. This spell has no curative effects, but immediately wards off any further penalties a character would take from Internal Hemorrhaging.

Abbreviations for Religious Orders:

CA: Conventicle of Affliction
CC: Church of Chance
CJ: Courts of Justice
CL: Cathedral of Light
EH: Church of Everlasting Hope
FF: Face of the Free
GT: Conventicle of the Great Tree
HK: House of Knives
HS: House of Shackles
OA: Order of Agony
OT: Order of Thought
PA: Temple of the Patient Arrow
SR: Temple of Strife
TS: Temple of the Stars



GameMaster's Workshop

Hurled Objects

During their forays into places dark, deep and dangerous player characters may be interested in hurling palm-sized objects (or other things that easily fit in one's hand) at opponents or static targets. Collectively, these are known as grenade-like missiles.

Now as any current or past little leaguer can tell you, the ability to accurately throw a 5 ounce ball is not something humans are born with. Indeed, the inability to do so is common enough to have a derisive term applied to it (one that you surely know but which my editors prevent me from repeating for fear of offense). As such, "Overhand Throwing" is considered a weapon proficiency. While it is not strictly necessary to be able to throw 90 mile an hour fastballs, throwing like a girl is a distinct disadvantage. Oops, there I said it...

Frequently the purpose of hurling said object is to have it land at or near a desired location. This is the case when attempting to establish the impact point of a spell with a physical trigger or when throwing an object at some generalized vicinity. Alternatively, one may attempt to impact a specific creature such as when whipping a rock at his face or flinging a vial of holy water at an undead being. Each of these instances will be discussed in turn.

Attempting to land an object in a specific location: This is an equivalent situation to firing at a static defender. One simply declares the spot he's aiming at, rolls a d20p and applies appropriate modifiers and compares the result to the GM's roll of a d12.

Miss Location: The degree to which you fail at your attack roll determines how far off the target your projectile landed. For each integer you failed your attack by, that's the number of feet you're off. *This applies to short range targets only. Multiply this value by 2, 3 or 4 for medium, long and extreme ranges.* To determine the direction, roll a d12 and use that as the clock hour with 12 being long in a direct line from the thrower to his target.

Overhand Throwing [Weapon Proficiency]

For game purposes, **Overhand Throwing** is considered a low skill weapon.

Hurled Items: The variety of items that can be thrown at an opponent is inestimable. However, some hard and fast rules can be applied to this generalized category.

Rate of Fire: 7 seconds

Range: equivalent to either Throwing Knife or Javelin depending on training (see below)

Damage: Most such items have no capability to inflict tangible wounds. An exception is a rock weighing around 6-8 ounces. In the hands of an amateur, this inflicts d6-3 damage. Those proficient in hurling such missiles increase potential damage to d6p-3.

Specialization: One can specialize in "Overhand Throwing" per the rules for other weapons. (*I personally would not want to have Nolan Ryan whipping fastballs - or rocks - at my head... in game or out.*)

Again, not everyone has mastered the technique of employing full shoulder rotation to lend force and accuracy to hurled objects. For those that haven't, the following rules apply:

Range: Hurlled objects are treated as a Throwing Knife for purposes of range penalties

Additional Accuracy Penalties: Those not proficient in this technique suffer a -2 Attack and Speed penalty.

Proficient Throwers

Range: Hurlled objects are treated as a Javelin for purposes of range penalties

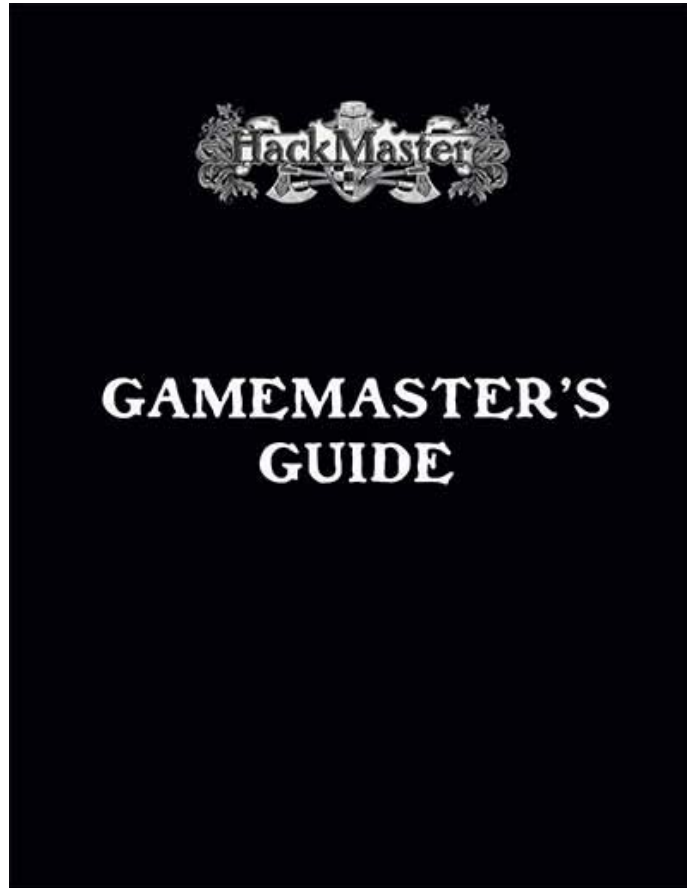
Object Momentum: Unless the hurled object shatters on impact, it will bounce, splat or otherwise impact the ground and then continue along the same trajectory. How far it travels is a function of the object's surface friction. This is left to the GM to adjudicate as there are a myriad of situational variables that can come into

play making a blind determination impossible. However, a good rule of thumb is that it careens half again as far as the thrower was from the point of impact.

Throwing things at a mobile target: Attempting to hit an opponent with a thrown object is simply a ranged attack as covered in the *Player's Handbook*. If the nature of the hurled object demands that proximity be considered in the case of a miss, use the rules for misses detailed above.



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