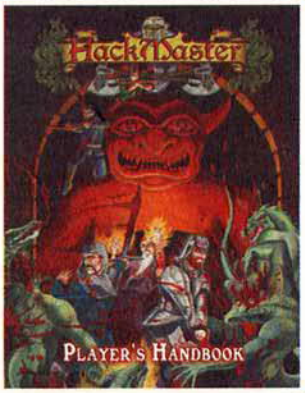
HackMaster



GameMaster's Guide

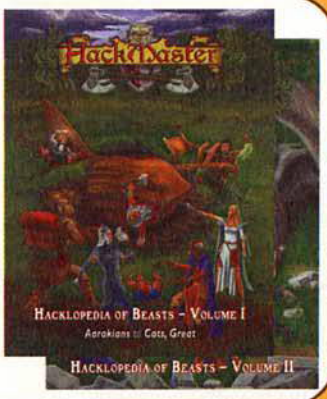
HackMaster™ Books

Player's Handbook



No player of HACKMASTER™ can exist without a copy of the HackMaster Players Handbook. Here within the hundreds of pages is a wealth of information on all aspects of the game, written for the use of the players. All important information needed during play is outlined and explained, including the generation of characters, their classes, skills, talents and proficiencies, equipment and weapons costs, and a complete descriptive treatment of over 600 magic spells used in the game.

The Hacklopedia of Beasts



The many hundreds of fearsome monsters which are part of Garweeze Wurld come to life within the eight volumes of the Hacklopedia of Beasts! Within this collection are over 1600 creatures of every conceivable type. Each is carefully described in individual narrative, which appears along with a full listing of game abilities. Most of the monsters are illustrated in addition, giving an awesome visual representation to players and Game Masters.

Quest for the Unknown



Many years ago, rumor has it, two noted personages in the area, a fighter of renown and a magic-user of mystery & power pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. Word just reaching civilization tells of their demise. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore.

This is the first instructional module designed for use with HackMaster, filled with plenty of hacking for beginning players.

Little Keep on the Borderlands



You are indeed members of that exceptional class– adventurers who have journeyed to the Little Keep on the Borderlands in search of fame and fortune. Somewhere nearby, amidst the forests & tangled fens, are the chaotic caves where fell creatures lie in wait. Fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together.

An exciting underground and wilderness setting provides plenty of adventure for novice and seasoned players alike!

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HackMaster



Dedicated to the memory of
Timothy Garrett "Gary" Jackson, Sr.

SPECIAL REFERENCE WORK

GAMEMASTER'S GUIDE

GAMEMASTER'S EYES ONLY

A compiled volume of information expressly for use by HMGMA certified HackMaster GameMasters (or qualified GameMasters-in-Training), including: GM Code of Conduct, GM Oath, To-Hit Tables for Combat, Massively-detailed Critical Hit Tables, the details on HackClasses, Random Encounter Tables, Ingenious Alignment Charting Tool, Experience, Honor and Fame award information, Spell Acquisition, Spellbooks and Magic Research, NPC hirelings, followers, henchmen, cronies and sidekicks, Treasure Tables, details on training and schools, detailed Law and Punishment Codes, over 700 new magic items, Special Notes on Garweeze Wurld, Random Dungeon Generation, Random Wilderness Terrain Generation, Advice on the Role of GameMastering and much, much more.

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HackMaster is based on the original Dungeons and Dragons® rules created by E. Gary Gygax and Dave Arneson.

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

Reality Check, A Disclaimer

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. It has also come to our attention that some people have no backbone for high fantasy or the concept of heroic deeds which often involve fighting evil monsters and taking on supernatural beings intent on the down fall of all things good and noble. If you are such an individual and are squeamish about such things, you may want to accept the fact that this book is not for you and read no further (but please do send in a 25¢ royalty payment for the portion you HAVE read up to this point, to do otherwise is tantamount to THEFT).

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their boring 'real lives'.

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personae may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e., violence). Again, all the action in HackMaster takes place in the imaginations of the players and the GameMaster. Are you getting all this?

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, random acts of violence or any of the many sinister agendas which those harboring a grudge against role-playing have attempted to lay at our feet. The writers do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again, this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy you should put this book down and seek professional help (or at the very least make a photo-copy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers (our demons are 'made-up'). Likewise, with the 'magic spells' presented in HackMaster. They are fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna to happen. If you jump off a roof because you believe your 'boots of flutter soft' will protect you and you end up shattering your hip, do not come crying to us. We will merely show you a highlighted photo copy of this disclaimer and marvel at your stupidity. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of Kenzer and Company or its employees. Remember this work is a parody of games and the people who play them (as well as make them).

Foreword: Interrupt Illusion

The book you hold in your hands (as well as its companion volumes the **HackMaster Player's Handbook** and the **Hacklopedia of Beasts**) has literally been a labor of love. Hopefully that much is obvious to even the casual reader. You would think by now we would have been getting used to the process, but it's always difficult to have something you've been working on so closely for many months torn from your loving hands and plunked on the presses.

As creators and designers we always have the feeling the product isn't quite complete— that there's always something else which can be added, crammed between the covers and made to fit. One more idea. One more table on the melting points of precious metals. One more typo to chase down and beat into submission. And so it was with the book you hold in your hands. Like nurturing parents we wanted to hold onto our baby for as long as possible before sending it out into the world.

We have often been told our passion for games shows in our products and that our love for gaming is infectious. That's always nice to hear and it really helps motivate us to keep doing what we do.

We were thrilled that so many people flocked to **HackMaster** when the **Player's Handbook** was released a few short months ago. A lot of people didn't believe the game could find a niche in an already crowded market, but thankfully you, the reader, proved them all wrong.

The **PHB**, as you may recall, was dedicated to all the countless folks who contributed to role-playing, **KODT** and **AD&D** over the years. The **HackMaster GameMaster's Guide**, however, is dedicated to YOU! By voting with your wallets and supporting what we have been doing, you sent out a loud message that there is always room for a good, fun game.

You also proved that word of mouth can be more powerful than large advertising budgets, hype and fluff. Give yourself a pat on the back and a few experience points!

Indeed, this book is dedicated to ALL of you. In our books, you are truly heroes.






Jolly Blackburn, David S. Kenzer, Brian Jelke, and Steve Johansson

The KODT Development Team

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The Knights of the Dinner Table/HackMaster Development Team is:

Jolly R. Blackburn • Brian Jelke • Steve Johansson • David S. Kenzer

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Thanks to our Origins/GenCon GMs: Joe Covert, Andrew Zorowitz, Mykal Antzcak, Aaron Sims, Brian Nicholas, Tom Dunham, Joseph Coons, Joseph Provenzano, Bruce Miller, Dave Radzik, Wayne Park, Kevin Hogan, Eric O'Denius, Christopher Akens, Chris Ahrngbrah and anyone else who helped us out at our conventions or contributed to our online community.

Front Cover Art: Stacy Drum

(Cover portrays the demise of the professional adventuring party Hell's Mawl at the hands of an enraged Efreet — undoubtedly attracted by the Shield of Provocation +3 the group's bravest fighter is carrying.)

Back Cover Art:
Brendon and Brian Fraim, colored by Tom Martin

Interior Art: V. Shane Colclough, Doug Curtis, Kevin Daily, Brian Dawson, Mike Doscher, Stacy Drum, Tim Dzon, Brendon Fraim, Brian Fraim, Benjamin Hall, William Hammock, Eric Johns, Nick Laing, Rob Lee, Tom Martin, Ed Northcott, Mark Pennington, Mike Simon, Jon Usiak.

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HackMaster Logo Artwork: Eric Olson

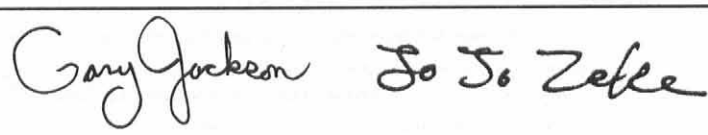
Special thanks:
To Gary Gygax, Dave Arneson, Mark Miller, Steve Jackson, and all the other 'masters of the game' who first lured us to the table by sparking our imaginations.

To Jeff Dee, Dave Dorman, Erol Otus, Dave Sutherland, and Dave Trampier (among others) whose wonderful artwork inspired us to explore fantastic worlds, meet new and interesting creatures, and slay them.

We'd also like to thank David Wise, Lezlie Samuels and the many other fine folks at Wizards of the Coast who helped make this possible.

And to Hard Eight A.C.T. LAB
for Accelerated Campaign Testing and Character Demise Studies.

Fame Rub Signatures



Have Game Designers and other "lucky" notables sign their autographs here. That way they'll always be handy for emergency dice purgings and luck charging.

Note: To charge a die to roll higher numbers you should stroke the die left to right. For lower numbers stroke right to left. Fame Rubs can be used to prime new dice and many game designers at conventions and store signings are more than glad to oblige fans. As a rule of thumb you should do a minimum of six swipes of the die across the signature (but no more than ten as that can sometimes have the opposite effect of what is desired). To get you started we've added two facsimile signatures of Jo Jo Zeke and Gary Jackson. They'll only be 32% as effective as an original signature but they could come in handy in an emergency. For more information on dice charging and other dice care and maintenance, please refer to Appendix L of the HackMaster Player's Handbook.



Hard 8 Enterprises®
What do you want to Hack today?™

Greetings friend, or rather, Esteemed Colleague!

We've been waiting for you. In the HackMaster equation, you are the most important variable. Why? Because the GameMaster is the backbone of the game. Without you the game is incomplete; a narrative without a storyteller to dramatize the tale, a camera without a director behind the lens, a brilliant score without a conductor. You get the idea.

The tome you hold in your hands is the long awaited 4th incarnation (edition) of the HackMaster GameMaster's Guide. This book is an indispensable weapon in the GM's arsenal; a must for those with a desire to take up the GM's Shield and referee HackMaster. All things HackMaster are made possible by the secrets contained herein. This book is a key, a Rosetta stone if you will. For in it rests the path to understanding the vastest and greatest game ever created by mankind. This magnificent instrument is the Tree of Knowledge in this Garden of Eden of role-playing games. Thus, it should be safeguarded accordingly from those unqualified individuals desirous to peruse its contents. And while we are on the subject of unqualified individuals…

This book in its entirety has been expressly classified by the HMGA (HackMaster GameMaster's Association) as GM Proprietary Information (a.k.a. "GAMEMASTERS EYES ONLY" material). What does that mean exactly? Well, for one, if you are a player, then this is your frickin' cue to stop reading. Put this book down, and step off — PERIOD.

You should only be reading this book if:

I. You are already a certified HackMaster GameMaster or;

II. You are a GameMaster-in-Training and have dedicated yourself to mastering the game of HackMaster and are working toward becoming a GM yourself (i.e., you plan to study the material herein, actively assemble your own group of players and step behind the Shield).

Take heed, the consequences for a player reading GM Proprietary Information are severe and such transgressions are taken very seriously. I should also add that it is reprehensible to feign interest in becoming a GM simply to gain access to GM restricted material such that one could use it to gain an edge as a player. Such individuals are the lowest of the low and are universally despised. They risk the loss of their HMPA/HMGA membership and eternal banishment from the game. So please, consider this a friendly warning and proceed accordingly. If you do not meet the criteria set forth in I. or II. above, please stop reading now.

Still with me? Good.

I am going to assume you are, or plan to be, a GameMaster and that you are already intimately familiar with the rules in the Player's Handbook. The Player's Handbook and the GameMaster's Guide along with the Hacklopædia of Beasts contain everything you are expected to know in order to fulfill your role as GM.

As a HackMaster GM you bear an enormous weight and responsibility on your shoulders: judging and running combat, interpreting the actions of your players, creating adventures, world building, assigning experience, keeping track of Honor, and even maintaining the peace among players when occasional differences of opinions flare into full blown fisticuffs. In addition, you must constantly work at mastering the rules of the game and honing your skills. Most importantly, like the proverbial captain of a ship at sea, you must constantly strive to maintain your authority over your game. Clearly, the role of GameMaster is a daunting job by anyone's standards.

Many of you will no doubt discover you are lacking and do not have what it takes to be a GM. There is no shame in this. Our research indicates that less than 2.167% of the world's population has the cranial capacity to comprehend this game (less if we do not provide a translation). Those numbers plummet to a mere 0.032% that have the skills to run a game for live players. If you do find that you are not up to the job, or suddenly discover that you can no longer meet the challenge, it is your duty to step down and spare your players the sad chore of petitioning the HMA to have you forcibly removed. It is always preferable for a GM to recognize his own inadequacies and step aside voluntarily.

But enough of such grim talk. Chances are that if you have felt compelled to answer the call, you have the right spirit, drive and determination to rise to the challenge. And fear not! For you are not being sent into the fray unarmed. You have the rules to back you up. Like the captain of that ship at sea, you are undeniably the master of your domain. Armed with this book you are a formidable individual with whom the players must reckon. You will gird up your loins, don the armor of confidence that comes with knowing that the rules empower you and proclaim, "The GameMaster is always right!" (barring intervention by the HMPA of course).

As GM, you will be called upon to be the game moderator, judge, jury, oft executioner and even supreme gawd of your milieu. You must invest huge amounts of time and energy into your craft. Not only must you dedicate yourself to the tasks mentioned above, but you must do so while juggling your secondary real life commitments and obligations. Furthermore, you must do so without a hint of bias, unfairness, incompetency or impropriety. Think you are up to the job?

The HackMaster GameMaster's Guide is THE essential tool for the GameMaster. It is the bible of HackMaster and physically represents your authority over the game. **One of the first things you should do is turn to page 14 and read the GM's Oath and GM's Code of Conduct.** Once you have carefully considered the scope and meaning of those instruments and taken ample time to consult, or consciously waive your right to consult an attorney, you should take the oath (in the presence of a witness, of course). Make sure you sign and date it.

You should keep your personalized GM's Guide in your possession at all times when administering the duties of your title.

Before you turn the page and begin your quest at unlocking the secrets of mastering the Game, I would like to relate a morsel of wisdom to help bolster your spirit.

Gary Jackson had a placard on his desk at the old GameMaster's Academy in Sagninaw, Michigan. It was presented to him by the players from his very first group back at Ball State and read simply: "Flying in the face of adversity and loving it!" In many ways that sums up what being a GM is all about.*

Game on, my friend! And may the dice serve you well.

Jo Jo Zeke

Jo Jo Zeke
Director of HackMaster Development
Hard Eight Enterprises

* By the way, some smartass bastard stole this placard in 1998. A standing reward of $50 is being offered by the HMA. Anyone with information leading to the recovery of the plaque and the identity of those responsible for stealing it should contact me immediately.

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Introduction

How the Rulebooks are Organized

The HackMaster rulebooks, in their stately entirety, can seem a bit daunting to the uninitiated when first glanced on the bookshelf. As GM you will have to be intimately familiar with ALL of them. Nothing will diminish your authority quicker than a player who knows more about the game than you do.

HackMaster GameMaster's Guide (GMG)

This is, of course, the book you hold in your hands. Most of the hard 'rules' of HackMaster are contained in this tome. This book is the GM's inner sanctum. The rules contained within are designed to guide you, and give you all the information that is vital for you to run your campaign effectively. Even so, the GMG does not cover EVERY situation that may pop up, such a task is paramount to writing a how-to book describing every possible nuance and potential event in the life of every human being in human civilization. No book could ever hope to do that - not even one published by us. Rather, the GMG provides the infrastructure upon which the GM can make reasonable calls when faced with a situation for which the rules do not specifically provide.

HackMaster Player's Handbook (PHB)

You should already know the contents of this book from cover to cover. If you do not, you have a serious problem my friend. Attempting to be a GM without explicit knowledge of the rules contained in the PHB is akin to going into a firefight wearing a blindfold. Players love nothing more than exploiting the rules and can swiftly sniff out a GM who is lacking in his mastery of the game. So remove the blindfold and see the enemy in all its forms. In other words, read and master the Player's Handbook.

Hacklopædia of Beasts Volumes I thru 8 (HOB 1, HOB 2, etc.)

These works (affectionately referred to as HOBs or Hacklopedias), like the GMG, are the province of the GM. They give complete and detailed information about the monsters, people, and other creatures inhabiting the HackMaster Teraverse. You will find that your players are constantly trying to glean knowledge of what lies within these books in order to develop tacticals for their characters and thereby gain an edge in the game. Since so many retailers have refused to honor our request that these books be sold ONLY to qualified GMs, you should be aware that this is going on and that it should be expected. That does NOT mean, however, it should be tolerated.

In our own group at Hard Eight, I do not tolerate players intruding into this inner sanctum. My players know, and I recommend this course of action to other GMs, that if I find out they have been reading the HOBs (or any GM Proprietary Information, for that matter), I rain down upon them like a blacksmith's hammer on a bloated toad. On the first infraction, I dock the guilty party 1,000 experience points. Subsequent infractions result in the loss of larger amounts of EPs until, ultimately, it is possible they could lose an entire level of character development or more. Some may think such justice a bit harsh, but these rules keep order and prevent the gaming session from spiraling into a maelstrom of chaos. Besides, hitting a player where it hurts will always make him think twice before infringing upon forbidden territory again. 'Nuff said.

How the GameMaster's Guide is Organized

The HackMaster GMG has been painstakingly organized to serve as a reference work. All the information herein has been meticulously grouped and arranged in an eminently logical fashion to enable you to quickly find what you are looking for. Everything in this book is based on the assumption that you are familiar with the HackMaster Player's Handbook. Much information was purposely omitted from the HackMaster PHB as it is data which would not normally be known - at least initially - by adventurers in a world of swords and sorcery. Many players, feeling somehow cheated, have complained about this approach in the past, and you'll likely hear them whine about it at your table. Don't be swayed – the information in this book is for YOU and you alone. Safeguard it as though your life depended on it.

You'll be happy to learn that the index in the back of this book is significantly more accurate than in past editions. You'll find that you can easily look up the references to any specific topic by checking this index.

Before delving any further into this book you should take a few minutes to familiarize yourself with the manner in which it has been organized.

There are four basic sections to the book which are in turn further subdivided accordingly.

Section 0: Introduction

You're reading this section now. If you don't know what an introduction is by now then you need some serious help. Key features of this section include the GM's Oath and the GM's code of conduct. Read them, learn them, live by them.

Section I: GameMaster's Arsenal

This section covers everything the GM needs to know prior to running a game. Most of it deals with those aspects of the hard rules falling expressly under the GM's domain which were omitted from the PHB. These rules are the weapons of the GameMaster and are to be used to combat the various actions of the players. After reading, understanding and committing this section to memory you will be ready to stand tall, confident and proud behind your official HackMaster GameMaster Shield.

Section II: GameMaster's Workshop

This section covers those rules and other issues that will help you maintain a HackMaster game over a long period of time. And while they can be as potent as those topics discussed in the GameMaster's Arsenal, they generally require more effort and experience on the part of the players as well as you, the GM. This section also provides you with invaluable lessons on how to run a game from the non-rules perspective such as methods for handling troublesome players. or creating your own adventures and running a campaign.

Section III: Appendices

The appendices are packed with a wide variety of source material designed to help the GM with his many tasks. Here you'll find an incredible variety of magic items, random tables, useful lists and forms.

Sub-Section IIIa: GameMaster Coupons

It is said among scientific circles that for every action there is an equal yet opposite reaction. With this in mind we have provided a tool for you, the GameMaster, to keep your players in check and defend yourself and your carefully crafted game from abuse. At the very back of the book you will find official coupons similar to those found in the Player's Handbook. These game coupons, while similar to those available to the players, are more powerful (representing the greater importance and prestige of the GameMaster). Because of this, and because the GameMaster is allowed to use one coupon per player per session, the coupons should be used only in important situations where the effects can significantly alter the outcome. Usually this is reserved for those times when one or more players bring out their arsenal of coupons and use them to change the course of YOUR game. Keep in mind however, the GM coupons should never be used in spite. Such actions are below the station of true HackMaster GM.

A Few Words from the Author

Before we jump into the new edition I would like to address a few issues that have come to light since the last edition went to press. Please take a few moments to read them since they are of crucial importance.

On GMs and Non-Disclosure

There are times that the GM will want to shed his aura of supremacy and return to the ranks as a player. This is perfectly acceptable since it sometimes takes a little recreational hacking to recharge the GM spirits, which are often worn down over the course of a long, drawn-out campaign. But let me remind you of something: as GameMaster (active or inactive matters not) you have taken an oath not to divulge the GM-only information to which you have been privy. While in the role of player, the GM turned player must NEVER divulge GM-eyes-only rules to non-GM players. To do so is a breach of your oath and you may be branded untrustworthy or even a dirty sneak. If public evisceration were an available punishment in this day and age, you might be a candidate. Having said that, however, this should not stop you from using every bit of your GM expertise and rules knowledge to challenge your acting GM. Such friendly competition can only make the contestants in such battles of wits that much stronger.

On the Use of the Male Pronoun

I dealt with this topic in the Player' Handbook. Please refer to page 10 of that volume for my thoughts on the matter.

Rule Contradictions?

It has come to my attention that there are certain individuals who are of the opinion that a great many rules in HackMaster are contradictory, flawed or even broken. Rubbish! I thought my foreword to HackMaster 3rd edition would have put this issue to rest once and for all, but here we are, three years later, and not a day goes by that I am not confronted with these claims.

Let me say it again. And THIS time I will make it very, very clear. There are no contradictions in HackMaster, only 'apparent' contradictions or user errors. You can trust me when I say that because I stand from a vantage point where I can see the entire game as a whole. If you run across a rule that you feel is in contradiction with another rule you should remind yourself that it is most certainly a case of your mastery of the rules being deficient in some way. HackMaster is a complex game and as such not EVERY rule or nuance of the game has been trusted to the common GM and/or player. The game is bigger than any one player is. It is bigger than you or me... well, it is bigger than you, anyway.

A Note About Content and Difficult Decisions

One of the toughest aspects of working on this tome was the reality that only so much material could be squeezed between two covers. There was so much material, in fact, that straws had to be drawn and the one drawing the shortest straw was tasked with the difficult task of deciding what material would have to be omitted. This person ended up being Waco Bob and he was given detailed criteria for determining what material got the axe and what material would be spared. What did that criteria entail? Well, first came material that was absolutely vital to play, then came the inclusion of what would be most helpful to the GM, and finally interesting items of broad appeal that tended to improve the flavor of the game were sifted into the appendices.

The Role of the GameMaster

**"We will not lie, cheat, or steal,
nor tolerate such actions among our own."**

–GM'S CREED

Greetings Friend, and well met.

Welcome to the ranks of an esteemed group of individuals who, as unsung heroes, have been carrying the torch of role-play forward for nearly thirty years. Here, we proudly bear the title GameMaster and be you a veteran GM simply advancing from HackMaster 3rd edition to HackMaster 4th edition or a prospective GM rising up from the masses to heed the call, we welcome you into our fold as an equal.

Your position as GameMaster is not an easy one. It requires wit, determination, drive, imagination, diplomacy, organization and the ability to think on one's feet and to roll with the punches. You are essential to the game. Through the selfless endeavors of in-the-trenches GMs such as yourself that strive to hone your skills and keep your players challenged, the HackMaster experience continues to grow. You are the reason players keep returning to the table and bringing new blood into the game. That's right, you! As a GM, you are the backbone of the HackMaster experience and bear some of the credit for any success, and certainly for any failures, the game may experience in the future.

The GameMaster Guide is reserved for your eyes only. It contains all the essential rules that are not discussed in the Player's Handbook. It has been placed here so you can have control over it. While the players are not your enemies, they are by no means your allies and it is imperative that you bear that in mind at all times. But this book is not just about 'hard rules'. As you will soon discover, a large portion of this book is devoted to discussions of the principles behind the rules. Another sizeable component is brimming with source material that will arm you to handle those situations that will inevitably arise from time to time that are not explicitly covered by the rules. The purpose of this book, after all, is to better prepare you for your role as game moderator and referee. The better you understand the game, the better equipped you will be to handle unforeseen developments and unusual circumstances.

As GM you are master of your table. The success of your own campaign is primarily in your hands and you must take a firm, active hand in guiding it. When you take on the title of GM you are entering into a contract of sorts with the players you have assembled. They are agreeing to show up to your game each week and invest time as you weave your magic and take them into realms of high adventure. In return, you are agreeing that you will give them something worthy of their time.

Let me stress that this is not a relationship you should enter into lightly. If you are skimming through this introduction, slow the hell down, back up and read it again. Slowly. It is crucial that you understand the grave nature of the commitment you are about to make.

First Things First

Okay before your journey takes one step further, you must pause for the moment of truth. It is time for you to put your affairs in order and prepare for the task at hand. The first thing you need to do is to take the GM's Oath. Even if you are already a qualified GM stepping up from HackMaster 3rd edition you should sign the oath below and transfer your authority over to 4th edition. (You can keep your 3rd edition GMG as a momento but it should be put away and retired since 4th edition rules supercede all previous editions).

It is preferable that an HMGMA certified GM serve as witness to your signing. If this is not possible you should leave the witness block blank and go ahead and sign and date the oath. At your earliest convenience you should track down a qualified witness and then reaffirm your Oath having him sign off on it.

Note that the GM's Oath is comprised of two articles. You should sign Article One prior to reading the GMG. Article Two is to be signed only AFTER you have read the GMG.

The GM Code of Conduct is just that. Drafted by the HMGMA, it sets the standard to which all certified GameMasters are expected to adhere. A GM must adhere to the GM Code of Conduct for all HMGMA sanctioned campaigns, adventures, scenarios and tournaments.

HackMaster GameMaster Code of Conduct

Drafted by the HackMaster GameMaster's Association, September 8th, 1978

Ratified by the HMGMA National Office, February 17th 1980 [Not ratified by the Idaho HMGMA]

As amended (and ratified by the HMGMA National Office) March 22nd 1981, January 3rd 1986, October 16th 1988, April 16th 1991, November 4th 1991, November 11th 1996, February 18th 1997, July 2nd 2001.

CANON 1: The game must go on.

The GameMaster shall do everything within his power to ensure that the Game will not be canceled. Neither shall the GameMaster allow said Game to be interrupted, impeded or unduly delayed. The GameMaster shall use best efforts to guarantee that the Game goes on notwithstanding inclement weather, unruly players, player absenteeism, civil or military authority, war, riots, strikes, fire or natural disaster.

CANON 2: The GameMaster is always right.

The GameMaster shall maintain authority at the GameMaster's table and not waiver in the face of player adversity or opposition. A GameMaster's ruling shall stand as final unless subsequently overruled by the GameMaster or an HMA convening authority.

CANON 3: The GameMaster's table is neutral territory.

The GameMaster shall not allow external disputes, grievances, animosity, hostility or grudges to enter into the Game.

CANON 4: Let the Dice Fall Where They May.

A GameMaster shall not fudge, alter or reroll legal die rolls in sanctioned games. The GameMaster shall not alter the results of a die roll in order to save or harm a monster in a sanctioned game. Neither shall the GameMaster alter the results of a legal die roll to save or harm a character in a sanctioned game. Neither shall the GameMaster use his power over the table to inequitably bring harm, impede or destroy a character. The GameMaster shall let the dice fall where they may.

CANON 5: The GameMaster shall uphold all rules including published errata, amendments and changes.

The GameMaster shall personally observe impeccable standards of conduct such that the integrity of his table, campaign and players are preserved.

Rules of Fair Play: The GameMaster shall abide by the rules of fair play. The GameMaster must clearly describe and/or provide all pertinent information in an encounter and provide any information to which a player character would reasonably have knowledge. Neither shall the GameMaster withhold information from the players with the express intent of putting them at a tactical disadvantage, unless such information would not, could not, or has not been properly discovered or known by the player characters.

The Rules are a force of equity and function in both directions, for the GameMaster as well as the player.

The GameMaster's Shield is a wall. It symbolizes the line of demarcation between player and GameMaster and it shall not be breached nor diminished. The GameMaster shall hold the line and not waver in his calls and decisions unless new facts are unearthed that, in the GameMaster's sole opinion, shed uncertainty on a call. The players are at constant odds with the GameMaster. It is their unspoken mission to chisel away at the wall, to bring it down brick by brick. It is the GameMaster's duty to thwart them in that effort.

CANON 6: The GameMaster shall avoid all impropriety, even the appearance of impropriety, in all Game and GameMaster related activities.

The GameMaster shall not engage in any activities that might put into question the integrity of his table, game or players. The GameMaster shall not allow family, social,

or other relationships to influence his official Game calls, die results or judgment. The GameMaster shall not lend the power and prestige of his title and position to benefit others.

CANON 7: The GameMaster shall adhere to all rules and standards in performing the duties of his title and position.

In performing the duties of GameMaster, the GameMaster shall maintain his rules knowledge and keep up on new editions, errata and official changes. The GameMaster must require adherence to such standards by those players under his charge. The standards of this Code shall not affect or preclude other more stringent standards required by the HMA, HMPA or the HMGMA.

CANON 8: The GameMaster shall respect and comply with all rules in the official HackMaster books, supplements, adventures and other materials as well as the GameMaster's Oath and the GameMaster Code of Conduct.

A GameMaster shall report to the HMGMA any attempt to induce him to violate or comprise the rules, his GameMaster's oath or GameMaster Code of Conduct.

A. The GameMaster shall not alter a rule in order to accelerate the advancement or give an unfair advantage to a Player Character.

B. The GameMaster shall be faithful to the spirit as well as the letter of all rules and standards and maintain a high level of competence in all areas of responsibility pertaining to the title.

C. The GameMaster shall be patient, dignified, respectful and courteous to all persons with whom the GameMaster deals in an official capacity, including players, fellow GameMasters, Convention/Event staff and HMA officials. The GameMaster shall demand and enforce similar conduct of any players under his direction and control. A GameMaster shall diligently discharge the responsibilities of his title in a prompt, efficient, nondiscriminatory, fair and professional manner. A GameMaster shall not perform any discretionary or ministerial function of the Game in a manner that improperly favors any player.

D. The GameMaster shall avoid making Game calls on the merits of a pending or impending character action. This proscription does not extend to public or private statements made in the course of official duties or to the explanation of Game procedures. The GameMaster shall never disclose any GameMaster Proprietary Information received in the course of official duties except as required in the performance of such duties, nor shall a GameMaster divulge such Information for personal gain or other impropriety. A former GameMaster shall observe the same restrictions on disclosure of any GameMaster Proprietary Information that apply to a current GameMaster.

E. The GameMaster shall not engage in nepotism. Note: See also HMGMA 3110 (GMing for relatives);

F. Conflicts of Interest.

(1) The GameMaster shall avoid conflicts of interest in the performance his duties. A conflict of interest arises when a GameMaster knows that he (or the spouse, minor child residing in the GameMaster's household, or other close relative of the GameMaster) might be so personally or financially affected by a matter that a reasonable person with knowledge of the relevant facts would question the GameMaster's ability to properly perform official duties in an impartial manner.

(2) Certain GameMasters, because of their relationship to a player or the nature of their duties, are subject to the following additional restrictions:

(a) The GameMaster shall not allow personal bias or prejudice concerning a player influence his adjudication in any manner.

(b) If the GameMaster steps down from the Shield and re-enters the game as a player he will not divulge GameMaster Proprietary Information to other players. Nor will he act upon such Information as a player in order to gain an unfair advantage unless it is with the express purpose of challenging the acting GameMaster with the intent of improving said GameMaster's skills.

G. Compensation and Reimbursement. The GameMaster may receive compensation and reimbursement of expenses relating to running his game/campaign. Expense reimbursement shall be limited to the actual cost of materials, snacks, food or drinks. Any payment in excess of such an amount is considered compensation. The GameMaster shall not receive any salary, or any supplementation of salary, as compensation for his services or in exchange for running his campaign.

Note: A number of HMGMA statutes of general applicability govern GameMaster performance of official duties. These include:

HMGMA 201 (bribery of a GameMaster, Player and witnesses);

HMGMA 211 (acceptance of a bribe or solicitation in exchange for a favorable call or action);

HMGMA 285 (fudging a die roll in order to bring harm to a player character);

HMGMA 287 (false, or fraudulent calls against a player due to a personal grudge or external problem);

The HackMaster GameMaster's Oath

Article I

I, _____ *, hereby take on the responsibilities of GameMaster.*

I do solemnly swear [or affirm] that:

I will embrace, support and abide by the rules set forth in all official HackMaster material, books, supplements and adventures as well as any errata, amendments or official instructions issued for the same or issued by the HackMaster Association [HMA];

I will abide by the GM Code of Conduct; I will bear true faith and allegiance to the Code;

I take this obligation freely, without any mental reservation or purpose of evasion;

I will well and faithfully discharge the duties of the title that I am about to accept;

Should I subsequently be deemed unfit to hold the title of GM, I will voluntarily step down;

—— and ——

In the event I lose or fail to obtain GM status I will not divulge the secrets and information disclosed in this book or other GM Proprietary Information that I may have perused.

Signature _____ *Witness* _____

HMGMA membership number _____ *HMGMA membership number* _____

Date _____

Article II

I, _____ *, have thoroughly read the HackMaster GameMaster's Guide, the HackMaster Player's Handbook and all volumes of the Hacklopædia of Beasts and do hereby take on the responsibilities of GameMaster.*

I do solemnly swear [or affirm] that:

I will embrace, support and abide by the rules set forth in the above books as well as any errata, amendments, supplements or official instructions issued for the same or issued by the HackMaster Association [HMA].

Signature _____ *Witness* _____

HMGMA membership number _____ *HMGMA membership number* _____

Date _____

HMGMA 508 (counterfeiting, pirating or forging of HackMaster materials);

HMGMA 641 (embezzlement or conversion of Gaming Group money, property, coupons or records);

HMGMA 643 (failing to account for Game Group treasury);

HMGMA 783 (disclosure of classified information);

HMGMA 1001 (fraud or false statements in a HMA report);

HMGMA 1719 (misuse of GameMaster privilege);

HMGMA 2071 (concealing, removing or mutilating an HMA record);

HMGMA 3110 (GMing for relatives);

HMGMA 3729 (false claims against a player, another GameMaster or the HMA).

The Game

Before we proceed any further let us establish a clear definition of exactly what HackMaster is and what the designers set out to accomplish.

Do not let anyone fool you. HackMaster is first and foremost a game. The single greatest game ever known to mankind, but a game nonetheless. It was designed to provide hours of fun and enjoyment for those intelligent individuals who demand to use their imaginations and creativity while engaged in what amounts to a never ending series of mentally stimulating challenges. As with most games it is also socially engaging and provides a wonderful opportunity for a group of friends to come together and work as a team toward a common goal. In short, it is a hell of a lot of fun and beats the snot out of more static forms of spectator entertainment to which the largely weak-minded masses flock.

Now there are those who hold up role-playing games as some sort of artsy fartsy mystical new age tool. Yeah, they are out there and it is best you leave such theatre and art school dropouts to their own devices. They do not seem to cotton to our way of gaming and to be honest we like it that way. If they were any good they would not be sitting around trying to modify an already perfect game with their weak-ass theatrics. They would be in a movie or on Broadway. So leave them out of it until such time as they can grow up and face reality.

HackMaster is nothing more than a form of escapism and the object is to have fun. This is not to say that the GM is some sort of babysitter for his players and that he must entertain them week to week. Not at all. HackMaster has been designed to be an amusing and diverting pastime, something that can fill a few hours or consume endless days, months or even years. If you are doing your job right there is no reason your players will not keep coming back. But not because you are entertaining them. There are plenty of diversions out there that can entertain and numb the senses. No, the reason your players will keep coming back is because you are challenging them and giving them fun, excitement and captivating fantasy. In this regard role-playing surpasses all other forms of 'entertainment.' HackMaster remains unsurpassed!

Tools of the Trade

Dice

As the GM, the tools of your trade are dice. Dice were covered in detail the Player's Handbook (Appendix L: Dice Etiquette) and it will pay for you to read that section often and review it.

The random numbers that you generate by rolling dice determine results based on the probabilities reflected on the charts, tables and descriptions herein, in the PHB, HOBs or in other officially sanctioned publications. In case you are not familiar with statistics and probability curves, there are two types that are determined by your dice: linear (straight line), which has equal probability of any given integer in the number group, and bell (ascending and descending line), which has greater probability towards the center of the group of numbers than at either end. The two curves are illustrated thus: A single die, or multiple dice read in succession (such as three dice read as hundreds, tens and decimals) give linear probabilities. Two or more dice added together generate a bell-shaped probability curve.

Use of Miniature Figures in the Game

The HackMaster Tactical Combat Miniatures™ are specially cast for HackMaster game play, add color to play and make refereeing far easier. Each player is required to furnish painted figures representing his or her player character and all henchmen and/or hirelings that he has employed. As GM you are responsible for providing any monsters or NPCs the party may encounter (though these need not be painted).

You should not underestimate the value of such painted figures in your campaign. They enable you to immediately recognize each individual involved. Figures can be placed so as to show their marching order (i.e., which characters are in the lead, which are in the middle, and which are bringing up the rear). Furthermore, players are more readily able to visualize the dire circumstances in which their characters will undoubtedly find themselves and plan their tacticals accordingly. Monster figures are likewise most helpful, as many things become instantly apparent when a party is arrayed and their monster opponent(s) placed. Most groups defray the cost of such figures by using the Gaming Group treasury. Be very careful to purchase castings which are officially HackMaster branded Tactical Combat Miniatures™! Miniatures not bearing the HackMaster mark are not worthy of your game (and indeed detract from it in most cases). Hackmaster miniatures are cast in the heroic 32 mm scale, where 32 mm roughly equals 6 feet of height. Each ground scale inch should equal five linear feet, so a 10' wide scale corridor is two actual inches in width and shown as two separate squares. This allows depiction of the typical array of two figures abreast, and also enables easy handling of such figures when they are moved. While you may not find it convenient to actually use such figures and floor plans to handle routine dungeon movement, having sheets of squares for encounter area depiction will probably be quite helpful. If you do so, be certain to remember that ground scale differs from figure scale, and when dealing with length, only one man-sized figure per square is possible, as the space is but five scale feet with respect to length (and the man-sized character in combat requires at least 25 square feet for movement and attack).

HackMaster Tactical Combat Miniatures™ should be available in all finer hobby shops no later than early 2002. If your local store does not carry them yet, make sure they stock the full line and stock it deep. If they refuse to even order the miniatures you request, surely take your business (all of it) elsewhere for they clearly are indicating that they care naught for you nor your purchasing decisions! Details of preparation and painting of HackMaster Tactical Combat Miniatures™ are not germane to this work. Your hobby supplier will have an assortment of small brushes and paints for such purposes, and you may inquire there as to the best techniques of painting. In all likelihood, your hobby shop manager will gleefully teach you how to paint miniatures or introduce you to a local expert.

Aids to Playing HackMaster

HackMaster is one of the best supported RPGs on the market and as such there are a wide variety of products coming down the pike which you may find useful in your role of GameMaster. Products such as adventure modules, playing aids, campaign settings, and miniature figurines will be most helpful in establishing and maintaining an interesting and exciting campaign. There are so many such products in the works that it is not possible to detail each here. Check with your local game shop or visit **www.kenzerco.com** for a list of official HackMaster products.

You may also find it useful to pick up the HackJournal or KODT Magazine. Both periodicals are packed with official HackMaster material, articles and campaign tools and ideas.

Be Off With You Now

Now that you have read the introductory sections, taken your Oath and read the Code of Conduct you are ready to begin the greatest journey upon which you will ever embark (until fifth edition, that is). So grab a beverage of your choice, head over to a well-lit area with a comfortable chair or area in which to recline and commence. We recommend you read every page in order. We want you to feel free to skip around and read whatever catches your fancy, but please come back to the point from which you left; it is imperative that you read each and every word by the time you have finished.





Player Character Creation

The HackMaster Player's Handbook provides a highly detailed process for creating player characters. As a GameMaster, you need to know those rules inside and out. The purpose of this chapter and much of this book is to give you, the GM, guidance on how to mold the players' characters to suit the needs of your campaign. This includes many rules that are on a need to know basis. This means you must also learn and use these rules, but do not tell the PCs about them unless they need to know. If you give them too much information, you are just asking for trouble.

Ability Scores

Most player characters put too much importance on their Ability Scores. They often think that the survival of their character directly relates to their statistics. There is some correlation, but any veteran HackMaster player knows there is more than one way to skin a cat (or any other beast for that matter), and often encounters can be won without heavy reliance on Ability Scores. As a GM, you can use your player's obsession with their abilities to your advantage. If a PC is getting uppity or obnoxious, devise a way to lower one of their abilities (cursed magic items fit the bill nicely). On the other hand, if you want to reward someone, increase one of his abilities. They will think this is a much bigger gift than it really is.

Being the whiney lot they are, your players will undoubtedly complain about their Ability Scores, and how their characters all suck, and how the character creation dice rolling method is so unfair. You may have been expecting to see a few alternate ability rolling methods here. Well, forget it! Such alternate methods are reserved for inferior games created for wimpy inferior players! A true HackMaster player or GM does not need extra dice, nor does he need more rolls or the ability to assign scores where he wants them. He lets the dice fall where they may and does not complain. If your PCs complain, you must be able to show them the error of their ways. Here are a few arguments with which to enlighten them.

First, Ability Scores for the average citizens are determined by rolling 3d6 once for each ability in order. You will notice that this works the same as assigning Ability Scores to PCs. That is because PCs start as ordinary people. The only difference between a 1st level fighter and his brother who works on a farm is several years of dedicated training. What sets PCs apart from their more mundane peers is dedication, effort, knowledge and training. PCs are heroes because of their actions, not their innate abilities. Thus, there is no reason to give them any bonuses to their abilities. To think otherwise is pure folly, and if you think so yourself, stop reading right now and go join a pog team or bingo league since HackMaster is clearly not for you.

Second, this ability rolling method maintains the special status of character races and classes that have stringent requirements. There are high ability score requirements for certain classes, such as the monk and the paladin, because the average person cannot become one of these. Classes like these are rare and special. If any character who was rolled up could become one, they would quickly lose the mystique and privilege associated with them. Similarly, this rolling method makes high Ability Scores a special thing. If every character has at least one 18, having an 18 is not a special thing. Under this rolling method, an Ability Score of 16 or 17 is special, and an 18 is unique.

Finally, as GM you will most likely not have time to go though the detailed character creation process for every NPC, trying to optimize their Ability Scores while balancing it all with clever use of quirks, flaws, skills and talents. When you need to create an NPC quickly, you will likely be rolling his 3d6 and Fractional Ability Scores and letting the dice fall where they may. This is ok. However, for important non-player characters you should spend the time to give them every advantage allowed in the rules that the players may have. Even so, most of your common farmers, merchants and beggars just will not get the special care and treatment that a loving player would provide. In this sense, the PCs will have an advantage over most NPCs.

The Gene Pool Method

The exception to the character creation dice-rolling method is the Gene Pool Method of determining abilities. If a character is the offspring of two other characters (i.e. the mother and father are or were active player or non-player characters), then he is eligible for this method of ability generation. First, take the abilities of each parent and average them by adding them together and dividing the sum by two. For example, if the father's Strength was 13 and the mother's Strength was 15, the total would be 28. After dividing by two, the average score would be 14. When averaging the scores, ignore the Fractional Ability Score associated with each Ability. Next, roll a d6 and the variation die. The variation die for each ability is shown on Table 1A: Ability Score Variation Dice. If the d6 roll is 1-3, subtract the number on the variation die from the average. If the d6 roll is 4-6, add the number on the variation die. Note: Starting Honor is computed as per the normal rules shown in the PHB (Table 4J: Family Honor located in Chapter 4: Character Priors and Particulars). Any character generated using the Gene Pool Method receives his Honor bonus/penalty from the parent with the lower Honor score. For instance, if the character's parents both have great Honor, then this character receives the great Honor bonus. Honor benefits of Gene Pool Honor will be discussed in Chapter 4: Alignment, Honor and Fame. The influence of the Gene Pool Method on character class choice will be discussed in Chapter 2: Player Character Races and Classes.

Table 1A:
Ability Score Variation Dice

Ability	Variation Die
Strength	1d4-1
Dexterity	1d4-1
Constitution	1d4-1
Intelligence	1d3-1
Wisdom	1d6-1
Charisma	2d4-2
Comeliness	1d3-1

After the Ability Scores are determined, the player rolls percentile dice as per the normal rules for the Fractional Ability Scores.

The Gawd and the Wuss

Inevitably, as a GM you are going to have to deal with these two types of characters. The first, nicknamed 'the gawd,' is a character whose abilities are all (or almost all) exceptional. This is generally the result of lucky rolling by a PC, and is relatively easy to deal with. While it is within your power as a GM to ask the player to re-roll (especially if he did not roll in your presence), this is not necessary. This character will probably be significantly more powerful than the other PCs. If they are able to figure this out, then why not his opponents? If the player of a gawd character starts causing trouble, just make sure everyone and everything tries to take him out. He will either die or step back in line. As a GM, you have the power, nay, the responsibility to slap down any PC who gets too big for his britches. Curses, diseases and political machinations are great for this sort of thing.

The other type of character, the wuss, is much more difficult. First, the player of a wuss character will probably not want to play the character. Its creation was the result of bad luck, and it probably only qualifies for one of the basic classes. This is a problem, for an dissatisfied player will ruin the game for everyone. The player's misconception is that a character cannot succeed with bad statistics. This is, of course, false. If you can convince the player to play the character, he might find it very rewarding. In any event, it is important that you not take pity on that particular character. The worst thing for the player of a wuss character is the idea that he is getting preferential treatment. Instead, challenge the character. Encourage him by taunting, questioning his honor, intelligence and self-respect. If the player plays the character and succeeds, he will probably grow to love his character. If not, you must stand firm and demand that he play the character at least one session. If he refuses, forget him, he is clearly not HackMaster material and never would have survived a proper campaign anyway. If he plays the character and gets him killed, so what? Ding, dong, the wuss is dead, and the problem is solved.

Ability Score Checks

The Player's Handbook details how Ability Scores are of use to the PC. However, the Ability Scores mean additional things to you, the GM. The most important instance of this is the Ability Score check. Ability Score checks are used in instances when there is no skill that applies or the PC does not possess the relevant skill. In each of these instances, you may require the PC to make an Ability Score check. An Ability Score check consists of the PC rolling a d20 and comparing it to his relevant Ability Score. If the result of the roll is less than or equal to the Ability Score, the check succeeds. If the result is higher than the Ability Score, the check fails. Note that the modifiers in Tables 1B to 1G apply to the relevant Ability Score, not the d20 roll. For example, Garrison the fighter is retreating from a burning castle tower by running along the parapets (Garrison is not the brightest fighter). The GM rules that this requires a Dexterity check. Garrison's player rolls a d20. The result is an 18! Since Garrison's Dexterity was only 15, the GM tells the player that Garrison has slipped and fallen off the castle wall. He computes the falling damage and the player starts rolling up Garrison II.

Strength

Strength (Str) is a measure of the muscle power of the character. This is more than a simple measure of musculature, but a combination of power, endurance and stamina. This affects the character's ability to wield heavy weapons, deal damage, wear heavy armor and generally kick ass.

A player should make a Strength check whenever his character attempts a difficult, but feasible, feat of Strength or is exerting his Strength under strenuous conditions. Throwing a heavy object (such as an armored halfling), holding on to ledges, doing push-ups in armor, jumping a fence, climbing a tree or breaking a club over one's knee are all examples of things that require a Strength check. In addition, doing anything that requires a significant amount of Strength while under stress, i.e. combat, also requires a Strength check. For example, pushing over a small, empty merchant's cart would not normally require a Strength check unless the character attempting the action is particularly weak. However, if the character involved has a reasonable Strength yet the merchant and all his "associates" are trying to rearrange the PC's face at the same time, the GM could also require the player to make such a check. Modifiers for a Strength check are listed in Table 1B: Strength Check Modifiers.

Table 1B:
Strength Check Modifiers

Circumstance	Modifier
Inebriated*	-1/+1
Sitting	-2
Prone	-4
Feet not touching the ground	-2
Has momentum	+2
Encumbered**	-1 to –4
Target resisting	-2

* There are two types of drunks in Garweeze Wurld: those who fall down when they are drunk, and those who pick fights. Roll percentile dice – on a roll of 1-80, the character falls into the first category, and receives a -1 on his Strength checks. On a roll of 81-100, he is one of the "lucky" drunks, and receives a +1 to Strength checks when drunk (see Table 12V: Effects of Alcohol and Drugs in Chapter 12, The Adventure, as well as individual drink descriptions for the exact effects).
** Characters receive a cumulative -1 to all Strength checks for each category of encumbrance beyond unencumbered.

Any feat of Strength that is extraordinary should use the **Bend Bars/Lift Gates (BB/LG)** statistic instead of a Strength check. An easy way to determine whether you should use a Strength check or a BB/LG is as follows: if an average character would succeed at least half of the time, then a Strength check is appropriate. This is because an Ability Score check is successful around half the time for an average ability. If an average character would only succeed on rare occasions, use the Bend Bars/Lift Gates value. Successes with BB/LG are much more rare.

Dexterity

Dexterity (Dex) is a general measure of several abilities including agility, hand-eye coordination, reaction speed, reflexes and balance. This affects the character's ability to use ranged weapons, dodge attacks and his reactions to a threat or surprise.

A character should make a Dexterity check whenever he attempts a feat of Dexterity that has some significant risk of failure. Everyone trips while walking occasionally, but normally one can walk without problem. Thus, an action like walking would not require a Dexterity check. However, walking on a slippery ledge or catching a falling fragile glass statue is not an everyday occurrence and has a significant risk of failure associated with it. Thus, these types of actions would require a Dexterity check. In addition, performing an action under strenuous conditions that would not normally require a Dexterity check may necessitate such a check. For example, throwing a baby dragon egg against the ground and doing a celebratory dance does not normally require a Dexterity check. However, if a PC were trying to perform such an action while avoiding the attacks of the mother dragon, a Dexterity check would be necessary (probably along with a saving throw versus breath weapon). Potential modifiers for a Dexterity check are listed in Table 1C: Dexterity Check Modifiers.

Table 1C:
Dexterity Check Modifiers

Circumstance	Modifier
Inebriated*	-2 to -5
Movement restricted	-3
Unable to move	-6
Feet bound together	-5
Slippery surface: water	-1
Slippery surface: grease	-3
Slippery surface: other	-2
Encumbered**	-1 to -4

* See Table 12V: Effects of Alcohol and Drugs in Chapter 12, The Adventure.
** Characters receive a cumulative -1 to all Dexterity checks for each category of encumbrance beyond unencumbered.

Constitution

Constitution (Con) is a measure of the general fitness of a character. It also encompasses his health and physical resistance to hardship, injury and disease. Of all the abilities, it is the most directly related to character survival as it helps determine hit points and saving throws for some races.

A character must make a Constitution check whenever you want to determine whether a character can continue doing something strenuous over an extended period. The amount of time necessary to require such a check varies with each action, but whenever a character does something for longer than they are used to, a check is necessary. Examples of Constitution checks are surviving without food and/or water, suffocation and fighting off a disease. Note that the Constitution check differs from Fatigue Save in that the Constitution check involves pure health (or lack thereof), while the Fatigue Save (detailed under Chapter 8: Combat) involves a combination of health and willpower (Wisdom). Potential modifiers for a Constitution check are listed in Table 1D: Constitution Check Modifiers.

Table 1D:
Constitution Check Modifiers

Circumstance	Modifier
Illness: minor	-2
Illness: major	-4
Illness: debilitating	-6
Encumbered*	-1 to -4
Lost 25% of maximum hit points	-1
Lost 50% of maximum hit points	-2
Lost 75%+ of maximum hit points	-4

* Characters receive a cumulative -1 to all Constitution checks for each category of encumbrance beyond unencumbered.

Intelligence

Intelligence (Int) is a measure of the character's memory, reasoning and learning. It is similar to an IQ score. This ability governs knowledge and learning such as skills, languages and spell casting ability.

Intelligence checks are used to determine if a character can achieve some feat of mental prowess. Examples include deciphering riddles, remembering important details and knowing facts. In addition, an Intelligence check can be used to determine if a character can perform a mundane knowledge related task under a time constraint or other instance of stress. For example,, the average character can answer a simple riddle without much difficulty. However, doing so while having a torch thrust at your groin is a different situation altogether. The latter would require an Intelligence check while the former would not. Potential modifiers for an Intelligence check are listed in Table 1E: Intelligence Check Modifiers.

Table 1E:
Intelligence Check Modifiers

Circumstance	Modifier
Pertaining to PCs home town	+3
Pertaining to PCs home area	+1
Inebriated*	-1 to -6
Has a headache	-1
Has a migraine	-3

* See Table 12V: Effects of Alcohol and Drugs in Chapter 12, The Adventure.

Wisdom

Wisdom (Wis) is a measure of a character's judgment, guile, willpower and common sense. While Intelligence measures what a character knows, Wisdom represents what a character can do with that knowledge.

Wisdom checks should be made when you are trying to test the character's common sense or willpower. Lying, deception and deceit are the most common instances of this, but any test of the sort would necessitate a Wisdom check. Potential modifiers for a Wisdom check are listed in Table 1F: Wisdom Check Modifiers.

Table 1F:
Wisdom Check Modifiers

Circumstance	Modifier
Inebriated*	-1 to -7
Mental illness: minor**	-1
Mental illness: major**	-2
Lack of sufficient sleep	-1
Character is middle-aged	+1
Character is old	+2
Character is venerable	+3

* See Table 12V: Effects of Alcohol and Drugs in Chapter 12, The Adventure.
** This can vary depending on the nature of the illness.

Charisma

Charisma (Cha) is often erroneously associated with a person's physical attractiveness. It actually measures personality, social skills, persuasiveness and charm. While charismatic people are often physically attractive (the Comeliness modifier reflects this), the Charisma ability influences a character's ability to influence others and maintain followers.

You should use a Charisma check whenever a character is trying to influence the reactions of other people. This includes, among other things, attempts to gain favor through bribery. In addition, a character's Charisma should be checked whenever the reaction of a stranger needs to be determined. A similar check can be made to determine the reactions of henchmen and other hirelings. In general, any interaction can be role-played instead of rolling. However, this might

Table 1G:
Charisma Check Modifiers

Circumstance	Modifier
Told a funny joke	+1
Been publicly humiliated	-1
Been publicly disgraced	-2
Honorable	+1
Great Honor	+3
Dishonorable	-3
Well dressed*	+1
Well groomed*	+1
Bloody**	-1/+1

* These modifiers are cumulative with each other, i.e. a well dressed, well-groomed person would get a +2 modifier.
** Some people will be disgusted by your battle scars, and others will be impressed. This reaction is increased if the character is still bleeding. Roll percentile dice. On a result of 1-50, your blood repulses them, and you get a -1. On a result of 51-100, your wounds impress them, and you get a +1 to your roll. If the person with whom you are dealing is female, there is a +25 modifier. Chicks in Garweeze Wurld dig scars.

not always be practical. In those cases, make a Charisma check. Potential modifiers for a Charisma check are listed in Table 1G: Charisma Check Modifiers.

Increasing Ability Scores

There are three basic times when a character can improve his abilities. The first is during the character creation process. It involves raising one or more abilities by spending Building Points. The Player's Handbook covers this. The second time is when a character earns enough experience to gain a level. After completing the necessary blocks of training, the character may roll his Honor Die plus the appropriate die for raising Fractional Abilities (as shown on PHB Table 11A: Statistical Percentile Die Roll by Class), and add this total to his Fractional Ability Score. If the score exceeds 100, the character increases his Ability Score by one and records the difference as his new Fractional Ability Score. This is the only way most characters will increase their Ability Scores.

The third way is to increase your Ability Score through the use of Wishes (granted either by a spell or magical item). If your players get ahold of Wishes, one of their first priorities will be to increase their Ability Scores. However, special rules must apply to this circumstance. In order to prevent your players from easily increasing their Ability Scores to outrageous levels and unbalancing the game, once an ability reaches 16, a Wish will be less effective. A Wish will only increase the Fractional Ability Score by 10 points plus the roll of the character's Honor Die. Thus, it may take up to ten Wishes to raise an Ability Score of 16 to 17.

Characteristics For Player Characters

Use of the NPC personality traits and characteristics for player characters is NOT recommended (see Chapter 11: Non-Player Characters). The Player's Handbook provides an ample amount of personality quirks should the player choose to use them when creating a character. Any other personality traits he wishes to add when role-playing his character are generally left up to him. If additional personality traits are forced upon PCs without the commensurate Building Point benefits, then your players will bitch and complain that they are being forced to play a type of character they did not want. If this happens during the character creation process when rolling for quirks and flaws, then so be it. A player should know what he is getting into when he tempts the hand of fate. However, do not try to saddle him with the type of baggage normally reserved for NPCs. It is only fair that you to allow each player the right to develop his character as he chooses, given the foundation provided by the Player's Handbook. If he screws that up, then show no mercy.

This is not to say that some of the information used for development of NPCs cannot be used for PCs. If a player asks to have you make certain determinations for his character, you may do so if you believe that the player will be able to properly act the part as dictated by the dice rolls. For example, a player might complain that Table 4E: Average Height and Weight in the Player's Handbook does not represent a full range of possible variations and he may even question his character's statistics in this area. This is a perfect time to slap that player down in front of the other players. It says right in the Player's Handbook that Table 4E does not represent the full variety of mankind (or demi-humankind). In this case, an immediate roll on Table 1H: Exceptional Height and Weight is warranted for that mouthy player. Have him adjust his record sheet accordingly.

Player Character Non-Professional Skills

When a player character selects a class, this profession is assumed to be that which the character has been following previously, virtually to the exclusion of all other activities. Thus, the particular individual is at his 1st level of ability. However, some minor knowledge of certain mundane skills might belong to the player character, e.g. information and training from early years or incidentally picked up while the individual was in apprenticeship learning his primary professional skills of clericism, fighting, etc. However, these should all be reflected in his choice of skills, talents and proficiencies. It would not necessarily make sense for a PC to be an expert at some mundane craft. Otherwise why would he become an adventurer? Furthermore, it is quite probable that a PC who has not selected any skills that he could fall back on (if the adventuring thing does not work) out might be a slacker. That is to say, most adventurers become what they are because they have no other skill of measurable worth (and certainly not one at which they could make a successful living).

Table 1H:
Exceptional Height and Weight

	Height/Weight multipliers							
Race	.6/.5	.7/.6	.8/.7	.9/.8	1.05/1.3	1.1/1.6	1.15/1.9	1.2/2.2
Dwarf	1-10	11-21	22-33	34-59	60-77	78-85	86-98	99-100
Elf	1-3	4-7	8-15	16-50	51-85	86-90	91-95	96-100
Gnome	1	3	3-20	21-31	32-70	71-82	83-95	96-100
Gnomeling	1-4	5-10	11-16	17-26	27-70	71-82	83-96	97-100
Half-elf	1-3	4-6	7-14	15-45	46-78	79-86	87-94	95-100
Halfling	1	2-3	4-6	7-11	12-70	71-82	83-97	98-100
Half-ogre	1	2-3	4-7	8-12	13-65	66-76	77-87	88-100
Half-orc	1	2-3	4-7	8-25	26-69	70-80	81-91	92-100
Human	1-3	4-6	7-12	13-40	41-71	72-82	83-93	93-100
Pixie Fairy	1-2	3-4	5-9	10-16	17-80	81-88	89-96	97-100

Starting Level Of Experience For Player Characters

As a general rule the greatest thrill for any neophyte player will be the first adventure, when he has no clue what is happening, how powerful any encountered monster is, or what rewards will be gained from the adventure. This assumes survival, and you should gear your dungeon to accommodate 1st level players. If your campaign has a mixture of experienced and inexperienced players, you should arrange for the two groups to adventure separately, possibly in separate dungeons, at first. Allow the novice players to learn for themselves, and give experienced players tougher situations to face, for they already understand most of what is happening - quite unlike true 1st level adventurers of the would-be sort, were such persons actually to exist.

It has been called to my attention that new players will sometimes become bored and discouraged with the struggle to advance in level of experience, for they do not have any actual comprehension of what it is like to be a powerful character of high level. To this I say, Bullcocky! In a well planned and well judged campaign this will never happen, for the superior GM will have just enough treasure to whet the appetite of players, while keeping them lean and hungry still, and always chasing after that carrot just ahead. One player's growing ennui can often be dissipated by rivalry, i.e. he fails to go on an adventure, and those who did play not only had an exciting time but brought back a rich haul as well. Thus, a challenging campaign and careful refereeing should obviate the need for immediate bestowal of levels of experience to maintain interest in the game. It has been further suggested that allowing relatively new players to participate in a modular campaign game (assuring new players of characters of higher level) would often whet their appetites for continued play at lower level, for they can then grasp what it will be like should they actually succeed in attaining proficiency on their own by working up their original characters and gaining high levels of experience. This reasoning seems sound, and provided there is a separation of the two campaigns, and the one is not begun until new players have had some number of expeditions as 1st level characters, it is not destructive to the game as a whole.

If you have an existing campaign where the majority of the players are already above 1st level, it is often tempting to allow the few newcomers to begin at 2nd level (or even 3rd or 4th) in order to give them a survival chance when the group sets off for some lower dungeon level. A HackMaster GM worth his salt must never do this! Granting unearned experience level(s) tends to rob the new player of the real enjoyment he would normally feel upon actually gaining levels of experience by dint of cleverness, risk and hard fighting.

Sometimes in an existing high-level campaign, a character dies and the player would have to begin anew with a new first level character. You should never allow the player to roll up a new character and gain free levels as we just discussed above. Nevertheless, if the player had foresight, his last (the deceased or even retired) character could have guaranteed he would begin play anew with a character that already gained some levels beyond 1st. The only ways to accomplish this within the HackMaster rules are to follow the Mentor/Protégé protocol or activate a sidekick as a PC (See Chapter 11: Non-Player Characters for information on sidekicks).

Mentor/Protégé System

The Mentor/Protégé system allows experienced players to have their player characters enter into a mentor/protégé relationship with one or more NPCs. Note that the mentor/protégé relationship is different than the mentors who teach skills to PCs (see Using Skills in Chapter 7 of the PHB). Those mentors should basically be considered skill teachers. The mentor/protégé relationship described here allows the player to channel experience points and other benefits from his current player character to one or more lower level NPCs in order to give them a head start over other NPCs. A player normally does this so that if his primary PC dies, he can assume the role of his former protégé and not have to start over at first level. As mentioned in the Player's Handbook, a PC is allowed to gain up to four protégés. These are generally characters that the player has rolled up using the same method as he did for his primary PC. Once created, these players are in a state between being a PC and an NPC. We call them Potential Player Characters or PPCs. They are not automatons to be controlled at the whim of the player for the benefit of his primary PC! The player is allowed to suggest what course of action the PPC will take but the GM has the final say in dictating how protégés behave and interact with the PC.

When a player creates a protégé character, he should create a reason why his PC and the PPC share a bond in such a fashion. A common bond is for the PPC to be a relative of the PC. The PPC can be of any race since one can explain away any major differences by adoption. Another idea for a common bond is that of childhood friends. Perhaps the PC and the PPC grew up together and the PC went off into the world of adventure first and now writes home to the PPC to share his experiences. In rare circumstances, a GM-created NPC could become a PPC of a player (perhaps the PC rescued him from certain death as a prisoner to the Lich Lord on the 8th level of the dungeon). Typically, however, the burden of creating the PPC should be placed on the player. As a GM, the only reason to actively create an NPC and allow the PC to work him into his mentor program is to try to inject a certain type of character class or race into the party. One would do this because he might be important to the plot of one of your planned adventures. For example, if the party needs a cleric, but none of the players bother

to create one on their own, you might try creating one and suggest that he is very interested in becoming a protégé of one of the PCs.

Once a player creates a PPC, a PC can funnel up to half of his newly earned experience points to the PPC(s) at the time that the experience points are awarded. A PC cannot record experience points on his record sheet, then later decide to funnel a portion to his protégé; it must be done immediately at the time of the experience point award. The PPC(s) need not be in proximity to the PC or the adventure at hand for this to occur, but somehow the events of the adventure or experience gaining situation must be communicated to the PPC. This is how the PPC gains his experience points, from learning about the adventures of the PC while they are still fresh in his mind. This has the added benefit of allowing the PPC to enter the party with nearly full knowledge of its past deeds, victories and defeats or grudges. If the PPC is housed nearby to the adventuring zone of the PC, he can be supplied with information and experience points directly from the PC within 24 hours of the experience gaining event up to the full experience point amount allowed (50%). If they are not in proximity, the PC can send word of the adventure through letter or verbal messenger to the PPC. The drawback of transferring the experience points by message is that the protégé will retain only a portion of the EPs transferred. Table 1I: Mentor/Protégé Experience Communication and Table 1J: Communication Delay Modifiers detail several possible methods of communication and the effectiveness of each.

Thus, if a PC earns 200 EPs and he sends half of them (100) to his protégé remotely by letter, the protégé will only retain 50 of them. If the same PC waited 3 days before recording his adventure in the letter, the letter would only afford the PPC 40 experience points (100 x 50% x 80% = 40).

Here is a full example of PPC experience sharing in action. Tingar the thief enters a high level dungeon with some PC accomplices. His protégé Hulick the fighter obediently waits outside to guard the mounts of his master and friends. Tingar earns 2000 experience points while adventuring. When they exit the dungeon, Tingar chooses to give Hulick the maximum experience points allowable (50%). He relates his experiences to Hulick and Hulick learns from it, thus gaining 50%, or 1000 experience points (and Tingar never receives these). If the same group is then attacked by Aarnz Hounds shortly after exiting the dungeon, Hulick the fighter would get a normal share of experience points for his participation in or witnessing of the battle. After the carnage ends, Tingar could then discuss the battle with Hulick and also pass on 50% of the experience points that Tingar earned from the battle himself.

One caveat of funneling experience points to a protégé is the rule that a protégé may never be the same or higher level than his mentor. If a sixth level PC has a fifth level protégé and the PC loses a level as a result of an undead energy drain attack, the protégé will sense his superiority over his former mentor. He will feel he no longer has anything to learn from his mentor, thus severing the relationship and becoming a regular NPC. The only way one can restore the relationship is if the mentoring PC regains his edge on his former protégé by at least two levels of experience. However, if one decides to retire the character that has been drained or the poor soul otherwise meets with unfortunate circumstances (death), the player may elevate the protégé in question to active status. The player must make the decision to do this in the same gaming session as the level draining incident occurred, otherwise the protégé will revert to NPC status.

A PC may donate an unlimited amount of his own personal wealth or equipment to his protégé(s). The one caveat to this is that the player does not control whether or not the protégé will return the money if requested. Let us suppose a PC gives his protégé a valuable gem as a gift. The player is clearly prepping the PPC by lining his pockets in case he has to assume the role of the PPC. Now if the PC comes upon hard times, he might be inclined to ask for the gem back. There are two ways a GM could handle this situation. One is that the PPC might be glad to give the gem back as it would benefit a good friend. On the other hand, the PPC might be terribly insulted by having to associate with someone who would be so bold as to ask that a gift be returned. Finally, the PPC might have spent the gem on equipment, upkeep or charity (GM's option). The particular reaction of the PPC depends on the characters involved and their relationship. The point is that a PC who showers his PPCs with wealth cannot automatically assume the wealth is still accessible. For that matter, the same holds true for magic items and anything else given.

Furthermore, any wealth owned by the mentoring PC at the time of his death must be properly bequeathed in writing to the protégé he intends to "bring up to the majors." If the settlement of a PC's estate is not properly documented with a witness in a legally binding fashion, there could be disputes over who has rights to the wealth. If this is the case, certainly any other protégés of the PC would feel they might be entitled to some of the estate. There will certainly be other PC adventuring associates that would also vie for a piece of the action if the pie is great enough. And what of any surviving family members? Surely they should be entitled to the entire estate. Finally, some governments even get involved in a character's death by trying to collect an inheritance tax. As in the real world, a death without a proper will can throw the surviving interested parties into turmoil and probate for years.

There are many things that a mentor can teach his protégé. If a protégé has any unfilled weapon proficiency slots, the mentor may teach his protégé basic proficiency in a weapon. The weapon must be one that the mentor himself knows how to use. The training will require one week and cost 20% of the course cost listed in the Player's Handbook Appendix F: Skills, Talents and Proficiencies List. In addition, a fighter could teach weapon specialization skills to his fighter protégé.

A mentor can pass skills and languages on to the protégé. Unlike passing on experience points, the mentor and protégé must be in direct contact for skills to be passed on. If the mentor has a skill mastery level lower than advanced (<51%), when he takes a class to increase that skill, he can pass on some of the skill mastery points he gains to his protégé. This is at the expense of his own skill mastery. The protégé need not have any mastery in the skill in question but he must still check to see if he can learn the information by checking his learning ability percentage on Table 1D: Intelligence, in the Player's Handbook. If the mentor is not as intelligent as his protégé you should check the learning ability roll for the protégé at a percentage equal to that of the mentor. For example, Tingar the thief is advancing to fifth level. He takes a class on basic looting and ends up with a skill mastery of 17%. He can share some of what he has learned with his protégé, Hulick the fighter. However, Hulick is rather bright for a fighter with an Intelligence of 12, while Tingar's score is only 10. Tingar has a learning ability percentage of 40%, while Hulick has 50%. Tingar wants to give Hulick a mastery level of 5% in basic looting, leaving himself with 12%. Hulick checks to see if he can learn the information Tingar is giving him by rolling a d100. He rolls a 36% which means he is able to grasp and retain it. Had he rolled a 46% he would not have learned the information since he is limited by Tingar's teaching (learning) ability of 40%. If Hulick fails to gain the skill points, Tingar would retain them himself. If Hulick later enrolls in a basic looting class himself, he would gain the initial mastery associated with his Ability Scores and Mastery Die in addition to the mastery he has previously gained from Tingar.

Table 1I:
Mentor/Protégé Experience Communication

Communication Method	Percentage of EPs Gained*
directly	100%
telepathy	100%
by crystal ball	75%
by letter	50%
excellent messenger	60%
average messenger	50%
lousy messenger	30%
carrier pigeon	25%
animal messenger	20%
mime	15%
smoke signal	5%
signal fire	5%
Whispering Wind	5%

* This is the percentage applied to the actual EPs the PC is trying to award.

Table 1J:
Experience Communication Delay Modifiers

Communication Delay	Percentage of EPs Gained*
24 hour delay**	100%
2 day delay	90%
3 day delay	80%
4 day delay	70%
5 day delay	60%
6 day delay	50%
7 day delay	40%
8 day delay	30%
9 day delay	20%
10+ day delay	10%

** Delay deductions are cumulative with communication factor.

If the mentor has advanced knowledge of a skill (>50%) he can teach skills to his protégés without sacrificing mastery from his own skills. The cost is 20% of the listed course cost in Appendix F of the Player's Handbook. In this case, the mentor must make a check against his learning ability to see if he can teach the material effectively and the protégé must make a learning ability check to see if he grasps and retains the material. If either one of these checks fail, the protégé's skill is not improved. The total time it takes to tutor a protégé in this manner is the same as if they enrolled in a class. However, if the mentor and protégé are doing other things such as adventuring, traveling, shopping, etc., the tutoring may take longer since they are obviously not devoting their full time to studies.

Accelerated development programs can sometimes be used to bring a protégé up to snuff more rapidly than he would otherwise be. The mentor may enroll the protégé in such a class that only takes half the time of other standard classes (same cost). Thus, instead of the standard two skill per week course load of most training schools, the accelerated student could attempt to cram up to four skill classes in a single week of instruction. As with so many things in HackMaster, this is not without risk. If the accelerated student fails any classes, he must roll on the minor quirks tables (either Table 6F: Quirks, Minor (Mental) or 6H: Quirks, Minor (Personality) in the Player's Handbook, GM's choice) and deal with the effects on his personality. Obviously, he does not gain any Building Points from acquiring this quirk.

Blood relatives have certain perks when it comes to prepping. Since it is generally assumed that the blood relative of a PC came from a similar area and had a similar background, the blood relative protégé gains +1% to any skills taught to him by his mentor. Furthermore, because of family connections, the blood relative protégé gains a percentage of his mentor's final Honor when he begins play as a PC, i.e. the Honor the mentor had when he died or retired. Roll on Table 1K: Mentor Residual Honor.

Hacktrack

The Hacktrack is a character creation method to be used only in the most dire circumstances. There are times when the PCs, in spite of the most blatant warnings from a harried GM, will blunder into the doom of the entire party. If this happens there may be no sufficiently prepped protégés waiting in the wings. Or worse yet, perhaps the protégés

Table 1K:
Mentor Residual Honor

1d100	Effective Honor
1	Protégé begins with no Honor due to Mentor's dishonorable death or retirement
2-10	Protégé loses 10% of Mentor final Honor (dishonorable final outcome)
11-20	No gain
21-50	Protégé gains 10% of Mentor final Honor*
51-68	Protégé gains 20% of Mentor final Honor
69-79	Protégé gains 30% of Mentor final Honor
80-89	Protégé gains 40% of Mentor final Honor
90-99	Protégé gains 50% of Mentor final Honor
00	Protégé gains 60% of Mentor final Honor

all bought the farm with their "clever" mentors while standing at the gates of Hell and yelling "You want a piece of me, Malefane? Huh? Arch Devil my ass!" In either case, this scenario can be a real campaign buster. All the PCs have died. There are no prepped characters waiting for them and everyone is really depressed. Such groups often do not recover from such catastrophes and soon disband as players lose interest and move on.

The Hack-start system of character creation, as it is sometimes called, can be used if, and only if, all active player characters have died in a single adventure and the majority of any existing prepped characters are second level or below. In such a circumstance, the GM may allow his players to create characters who begin the campaign at up to fourth level. You can give the player characters their money and potential magic items using the rules presented in the Starting Funds for Characters Above First Level section in Chapter 3: Priors and Particulars. Now before you get too excited by the prospect of such a loophole, let me mention the restrictions. First, the characters begin with zero Honor and must level up to fourth level assuming the character had zero Honor from the start (no extra Honor Dice where applicable, etc.). Second, the Hacktrack method of character creation may not be used by any HackMaster gaming group more than once per calendar year. Finally, you and your name group as well as each player will be on HMPA probation for one year for resorting to such a rule. Obviously, if you have any shred of pride as a GM, you should only use this character creation method as a last resort if you think your players have lost interest in the game. After all, the game must go on!

Character Aging, Calendar, Disease and Death

Character Aging

Players determine the starting age for their characters using Table 4A: Age in the Player's Handbook. You may do the same for other characters, or you may assign age as you see fit in light of the milieu you have developed. But at the onset of each and every character's creation it is necessary that you establish his maximum age. This is the age at which he will die of natural causes if not forced into the afterlife earlier through some foolish actions or unlucky rolls.

Even though players are supposed to keep track of their characters' aging, you as GM need to keep them on their toes. Since you keep track of time in the campaign, you will be able to check the player's honesty in aging their characters. Your first duty is to record each character's maximum age as per Table 4A: Age in the HackMaster Player's Handbook. It appears there because while characters can have some idea of the lifespan of members of their race, no individual knows their own allotted time. Note also that, unlike maximum ages, the ages at which Ability Score modifications occur do NOT change for individuals.

To determine a character's maximum age, roll the variable amount indicated on Table 4A of the Player's Handbook, add 1/2 of the character's starting Constitution and then add the total to the base amount. For example, Willowthorp is a pixie fairy with a 14 Constitution (pretty impressive for one of his race). The GM rolls 1d4 (variable maximum age die) as specified on Table 4A in the Player's Handbook and gets a 2. Willowthorp's maximum age is therefore calculated as: 6 (base) + 2 (variable) + 7 (half his Constitution), for a total of 15 years.

Once character starting and maximum age is established, you must keep track of character age from game year to game year. The primary purpose of this is so that you remember to impose the effects of aging on a PC's Ability Scores. Second, of course, is so that you can tell the PC when Ankou comes a knockin'. But in HackMaster, PC death from natural causes is extremely rare.

Calendar

There is more than one calendar in use on Garweeze Wurld. One of the more common ones is based on the lunar phases of the largest moon. Three moons orbit Garweeze Wurld – the largest is named Arlora. The names included for the months in Table 1L: Character Month of Birth are the names taken from the older Fariador Empire. Use Table 1L to determine a character's month of birth, and Table 1M: Days of the Week to determine the day of the week on which the individual was born. Once the month and day of the week are determined, roll a d4 to determine the week of the month (and therefore the specific date) that the PC was born.

The year on Garweeze Wurld is 394 days long and consists of fourteen 28-day months, each of which has four 7-day weeks. This calendar, which is still used throughout most of Garweeze Wurld, was first developed by the ancient Fariador Elves and was originally based on Arlora's 28-day orbit. The new year begins on the first day of Spring, the first of Haar'kiev, and runs through the 28th day of Fre'Ta'Kerz. The seasons are approximately 98.5 days long. The current year on the Fariadoran calendar is 12,082. One should note that 14 months of 28 days each comes to a 392-day year. The remaining two days are called "Flur'mars" which translates to "useless days." They were originally ignored simply for the sake of keeping the calendar nicely balanced with even days and months. This allows each day of the month to always fall on the same day of the week. Thus, the first of Blain'Sa is always on Sa'mar. In fact, the first of any month will always fall on Sa'mar.

Table 1L:
Character Month of Birth
Roll (1d100)

Die roll	Month Number	Month Name
01-06	1	Haar'kiev
07-13	2	Jevar'kiev
14-20	3	Nardur'kiev
21-27	4	Tomar'kiev
28-34	5	Blain'sa
35-42	6	Sirin'sa
43-48	7	Yurn'sa
49-54	8	Monz'tera
55-62	9	Barz'tera
63-70	10	Quay'tera
71-78	11	Tarn'tera
79-86	12	Adnar'kerz
87-94	13	Kras'kerz
95-00	14	Freta'kerz

Table 1M:
Days of the Week
Roll (1d100)

Die roll	Day Number	Day Name
01-14	1	Sa'mar
15-28	2	Tu'mar
29-42	3	Quay'mar
43-57	4	Run'mar
58-72	5	Ara'mar
73-86	6	Gart'mar
87-00	7	Pin'mar

Flur'mars are considered days of ill conception. As such, these are considered days of non-activity. Very little planting, cooking or labor of any kind is performed except by servants or slaves. Although some will choose to conduct business as usual on Flur'mars, they will find themselves hampered because so many of their associates refuse to tempt fate.

In some communities a child born on Flur'mars will be killed out of sheer mercy for the child. Traditionally, any child born on a useless day is destined to bring sadness and tragedy to himself and to his family. Flur'mars have no consideration in societal time keeping whatsoever. If a man says that he will return in seven days, and one of the Flur'mars falls within that period then he is not expected for eight days. One Flur'mar falls after the 28th day of Yurn'sa and one falls after the 28th day of Freta'kerz. For purposes of keeping track of game time for magical effects lasting on the order of days or the onset time of diseases, poisons and similar ills, the GM should count Flur'mars as real days since time passes normally during them. They are just not recognized by the calendar or society as "real" days.

Also note that it is not equally likely for a PC to be born on any given month or day of the week. This reflects the propensity for people to try to avoid having their children born near the time of Flur'mars. If a PC birth month roll indicates any of the months of Yurn'sa, Monz'tera, Freta'kerz or Haar'kiev, roll another d100. There is a 3% chance that the PC was born on one of the Flur'mars that is closest to the month indicated on the original roll. In this case, ignore any roll that you made on the day of the week table or for determining the week of the month.

Unnatural Aging

Certain creatures will cause unnatural aging, and in addition, various magical factors can do so. Table 1N: Causes of Magical Aging details magic causes of loss of life span, aging the practitioner as indicated. (Longevity potions and possibly other magical means will offset such aging to some extent.) You must keep track of magical aging (and "youthening" in the case of Potions of Longevity, et.al.), as such aging does affect physical characteristics (Strength, Dexterity and Constitution), and death from reaching a maximum age. Intelligence and Wisdom, however, only increase with real experience and are thus unaffected by magical aging. Races that age more quickly gain these benefits as well as suffering the penalties of age. Pixie fairies, however, are an exception as they do not adjust their Ability Scores with age.

Magical aging adds exact year(s), regardless of exactly when a character's birthday falls. For example, Kelthemar the human fighter is 43 years old but will turn 44 tomorrow. If someone casts a Haste spell on him today, he ages one year and is now 44. The next day he turns 45 and loses a point of Strength and a point of Constitution. His Intelligence and Wisdom, however, do not increase for another year. It sucks to be Kelthemar. Aging penalties and increases do not affect Fractional Ability ratings.

Table 1N:
Causes of Magical Aging

Circumstance	Penalty
casting Alter Reality spell	3 years
casting Gate spell	5 years
casting Limited Wish spell	1 year
casting Restoration spell	2 years
casting Resurrection spell	3 years
casting Wish spell	5 years
imbibing a Speed or Hasten potion	1 year
under a Haste spell	1 year

Note: Reading one of the above spells from a scroll (or using the power from a ring or other device) does not cause unnatural aging, but placing such a spell upon the scroll in the first place will do so!

Death

Characters face death in many forms. The most common, a violent and gruesome end at the hands of a nasty foe, is no great matter in most cases, for the character's allies can often bring him back by means of a clerical spell, or even Wish. Of course, recovery of damage sustained in the form of severed limbs, massive scars or poisoned flesh might be a problem, but that is not insurmountable.

Death due to aging is a far more serious matter, for unless the lifespan can otherwise be prolonged, the character brought back from such death faces the prospect of soon dying again. Beyond the maximum age determined for the character in question, no form of magic that does not prolong life span will work. Thus, some characters may become Liches. Of course, multiple Potions of Longevity, Wishes and possibly magical devices will allow a greatly extended life span, but once a character dies due to reaching his maximum age, it is all over. If you make this clear, many participants will see the continuity of the family line or protégés as ways to achieve a sort of immortality.

Retiring Player Characters

Euthanasia is defined as the act of killing or permitting the death of hopelessly sick or injured individuals in a relatively painless way for reasons of mercy. As it relates to PCs, there are times when a player might feel the character just is not worth salvaging. This can happen as a result of a crippling critical hit or a hit to Honor so great that the character will have to live with reminders of it for the rest of his life. In this case, there are several options you have to resolve the situation. One option is to simply allow the character to retire. He settles down and loses the will to adventure, thereafter becoming an NPC under the control of the GM. This is sometimes acceptable but just as a player may not have more than four protégés per PC, so may he neither have more than four retired characters either. Note that these retired characters may pass away due to old age or die of other means thus clearing the way for another retiree slot. But HackMaster is not about sending your poor crippled fighter off to the old folk's home. It is about battle with wits or blade, glory and, above all, Honor. If a player retires a "damaged" character he will often be stuck in the old reminiscing rut with no way out. "Remember when ol' Justin Andronicus scammed the..." (ended with a heavy sigh) will forever more be the idle gossip around the table as the players recall their grief at such a dubious end. Allowing a player to retire a PC is sometimes the best option, but you should be aware that other, often more effective, options exist.

Some players might even feel that it would be better to suicide their character than to let him drift into oblivion in retirement or continue on in a pathetically weakened state. As GM, you must never permit this. This is the coward's way out. The protégés who served a mentor that has committed suicide will immediately take a 90% hit to their Honor. Feel free to share this information as a deterrent with any player who contemplates PC suicide.

If the character is truly unsalvageable, the better course of action is to design an adventure with him in mind. You must design one that will allow that character to be uniquely suited to resolve the plot using his special skills or die trying. Perhaps there is an obscure prophecy that states only one of his bloodline can pass through the gate, battle the beast or wield the item critical to the adventures success. Then toss in something nasty like an ancient dragon and the character is almost certain to find an opportunity for heroism in the face of overwhelming odds. Trust me. This is a much better resolution than retiring a character (or worse).

When a player loses a character is such a blaze of glory I insist that they sit out at least one gaming session before rolling up another character or bringing a new protégé to the front ranks. This helps to build a sense of loss for the other players due to the empty chair and gives the player who lost a character a proper period of mourning before picking up the dice again.

Death Due To Disease (or Disorder) or Parasitic Infestation

Any character brought back from death by disease or infection will suffer the ravages of the disease or infestation (permanent losses in abilities, for example) until magically countered. Furthermore, such a character will be 90% likely to still be suffering from the cause of death unless a curative is used. Even then, the character will have to spend time recovering as if from a severe illness. Ability losses that have been permanently sustained will not be corrected by a curative of any sort, including a Cure Disease spell. Magical corrections (such as Wishes, Alter Reality spells and magical devices) may correct these deficiencies.

Nature of Disease in Garweeze Wurld

Disease, plagues and pestilence are common in medieval realms such as Garweeze Wurld. Lack of advanced sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very deadly factors. Fortunately, certain religious groups (such as the Temple of Nudor) often help curb disease, at least in cities and towns. The construction and improvement of sewage and sanitation systems that has gone on in many cities for centuries has contributed to curbing outbreaks. Those who work with herbs and natural medicines have also contributed greatly to the eradication of disease and the halting of plagues. Unfortunately, the activities of some faiths such as that of Mangrus (gawd of disease) have more than made up for the positive effects of both secular and religious organizations.

Clerics of Mangrus exist for one purpose: to spread disease and the horrors that it causes as far and wide as possible. In so doing they have created and unleashed diseases that have extirpated whole tribes and cities. The diseases they create are usually remarkably resistant to natural and magical cures. Fortunately, the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have nowhere else to go. However, some of the most advanced diseases can lie dormant for decades (or even centuries) while waiting for a living victim. Thus, disease can strike anywhere at any time in Garweeze Wurld.

Infection: Catching Diseases or Parasitic Infestation

Catching a disease or other ailment is usually a matter of luck (or ill-luck). Few diseases are actually able to hunt for victims; they have to be either carried in some way or lie in wait in moist, hot and filthy areas. Many diseases are carried by vermin that may or may not be affected by the disease. Some diseases are carried in the air, while others are contracted from eating afflicted meat, drinking contaminated water or touching afflicted people.

The following discussion gives both general categories of disease and specific maladies and their game effects, as well as the chance to contract an ailment according to the surroundings. Use Table 1O: Chance of Contracting Ailment. Adjust the base chance of contracting an illness by applying modifiers. The Immunity to Disease modifiers for Constitution on Table 1C: Constitution in the Player's Handbook are also applied to this "Virulence Roll." When you find the final percent chance to contract a disease or infestation, roll for each character concerned. If an ailment is indicated, go to Table 1Q: Disease (Or Disorder) to determine what sort is contracted.

The GM should determine occurrence by rolling a d100 and checking the Occurrence column on Table 1Q: Disease (Or Disorder). Occurrence determines whether the disease is a single (acute) attack or whether the disease will recur periodically once contracted (chronic). Chronic maladies will affect the character periodically, often at the most inopportune times. If they occur at the same time as any other malady (disease, disorder or parasitic infestation), the severity of both will be increased. Thus, if the character contracts two chronic maladies, he is not likely to survive another disease attack. For the general ailments and parasitic infestations the ailment level defines the levels associated with each stage of the disease. For example, Tingar the thief comes down with a disease. Tingar's Constitution is 9. The GM rolls on the disease table and gets a 06 indicating a general bone disorder has befallen Tingar. The GM then rolls a d100 to determine occurrence and gets a 28. Applying the –10% modifier for Tingar's Constitution (Player's Handbook Table 1C: Constitution) results in an 18% for his occurrence roll. Thus, the disease is chronic and may recur even if Tingar seems to overcome this particular bout with it (unless a Cure Disease is used on him). The GM then rolls a d100 for ailment virulence factor and gets a 30. He again modifies this roll by –10% for Tingar's Constitution and gets a result of 20%. This indicates that the virulence factor of each stage of the disease will be from four to seven respectively. Recall Tingar's Constitution is 9. For a factor 4 virulent disease (stage 1) he would

Table 1O:
Chance of Contracting Ailment (Virulence Roll)

Conditions	Base Chance
Wilderness:	2%
Rural:	4%
City:	6%
Shipboard:	6%
Crowded encampment:	8%
Conditional Modifiers	
Terrain/Season	
Marsh, swamp	+6%
Tropical climate	+4%
Sub-tropical climate	+2%
Mountainous terrain	-2%
Sub-arctic climate	-2%
Desert climate	-2%
Summer	+2%
Winter	-2%
Arctic climate	-4%
Shipboard (at sea) >2 weeks	-4%
Sanitation	
Filthy	+20%
Average	+1%
Above average	-1%
Extremely sanitary	-3%
Illness	
Low contagion level	-5%
High contagion level	+5%
Extremely contagious	+20%
Magically contagious	varies
Exposure*	
Stage One	+1%
Stage Two	+3%
Stage Three	+6%
Stage Four	+10%
Carrier	+15%
PC currently Diseased or Infested with parasites	+2%
PC is old	+4%
PC is venerable	+10%
PC is Honorable	-4%
PC is Dishonorable	+7%
PC is of Great Honor	-7%
PC has eaten contaminated food (i.e. improperly cooked meat)	+2%
PC enters or drinks polluted water	+10%

* If the character has encountered a diseased group at mixed stages, use only the highest stage bonus, +1% per additional diseased member of the diseased group.

need to roll a 5 or less (9-4) on a twenty sided die to avoid entering stage 2 of the disease once the duration of stage one has expired. Note that rolls made to determine the ailment virulence factor that result in numbers less than one or greater than 100 when modified are treated as one or 100 respectively.

The Course of a Disease and Cure Disease Spells

Once a character has contracted a disease, he enters stage 1 of the disease. Each stage has a virulence factor; for example, stage 1 of the Black Plague has a factor of 6. The afflicted character must roll against his Constitution with a penalty equal to the factor of the disease at that stage. If he rolls above his Constitution he fails and enters the next higher stage of the disease. If he rolls under his Constitution modified by the factor he remains in the current stage for another duration and then must make another roll. Once he has succeeded in rolling against his Constitution twice at the same stage the disease is reduced one stage in effect. (Note: many diseases directly affect the Constitution of the afflicted; do not forget the modifiers to Constitution in these rolls). Thus, a victim might fail in stage 1 and go to stage 2; if he then succeeds twice in stage 2 he will go back into stage 1, where he may again either fall deeper into the plague or perhaps heal. Note: a roll of a natural "1" on the Constitution check always succeeds, even if there is no statistical chance of success (i.e. a negative effective Constitution). Likewise the roll of a natural "20" is always a failure.

Various precautions can be taken; some may be valid while others may just be old wives' tales. The efficacy of precautions is at the discretion of the GameMaster or as detailed in the various disease descriptions, below.

Characters with appropriate skills can concoct certain herbal treatments to shorten the period of illness. Those with healing can reduce a disease to stage 1 form and reduce the duration to the shortest possible on a successful skill check. Those with herbalism or alchemy can reduce a stage 4 affliction to stage 3 and provide a +1 bonus to saves against fatigue with a successful skill check.

A successfully cast Cure Disease spell will automatically cure the victim, however, he immediately falls back into a lower level stage and thence through every subsequent lower level stage of the disease with a normal time factor. For example, if a character were successfully cured with a Cure Disease spell while in stage 3 of the Black Plague, he would immediately fall back into stage 2 for 1d6 days and then back into stage 1 for another 2d4 days until he was completely cured. Cure Wounds spells can be used to speed recovery by reducing the remaining disease time (once he has been cured with the Cure Disease spell), at the cost of one point of healing per day (or time factor). No hit point damage would be healed by a spell used in such a manner, and any additional points of healing beyond those needed to heal the character's disease would be lost. Thus, in the above example, if a character were to still be afflicted by the Black Plague for 2 days at stage 2 and 6 days at stage 1, a Cure Light Wounds spell for 7 points of healing would reduce him to a mere one day remaining at stage 1. Diseases whose effects are realized in hours would heal at one hour per hit point of healing, etc.

Disease Saving Throws versus Cure Disease

The Cure Disease spell is the most efficacious method known to cure a diseased being. However, in Garweeze Wurld it is not necessarily a certain cure. Diseases vary in their ability to resist magic, as is only natural in a magical world. Thus, some ailments are difficult (if not impossible) to eradicate using clerical powers. Diseases' saving throws versus Cure Disease and similar spells are detailed on Table 1R: Disease Saving Throws. The disease's saving throw is modified by the relative level of the disease versus the cleric or paladin that is using the Cure Disease ability or spell, as detailed on Table 1S: Disease Saving Throw Modifiers.

The bonus or penalty is to the disease's roll to save. Any disease fails its save on a natural roll of "1" and succeeds on a natural roll of "20". Thus, a 12 virulence factor disease with a basic saving throw of 14 would need to roll a 20 to save against a Cure Disease cast by a 20th level cleric, while it would have to roll only a 10 to save against the cure disease special ability of a 1st level paladin.

There are two faiths that have specific benefits against diseases. Clerics of Nudor and Gazzar-Kree count as double their normal level against diseases when using the Cure Disease spell. Clerics of Mangrus also count as double normal level against natural diseases. In addition, clerics of Mangrus may automatically cure any disease they created through Cause Disease by casting a Cure Disease (the disease receives no saving throw against the Cure Disease). Similarly, a disease created by a lower level cleric of Mangrus does not receive saving throws against the Cure Disease spell of a higher level cleric of Mangrus.

Table 1P:
Adjustments To Disease Occurrence Rolls*

Character already has a chronic disease or disorder	+10%
Character already has a stage 4 disease	+10%
Character under 25% of normal hit point total when exposed	+10%
Modifiers from Table 1C in the Player's Handbook as Applicable	

* Apply to Occurrence (1d100) roll in Table 1Q: Disease (or Disorder)

Table 1Q:
Disease (Or Disorder)

Dice		Occurrence (1d100)		Ailment Virulence Factor Roll (1d100)		
Score	Area of Body Affected	Acute	Chronic	1-4	4-7	7-10
1-3	general, blood/blood forming organs	1-40	41-100	1-20	21-70	71-100
4-6	general, bones	1-10	11-100	1-10	11-30	31-100
7-9	general, brain/nervous system	1-75	76-100	1-20	21-51	51-100
10-12	general, cardiovascular-renal	1-40	41-100	1-18	19-55	56-100
13-15	general, connective tissue	1-10	11-100	1-5	6-35	36-100
16-18	general, ears	1-89	90-100	1-60	61-80	81-100
19-21	general, eyes	1-80	81-100	1-70	71-89	90-100
22-24	general, gastro-intestinal	1-65	66-100	1-50	51-70	81-100
25-27	general, generative organs	1-25	26-100	1-40	41-76	77-100
28-30	general, joints	1-50	51-100	1-60	61-100	-
31-33	general, mucous membranes	1-95	96-100	1-60	61-100	-
34-36	general, muscles	1-60	61-100	1-50	51-90	91-100
37-41	general, nose-throat	1-70	71-100	1-60	61-100	-
42-45	general, respiratory system	1-75	76-100	1-55	56-80	81-100
46-48	general, skin	1-55	56-100	1-60	61-80	81-100
49-51	general, urinary system	1-70	71-100	1-59	60-79	80-100
52-54	parasitic infestation, cardiovascular sys.	-	1-100	1-27	28-60	61-100
55-57	parasitic infestation, intestines	-	1-100	1-30	31-78	79-100
58-60	parasitic infestation, muscles	-	1-100	1-34	35-59	60-100
61-63	parasitic infestation, respiratory sys.	-	1-100	1-9	10-70	71-100
64-66	parasitic infestation, skin/hair	-	1-100	1-89	90-100	-
67-69	parasitic infestation, stomach	-	1-100	1-19	20-80	81-100
70-72	specific, Black Plague	1-100	-	-	-	-
73-74	specific, Blue Death	1-100	-	-	-	-
75-76	specific, Burning Death	1-100	-	-	-	-
77-79	specific, Dancing Death	1-100	-	-	-	-
80-84	specific, Goblin Pox	1-90	91-100	-	-	-
85-89	specific, Orc Shingles	-	1-100	-	-	-
90-92	specific, Rotting Death	1-100	-	-	-	-
93	specific, Rotting Flesh Disease of Mangrus	1-100	-	-	-	-
94-100	specific, Withering Drips	1-50	51-100	-	-	-

Natural Disease Immunity

Some beings are naturally immune to specific diseases. Any being that makes two successive successful resistance rolls against a disease in their first time in stage 1 becomes immune to the disease if it was the first time that the being ever had to roll against that disease. This does not apply in cases where it is the second or subsequent time the being has been exposed to the disease. The being may be susceptible to similar diseases or variants of the same disease, but will never again have to worry about contracting that specific disease. Note, however, that natural immunity also leaves the being open to becoming a carrier of the disease (see the next section).

Becoming a Disease Carrier

Any being that contracted a disease and was either immediately immune to it or survived through several stages has the potential to become a disease carrier. Carriers will forevermore be afflicted by the disease though they will suffer no ill effects from it; they merely act as a mode of transport for the disease and help spread death and plague. In cases where the character is immune to a disease through natural immunity (see the previous section) the percentage chance that the being also becomes a carrier of the disease at the time of exposure is five times the virulence factor of the disease at Stage One. For example, if a character became "immune" to the Black Plague under such circumstances he would have a 30% (factor 6 x 5%) chance of becoming a carrier of the plague.

In cases where a being goes through several stages of the disease and survives, the percentage chance that the being becomes a disease carrier is equal to the combined virulence factors of every stage that the being passed through and survived. Note that each stage counts only once regardless of how many times the being passed through it. Thus, a being that survived the Black Plague after reaching Stage Three would have a 27% chance (factors 6 + 9 + 12) of becoming a carrier of the Black Plague.

Table 1R:
Disease Saving Throws

Disease Virulence Factor	Saving Throw
1-2	20
3-4	19
5-6	18
7-8	17
9-10	16
11-12	14
13-15	12
16-18	10
19-21	8
22-24	6
25-27	4
28+	2

Table 1S:
Disease Saving Throw Modifiers

Clerical Level minus Disease Virulence Factor	Bonus or Penalty
10+	-8 Penalty
7-9	-6 Penalty
4-6	-4 Penalty
1-3	-2 Penalty
0	None
-1 to -3	+1 Bonus
-4 to -6	+2 Bonus
-7 to -9	+3 Bonus
-10 or less	+4 Bonus

The only way for a carrier to be rid of a disease is to have a Cure Disease successfully cast specifically for the purpose. The effective virulence factor of the carried disease (for carrier purposes only) is 1/2 the percentage chance that the being became a carrier in the first place (round down). For example, if a character had a 42% chance of becoming a carrier and did, the disease he carries would save against Cure Disease as though it had a virulence factor of 21. Note that paladins cannot become disease carriers through natural means!

Disease carriers are reviled throughout Garweeze Wurld. They are usually killed when discovered, preferably at a distance. Some good faiths of mercy and healing run colonies for disease carriers where the diseased are isolated from the rest of the world, but these are few and far between. Such groups seek to cure as many as possible of their affliction. Then, too, the clerics of Mangrus seek out carriers of disease to join their group; many do, as they join the fold of Mangrus to wreak vengeance upon the society that shunned them.

General Afflictions and Parasitic Infestations

For the general diseases, the stages are defined as follows unless otherwise noted with the various virulence factors associated with each stage defined by Table 1Q: Disease (Or Disorder). One can find these diseases anywhere and they can be carried by anyone. Note: Because someone always whines about not being able to memorize even the simple Garweeze Wurld calendar, all examples here use the plain, boring days you're used to (Monday, Tuesday, Wednesday, etc.).

Stage One: During the period of affliction the character is unable to effectively perform strenuous activities because he must rest often. For each round the character performs a strenuous activity he must save against fatigue. See special note regarding fatigue section in Chapter 8: Combat. A normal period of stage one affliction is 1-3 weeks.

Stage Two: During stage two, the character will need 25% more sleep than normal. He will have difficulty making skill checks, losing 1d4% of mastery per attempt (non-cumulative). This is in addition to the stage one symptoms. Duration: 3d6 days.

Stage Three: A stage three malady will lower the character's hit points to 50% of normal and make him totally disabled for 1-4 weeks in addition to those effects from stages one and two.

Stage Four: The malady will cause death (or loss of the body part or function) in 1-12 days (longer periods are stated hereafter in the discussion of the various maladies) in addition to those effects described under stage three.

Blood and bone afflictions will cause a loss of 1 point each of Strength and Constitution per week until totally cured. Thus, chronic problems here will slowly wear the character away. Stage four cases will last 1-12 weeks.

Brain *et al* problems will cause a loss of 1 point each of Intelligence and Dexterity per week until totally cured, so chronic maladies will eventually be fatal. Stage four affliction lasts only 1-12 hours before death.

Cardiovascular-renal afflictions should be treated in the same manner as blood problems, except that stage four cases last only 1-12 days until death.

Connective tissue diseases (such as leprosy) permanently remove 1 point each of Strength, Dexterity, Constitution, Charisma and Comeliness for each month of affliction - thus only an acute stage one or two attack is unlikely to cause such loss. Stage four lasts until either Strength, Dexterity or Constitution drop to zero as which time death occurs.

Ear afflictions that enter stage four result in hearing loss in one ear.

Eye afflictions that enter stage four result in blindness in one or both eyes (50%/50% chance for either case).

Gastro-intestinal problems of chronic nature cause the loss of 1 point each of Strength and Constitution per month until cured. Stage three attacks cause such loss permanently. Stage four cases require 1-12 weeks for fatality.

Generative organ disorders cause no additional problems except spread of infection. Stage four cases take 1-12 months.

Joint disorders that enter stage two cause the loss of 1 point of Dexterity, with each stage three attack causing such loss on a permanent basis.

Mucous membrane problems that enter stage two cause the loss of 1 point of Constitution, with each stage three attack causing such loss permanently.

Muscle disorders that enter stage two cause the loss of 1 point each of Strength and Dexterity. Stage three attacks have a 25% chance of causing such loss permanently. Stage four cases last 1-12 months until death.

Nose-throat afflictions of chronic nature have a 10% chance of causing a 1 point Constitution loss each time a stage three attack occurs.

Respiratory disorders of chronic, stage three nature are 10% likely to cause the loss of 1 point each of Strength and Constitution (check separately for each). Stage four cases take from 1-12 months until fatality occurs.

Skin afflictions of stage three nature are 10% likely to cause permanent loss of 1 point of Charisma and Comeliness. Chronic, stage two attacks are also 10% likely to cause such loss, while chronic, stage three attacks will be 25% likely to cause such loss. Stage four cases will take 1-12 weeks for fatality.

Urinary system disorders of chronic, stage three nature are 20% likely to cause the loss of 1 point each of Dexterity and Constitution per occurrence. Stage four cases will take 1-12 weeks.

The Black Plague (a.k.a. the Kiss of Mangrus)

Where is the Disease Found? The Black Plague is found throughout Garweeze Wurld. It is believed to have originated during the War of the Gawds many thousands of years ago when it was unleashed by Mangrus on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty to cure. It is most common in urban areas, especially large cities and towns that lack good sanitation.

How is the Disease Contracted? Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease? Very few become carriers as most die due to the plague. Demi-humans, notably dwarves, halflings, gnomelings and gnomes are susceptible to the plague, though halflings and dwarves receive resistance bonuses equal to their Constitution bonus against poison and are half as likely to become carriers if they survive. Elves, half-elves and pixie fairies are naturally immune to the Black Plague, and cannot act as carriers. Humanoids, including half-orcs and half-ogres, are less susceptible to the plague, and gain a bonus against it similar to that granted to dwarves and halflings. Humanoids that survive are twice as likely to become carriers of the plague, allowing any of the ubiquitous ticks and fleas that they carry to transport the disease to other victims.

Stages of the Disease:

Stage One: Begins 1d6 days after infection. Symptoms include fever; itching and blackened skin around lymph nodes is common, and is the first sign of the disease. Duration: 2d4 days. VIRULENCE FACTOR: 6.

Stage Two: Symptoms include tiredness, dizziness, fever and swollen lymph nodes. Victims suffer -1 to Strength and Intelligence and -5% to all skill rolls. Intelligence check is required in order to cast spells. Duration: 1d6 days. VIRULENCE FACTOR: 9.

Stage Three: Victim is bedridden; symptoms include continued fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes and swollen glands. Victims suffer -3 to Strength, Constitution and Intelligence. Spell casters cannot cast spells. Duration: 1d3 days. VIRULENCE FACTOR: 12, Unconscious.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly. Victim suffers -6 to Strength, Constitution and Intelligence and -3 to Dexterity, Wisdom and Charisma. Spell casting is impossible. Duration: 4d6 hours. VIRULENCE FACTOR: 15, Death.

Example: Hralnar Grimbold, a human fighter with a Con of 16, is afflicted on Monday. He begins to notice that he has a fever and feels itchy on Thursday, three days later. He fails his stage one resistance roll (versus 16-6 = 10 or less) and he continues on his adventure, though tired and dizzy. By Friday, four days after affliction, he is extremely tired and notices that his skin is blackened in places and he has lumps forming in some areas. At the end of the next day he collapses in an exhausted heap and begins coughing up blood; the small lumps swell into pus-filled buboes; he is unable to rise from the ground on his own (failed his stage two roll, 16-9= 7 or less). The very next day, Sunday, he fails his stage three roll (16-3-12 = 1 or less). He lapses into unconsciousness and though he survives to the end of the day his friends have few hopes that he would see another sunrise. His misery continues for another night until he expires at sunrise on Monday (16-6-15 = -5, survives only on a roll of a natural "1").

Cures: There are no known natural cures for the Black Plague, though there are some rare herbs that will give victims a +1 to +3 bonus against the disease. Magic is the only known remedy, and even then it is not certain, as the Black Plague is at double normal virulence factors to save against Cure Disease spells and abilities; it is difficult to cure in the early stages and nigh impossible at later stages.

The Blue Death (a.k.a. Kennad's Vengeance)

Where is the Disease Found? This is a rare disease found in arctic and sub-arctic regions. It is active during the short northern summers and lies dormant in winter.

How is the Disease Contracted? The Blue Death is found in the ponds that form on the northern plains and forests during the summer months. Contact with infected water or drinking it has the same effect, as does eating the flesh of an afflicted creature; merely touching an afflicted being does not constitute exposure. It is magically contagious, with a +25% to catch the disease when exposed.

Who Carries the Disease? Humans and halflings are the only races affected by this disease; dwarves, elves and gnomes are apparently immune and cannot act as carriers. Orcs, half-orcs, half-ogres and Goblin folk will merely catch a sniffle when afflicted, though they can act as carriers. Animals act only as carriers.

Stages of the Disease:

Stage One: Begins 4d6 hours after infection. Symptoms include a chill that no fire will warm. Duration: 4d6 hours. VIRULENCE FACTOR: 6.

Stage Two: Symptoms include aching joints; the chill is now noticeable by others as the skin starts to turn bluish-white. The victim no longer sweats even under extreme physical strain. Victims suffer -1 to Strength, Dexterity and Constitution, -10% to skill use. An Intelligence check is required to cast spells requiring a somatic component. Damage to others for touching the victim due to cold: 1 hit point/turn of contact. Duration: 4d6 hours. VIRULENCE FACTOR: 9.

Stage Three: Symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises. Victims suffer -3 to Strength, Dexterity and Constitution, -15% to skill use. Spell casters cannot cast spells requiring somatic components; an Intelligence check is required to cast spells requiring verbal components. Damage to others for touching the victim due to cold: 1 hit point/round of contact. Duration: 4d6 hours. VIRULENCE FACTOR: 12.

Stage Four: Symptoms are the same as stage 3, only far more painful as the victims' skin cracks, rifts form at joints whenever the victim moves. Victim suffers -6 to Strength, Dexterity and Constitution. Victim cannot move or act on his own will. Damage to others: 1-4 hit points round. Duration: 4d6 hours. VIRULENCE FACTOR: 15.

The Burning Death (a.k.a. Hell's Fury, the Boar's Boon)

Where is the Disease Found? The Burning Death is a moderately rare disease usually found among the "employees" of various brothels and bordellos in the seaports of Garweeze Wurld.

How is the Disease Contracted? The Burning Death is contracted only via sexual or intimate contact; casual physical contact is not sufficient.

Who Carries the Disease? This disease can affect only humans, demi-humans and humanoids (or so it is presumed).

Stages of the Disease:

Stage One: Incubation takes quite a while; stage one begins 4d6 days after infection. Symptoms include fever, sweats, thirst and an increase in sexual desire. Duration: 4d6 hours. VIRULENCE FACTOR: 1.

Stage Two: Symptoms include very high fever, dizziness and extreme sexual appetite. Skin is warm to the touch. Victims suffer a –1 to Intelligence and Wisdom. –5% to skill checks. An Intelligence check is required to cast spells. Duration: 3d6 hours. VIRULENCE FACTOR: 3.

Stage Three: Symptoms include a deadly fever, red rash and burning hot flesh; skin contact causes one point of damage per round to anyone touching the victim. Sexual appetite is such that the victim acts as though he were under the effects of a Philter of Lust for the first person in sight (of opposite sex or otherwise). Victims suffer a –3 to Intelligence and Wisdom. –10% to skill checks. Spell casters cannot cast spells. Duration: 2d6 hours. VIRULENCE FACTOR: 6.

Stage Four: At this stage, the victim will literally be on fire; the victim will suffer 1d4 points of damage per hour and anyone that touches the victim will suffer 1d4 points of damage per round. Victims will seek sexual contact with ANY being in sight, in public or otherwise. Victims suffer a –6 to Intelligence and Wisdom. –15% to skill checks. Duration: 1d6 hours. VIRULENCE FACTOR: 10. Death results in an explosive conflagration, causing 2d6 points of damage to anyone within five feet.

Cures: The Burning Death, though rare, is a fairly well known disease. There are several cures, all of which have the same effects. The most common cure is mineral spirits from the springs in the Iron-Sta Mountains. These liquids, when imbibed, act as a Cure Disease spell cast at the 12th level of clerical ability. The cure, however, renders male drinkers permanently impotent if imbibed while diseased. The mineral spirits and similar treatments also act as a potent preventative medicine when taken monthly. However, such medicines invariably render male users impotent while they are used. Most such nostrums cost 10 to 25 gp per dose.

The Dancing Death

Where is the Disease Found? The Dancing Death is an uncommon disease found almost exclusively in the Fragments of the Ragean Empire; it has been surmised that clerics of Mangrus in the region created the disease and that it thus far has not spread elsewhere because of the surrounding mountain ranges and seas.

How is the Disease Contracted? The Dancing Death is contracted only by the touch of an afflicted being in stage one or stage two. By stages three and four the disease has altered to the point where it is no longer contagious. Rumors say the ashes of one that has died due to the disease can be put into a drink, and the drinker thereof will not contract the disease.

Who Carries the Disease? Only humans, demi-humans and humanoids are affected by this disease; animals are not affected by it.

Stages of the Disease:

Stage One: Symptoms include random ticks and jerky reactions. Duration: 1d12 hours. VIRULENCE FACTOR: 4.

Stage Two: Symptoms include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements. –5% to skill checks. An Intelligence check is required to cast spells requiring a somatic and or verbal component (one check for each). Duration: 1d12 hours. VIRULENCE FACTOR: 6.

Stage Three: Symptoms include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering. Victim suffers 1 hit point of damage per hour and –1 to Dexterity, Constitution and Charisma and –15% to skill checks. Spell casters cannot cast spells requiring somatic and or verbal components. Duration: 1d4 hours. VIRULENCE FACTOR: 8.

Stage Four: Symptoms are the same as stage three, only magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing." Victim suffers –3 to Dexterity, Constitution and Charisma. Victim will stumble and shuffle about in a mad, screaming, frothing mania suffering 1d4 points of damage per hour; victims will "dance" until they reach negative hit points equal to half their Constitution, upon which they will die. Duration: 1d12 hours. VIRULENCE FACTOR: 10. Death is due to exhaustion from "dancing."

Cures: Oddly enough, Aramar wines (and ONLY wines from Aramar) are effective against the disease, providing a +1 to +5 bonus on saving throws depending on vintage and quality. A horrid cure is to drink this wine laced with ashes from a cremated former victim of the Dancing Death; such a concoction acts as a Cure Disease spell.

Goblin Pox (a.k.a. Mage Bane, Babbling Sickness)

Where is the Disease Found? Goblin Pox is found in regions of high Goblin population. It is most commonly found among forest or swamp dwelling Goblins. It is rare outside of Goblin communities.

How is the Disease Contracted? Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious.

Who Carries the Disease? This disease can affect only humans and most humanoids; halflings, dwarves and gnomes are immune, while elves have a +6 to their occurrence roll! Hobgoblins are naturally immune. Any race that can catch it can carry it, though Goblins will always end up being carriers. Known carriers are usually slain on sight, though in Krandaneer they are unmolested if they wear red robes and white masks and ring gold bells to warn of their coming.

Stages of the Disease:

Stage One: Begins 1d3 days after infection. Symptoms include a slight rash and small red spots on the skin. Duration: 1d6 days. VIRULENCE FACTOR: 4 (Goblins 1).

Stage Two: Symptoms include rashes, large red splotches on the skin, fever and dizziness. -5% to skill checks. Victims have a 50% chance to lose 1 point of Intelligence



permanently at this stage. Magic-users cannot memorize 7th, 8th or 9th level spells while in this stage. Duration: 1d3 weeks. VIRULENCE FACTOR: 6 (Goblins 2).

Stage Three: Symptoms include rashes, very large red splotches, babbling and muttering and a general mental malaise. Victims suffer -1 to Intelligence and -15% to all skill checks. Victims will lose an additional one (01-80) or two (81-00) points of Intelligence permanently at this stage. Spell casters must roll a successful Intelligence check to cast spells. Magic-users cannot memorize 4th to 9th level spells. Duration: 1d3 weeks. VIRULENCE FACTOR: 9 (Goblins 4).

Stage Four: At this stage the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches. Victims suffer -3 to Intelligence. -30% to all skill checks. Victims will lose an additional one (01-75), two (76-95) or three (96-00) points of Intelligence permanently at this stage. Magic-users cannot memorize ANY spells at this stage. Duration: 1d6 days. VIRULENCE FACTOR: 13 (Goblins 8), Intelligence reduced to 3 permanently.

Example: Nekistan Dreaan, a Goblin fighter with a Con of 13 and Int of 10 contracts the Goblin Pox. Three days later he gets a slight rash and notices small red spots on his skin. Six days go by and he fails his stage one resistance roll (13-1 = 12 or less). Another week goes by during which he loses 1 point of Intelligence permanently; he then fails his stage two resistance roll (13-2= 11 or less) and goes into stage three. The effects of the disease damage his already lowered intellect further, and he operates with an Intelligence of 8; he then loses an additional point, and is reduced to a current effective Int of 7. He fails his stage three resistance roll (13-4 = 9 or less) after three weeks and slips into stage four. While in the four day delirium of stage four he loses an additional two points of Int, down to an effective Int of 3, to which he is permanently reduced after failing his stage four resistance roll (13-8 = 5 or less).

Cures: The elves developed a cure for the Goblin Pox centuries ago, but they rarely share it with other races; even then they will only give a vial to afflicted friends for immediate use. The elven cure, known as Illuromellian, is in the form of an elixir; when imbibed, the elixir acts as a Cure Disease cast against Goblin Pox at the 18th level of clerical ability. The elves never charge their friends for the potion; they will expect a similar favor at a later date. Otherwise, only rare herbs from the Bowmar Forest mixed with Hobgoblin blood can cure the disease; such a concoction, costing 300 gp or more, acts as a Cure Disease spell cast at 9th level. Goblins have their own potions that grant a +1 to a +3 to resist, but are only potent for goblins.

Orc Shingles (a.k.a. Slow Rot, Swine Rash)

Where is the Disease Found? Orc Shingles is found throughout Fangaerie, the Gnome Protectorates and Roathaven. It is an old and common disease, found among the lower classes (mostly beggars). It is also found near large Orc populations worldwide.

How is the Disease Contracted? Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin. The chance of contracting the disease by touch is 5% per stage the afflicted being is in (i.e. 5 to 20%).

Who Carries the Disease? This disease can affect only humans, demi-humans and humanoids. Anyone that survives the disease has double normal chances of becoming a carrier! Afflicted Orcs will always end up being carriers.

Stages of the Disease:

Stage One: Begins 1d6 days after infection. Symptoms include itchy skin and a slight rash. Duration: 1d6 weeks. VIRULENCE FACTOR: 1.

Stage Two: Symptoms include rashes on 50% of the body, large boils and open, oozing sores. Victims have a 50% chance of suffering a permanent -1 to their Charisma score during this stage. -5% to skill checks. Duration: 1d6 weeks. VIRULENCE FACTOR: 3.

Stage Three: Symptoms include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores and a general physical weakness. Victims suffer -1 to Strength, Dexterity and Constitution. –5% to all skill checks. Victims will lose an additional one (01-80) or two (81-00) points of Charisma permanently at this stage. Spell casters must roll a successful Intelligence check to cast spells. Duration: 1D6 weeks. VIRULENCE FACTOR: 5.

Stage Four: At this stage the victim's skin begins to liquefy. Rashes cover 100% of the victim's body, most of which is covered in sores and boils. Victims suffer -3 to Strength, Dexterity and Constitution. -5% to all skill checks. Victims will lose an additional one (01-75), two (76-95) or three (96-00) points of Charisma permanently at this stage. Duration: 1d6 days. VIRULENCE FACTOR: 7, Death.

Example: Gharr, a human male cleric of Mangrus with a Con of 13 infects himself with Orc Shingles. Three days later his body breaks out in a rash; he relishes the itchy feeling. Two weeks later Gharr fails his stage 1 resistance roll (13-1= 12 or less) and his skin breaks out in boils and sores. Four weeks later he fails his stage 2 resistance roll (13-3 = 10 or less). He starts to feel weak, and decides that he had best cease the disease before it goes too far. He casts his Cure Disease spell and falls to stage 2 for another 2 weeks and then back into stage 1 for another four weeks, after which he must again inflict another disease upon himself.

Cures: Orc Shingles is a fairly common disease; unfortunately, it is difficult to cure. Simple potions made by alchemists and wise women relieve the pain of the boils and sores. These philters cost between 1 sp and 10 gp per weekly dose depending on efficacy and the local market; they abate the skill penalties of the disease. Other more potent potions can be concocted that will grant a +1 to a +5 to the victims' next resistance roll against the disease; such nostrums cost 5 to 50 gp per dose, again depending on efficacy and local market. Patent cures are available, though rare and expensive. A potion made of Orc bone powder and rare herbs from Orkryn'Phar act as a Cure Disease spell against this disease; the Cure Disease will be as though cast by a 12th level cleric. This potion costs 100 gp up to 500 gp the further one gets from Orkryn'Phar.

The Rotting Death (a.k.a. Green Rot)

Where is the Disease Found? The Rotting Death is an uncommon tropical or subtropical disease that rarely flares up in temperate regions during hot and humid summers. It is found among jungle or swamp dwelling populations.

How is the Disease Contracted? The Rotting Death travels by contact with an infected being or through contact with items that were held by or worn by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water, and can be contracted through touching or drinking such water. If such water is drunk, or if the meat of infected beings is eaten, the virulence factors of the disease are doubled at all stages due to ingestion.

Who Carries the Disease? Any race can carry the disease, though elves become carriers at only 1/2 chance. Known carriers in Hazaar are required to wear green robes, continually sound gongs and avoid entering cities and towns, but are usually unmolested otherwise. Carriers in the Kingdom of Polst are usually slain when discovered, normally with flaming arrows as fire supposedly slays the disease.

Stages of the Disease:

Stage One: Begins 1d3 days after infection. Symptoms include itching and running nose, slight fever. Duration: 1d6 days. VIRULENCE FACTOR: 3.

Stage Two: Symptoms include extreme itching, a greenish rash with boils and weakness. Victims suffer -1 to Strength, Dexterity and Charisma, -5% to skill use. Intelligence check to cast spells requiring a somatic component. Duration: 1d6 days. VIRULENCE FACTOR: 6.

Stage Three: Symptoms include rotting flesh and muscle and a horrible stench. Victims suffer -3 to Strength, Dexterity and Charisma, -15% to skill use and move at 1/2 their normal rate. Spell casters cannot cast spells requiring somatic components. Duration: 1d6 days. VIRULENCE FACTOR: 9.

Stage Four: Symptoms are similar to stage three, only far more painful and ugly. The victim suffers -6 to Strength, Dexterity and Charisma, -30% to skill use and moves at only 1/4 their normal rate. Spell casting is impossible. Duration: 1d4 weeks. VIRULENCE FACTOR: 12, lose one point each of Strength, Dexterity and Charisma permanently per week of stage four until remission to stage three or death.

Example: Shev Arwehn, a human commoner with a Con of 12, is afflicted on Monday. He begins to notice that he has a slight fever and feels really itchy on Wednesday, two days later. He succeeds at his first resistance stage one resistance roll two days later on Friday, but fails to his second resistance roll the next day on Saturday (versus 12-3 = 9 or less). By Tuesday, three days later, he is continually scratching all over his body and notices greenish skin and boils. At the end of the day he fails his stage two resistance roll (12-6= 6 or less) and is slowed down due to his continual scratching.

The very next day, Wednesday, bits of flesh start sloughing off and he loses control of his finger and hand movements; three days later he slips into stage four when he misses his stage three resistance roll (12-9 = 3 or less). He hobbles along for three weeks in abject misery and fails his resistance roll (12-12 = 0, resists only on a roll of a natural "1"). He immediately and permanently loses 3 points of Strength, Dexterity and Charisma. Fortunately for Shev, he happens upon a 12th level cleric of Nudor who successfully casts Cure Disease upon himelf; Shev immediately slips back to stage three and will spend the next 6 days recovering; however, those ability points he lost are gone permanently, and will be scarred for life.

Cures: Hishmanvi, a rare herb found near volcanic vents, acts as a Cure Disease spell against the Rotting Death; taken in a broth the herbs will act as though a Cure Disease spell had been cast by a 12th level cleric. Lesser herbs from the Blau-Sta Mountains will grant a +2 to +5 to resistance rolls against the disease; they are effective only when taken daily. Hishmanvi costs 250 gp per dose, while lesser herbs cost 5 gp per plus per daily dose.

The Rotting Flesh Disease of Mangrus

Where is the Disease Found? The Rotting Flesh Disease of Mangrus is often localized in the smaller villages of Garweeze Wurld. It is an extremely potent and vile disease that could cause the deaths of thousands if it were introduced to the water sources of large towns and cities.

How is the Disease Contracted? The disease apparently is transmitted through fouled waters; other methods may be possible.

Who Carries the Disease? As the disease is extremely deadly it is extremely unlikely that any species could ever act as carriers, though it is possible that some few individuals might be naturally immune to the disease. In such cases the victims would carry the disease and infect any waters they bathe in and potentially any being they touch!

Special Considerations This disease is so incredibly virulent that once someone has entered stage two they will die unless cured through Cure Disease! Resistance rolls are rolled only during stage one, every Con+1d4 hours, against Constitution; if the character makes the roll, they must roll again and again every Con+1d4 hours until they enter stage two; then there will be no further resistance rolls! A being is naturally immune only if it makes a total of five successive successful rolls against the disease at stage one. In such cases the being will thereafter always be a carrier of the disease!

Stages of the Disease:

Stage One: Begins Con + d4 hours after infection. Symptoms include mild cramping and heartburn. Duration: 24 + 1/2 Con hours. VIRULENCE FACTOR: 0 (SPECIAL).

Stage Two: Symptoms include major cramping and heartburn, horrid breath, victims suffer -1 to Strength and Dexterity. Duration: 12 +1/2 Con hours. VIRULENCE FACTOR: 0 (SPECIAL).

Example: Killian Fernwood, a human ranger with a Con of 16, is afflicted at 5:00 on Monday afternoon. He begins to notice some mild effects around mid-morning the next day (Tuesday). However, he manages to make his first resistance check and the symptoms subside. Then on Friday morning (three days later), his mild cramping and heartburn returns. He fails his second resistance check. At about dinnertime Saturday (36 hours later) stage two begins and Killian begins to get worried. Just after lunch on Sunday (the next day), Killian gasps his last breath.

Cures: There are as yet no known natural cures for the Rotting Flesh disease; there has been no time to investigate the disease for potential natural cures. A Cure Disease spell or ability is thus at this point the only possible cure. Once cured by a Cure Disease, healing spells will remove one hour of continued effects per hit point healed. The virulence factor of the disease is equal to the level of the cleric of Mangrus who cast it.

Withering Drips

Where is the Disease Found? Withering Drips is common among the dwarves of Praxter. It afflicts the surrounding populations to a lesser extent (half virulence factor).

How is the Disease Contracted? The disease is carried within bodily fluids of those afflicted or carriers. Sneezing, intimate contact or ingestion of infected bodily fluids can cause the disease to be spread.

Who Carries the Disease? Withering Drips is common among the dwarves. It afflicts gnome, gnomeling, half-orc and Orc populations to a lesser extent.

Stages of the Disease:

Stage One: Stage one will manifest symptoms much like a common cold or allergies. Itchy, watery eyes, runny nose and coughing are all common. Duration: 1-2 weeks. VIRULENCE FACTOR: 2.

Stage Two: Stage two begins a period of profound weakness. Those afflicted lose a point of Constitution for each day they are in stage two. If their Constitution drops to zero they will be bed ridden and unable to do anything but speak. Duration: 2d4 days. VIRULENCE FACTOR: 4.

Stage Three: During stage three, the release of bodily fluids becomes pronounced. Increased sweating and a constantly dripping nose, eyes and mouth means the afflicted must drink twice as many liquids as normal or suffer the effects of dehydration. Charisma is adversely affected by 1d4 points. Duration: 1d8 days. VIRULENCE FACTOR: 6.

Stage Four: When in stage four, the victim will feel a near constant need to go to the bathroom. Excessive urination and diarrhea means the victim must now drink four times the normal requirement of water or face dehydration. Charisma goes down another 1d4 points. Any strenuous activity will result in uncontrolled bodily functions. Duration: 1d4 days.

Cures: Eating fruits and vegetables with large amounts of vitamin C is effective at increasing saving throws by +1d4. This will also reduce the duration of each stage by a like amount of days.

Magical Diseases

Lycanthropy

Lycanthropes can transform into animals and half-animal/half-humanoid hybrids. There are two types, those who are born with the curse (true lycanthropes) and those who are infected with it from a lycanthrope attack. In general, any human or demihuman injured by a lycanthrope's claws or bite has a 1% chance per point of damage sustained of becoming a lycanthrope. Those who sustain a sufficient amount of damage to contract lycanthropy will be of the same animal type as the lycanthrope that infected them. It might be months before the character begins to suspect that lycanthropy has taken hold of him. The player character will feel driven to hunt and kill – generally selecting as his victims people he knows in his daily life. The stronger the emotion (either love or hate) toward the person, the more likely the character will be to stalk and slay that person. While the character may suspect that he has done something terrible, he does not have clear memories of the preceding night.

After that first night, all that the character will remember is that he was very ill and extremely tired. In the morning, the townspeople will quite possibly be combing the countryside looking for a rampaging beast. The player character may join in the search for the werebeast, not realizing that he is the lycanthrope. After a few months of changing, the adventurer will (or should) begin to suspect that something is wrong. On the nights before the full moon, the lycanthrope will become withdrawn and edgy, preferring his own company to that of others – including family. The torn and shredded clothes he wakes up in, or the mud and scratches on the his arms and legs may trigger the realization that he is the werebeast the townspeople are searching for. If at all possible, the GM should try to moderate the campaign so that the players are not immediately aware that the character is now a lycanthrope.

If the player eats belladonna within an hour after being bitten, there is a 25% chance the disease will not manifest, and thus the character will not be afflicted. Note that belladonna is also poisonous and just might end up killing the character unless he makes a saving throw versus poison. Regardless of the saving throw, the character will be incapacitated for 1-4 days. If he survives but the belladonna fails to cure the disease, or no belladonna is available, then a 12th or higher level cleric must administer a Cure Disease within three days after the victim was injured by a lycanthrope. If the adventurer is only able to find a cleric of a high enough level after the initial three days, he may elect instead to have a spell caster attempt a Remove Curse. This spell must be performed on the player character when he is in wereform. The beast will need to make a monster's saving throw vs. spell, and while in wereform the creature will fight violently to put as much distance as it can between it and the caster performing the spell. If the creature fails its saving throw, the curse is removed. If none of this works, there is still hope.

If the adventurer decides to continue to seek a cure and the methods mentioned thus far have been unsuccessful, he may take refuge in a holy/unholy place such as a monastery or an abbey. There the clerics or druids can administer to the afflicted one holy/unholy water laced with a goodly amount of wolfsbane and belladonna prepared by the spiritual methods of that particular religion. This potion is to be consumed by the victim at least twice a day from a silver chalice. The character may not participate in adventures while he is being treated by the clerics. After a month or more (depending upon how advanced the disease is) the player character should be allowed a saving throw versus poison which, if successful, will cure him but leave him somewhat poorer in the purse, as this procedure is very costly. The required treatment time is one month for every month the character was infected with the disease. If the character fails his first saving throw allowed by the process, after each subsequent month of treatment, he may attempt another saving throw with a cumulative +1 bonus per month of further treatment. The clerics will charge for the cost of the herbs and the holy/unholy water as well as for the services rendered. The GM may also wish to factor the level of the cleric as well as the adventurer into the cost of this treatment. Note that true lycanthropes (those born with lycanthropy) cannot be cured by any means short of a Wish spell or similar magic.



If the character has died in a fight with a lycanthrope and is Resurrected, the disease will be 100% certain if the cleric raising the adventurer is unaware of the disease or fails to follow the proper procedure to eradicate it. The aforementioned cure will work on the werestricken adventurer who has been Resurrected. The cleric can use a Cure Disease (if there is still time) or a Remove Curse (if there isn't) on the dead adventurer before employing the Resurrection spell. If the cleric doesn't take the above safety measures, then it will be necessary to wait until the adventurer becomes a lycanthrope to try to Remove Curse or use the cure with the herbs and holy/unholy water.

There have been many different approaches to the disease of lycanthropy. Many are too complicated to understand or are structured so poorly that the werecreature dominates the game. Playing a lycanthrope as a player character should be discouraged in HackMaster. This can be done by continually having the would-be lycanthrope sought out by bounty hunters and well-intentioned NPCs who are following the wake of murder and destruction that most lycanthropes are sure to leave.

If the character opts to remain a lycanthrope, many things will need to be taken into consideration, such as the mental anguish caused by the act of changing. Another consideration is the conflicting alignments between the character and his lycanthrope nature, and what his family and friends will do once they discover that their friend and loved one is the werebeast that might have been terrorizing the countryside on the nights of the full moon. The more extreme the difference in the alignments of the adventurer and the beast, the more mental anguish the character will be prone to suffer. For example, a lawful good paladin is bitten by a Werewolf, which is a chaotic evil creature. He does not discover that he has the disease until it is too late. His mental torment is great, especially when the moon is waxing full, up to the time it is full and then for several days afterwards. (There is a 25% chance the character will acquire a quirk or flaw. If this is indicated, roll on Table 6A: Flaws and Quirks in the Player's Handbook to determine the problem caused by the lycanthropy. A character gains no Building Point bonus for quirks or flaws acquired in this way). Furthermore, the paladin, even after being cured, is no longer a paladin because he is no longer pure enough for that honored state. The GM can elect to have the gawds send the paladin on a quest in order to restore him to his paladinhood, but it is not recommended that you let the character off easily in this case.

A player character may not gain experience points while in lycanthrope form. If the character is a fighter/lycanthrope, the fighter will be able to gain levels only as a fighter, never as a lycanthrope. This applies to all classes. The only way a lycanthrope will ever be able to control the change from man to beast is with time measured by full moons. There will be no control of the change into a werebeast for two years of game time and it will be another year before an inflicted lycanthrope has any control over the change back into a human. On the nights of a full moon all lycanthropes with less than three years experience as a werebeast will change into their wereform and remain that way from the rise of the moon until dawn.

There are other factors besides the full moon that can cause the release of the werecreature in a person afflicted with lycanthropy. One common cause is stress during a melee. If the character has lost more than one-third of his natural hit points during the fight, there is a 50% chance that the werenature will emerge, causing the character to be disoriented for one to two rounds (characters with more than two years of experience as a lycanthrope will not suffer this disorientation). During this time, the lycanthrope will be unable to engage in combat. He will also sustain damage from the change as shown on Table 1T: Lycanthrope Armor Constriction Damage.

Spells used in the vicinity of a lycanthrope such as Monster Summoning III-VII, Conjure Animals and Animal Summoning III might cause the werenature to be released. It will be up to the GM to decide what spells or magic items could trigger the beast inside the afflicted adventurer. Arguments with other player characters as well as fear could cause the change from man to beast.

All lycanthropes will fight and do damage as described in the Hacklopedia of Beasts regardless of how long the character has been a lycanthrope. The diseased adventurer will eventually acquire the alignment of his lycanthrope form (if it isn't the same already) within 2 to 12 months. While in wereform the character will not be interested in any of his material belongings and will leave them where the change took place. This usually includes armor and weapons, although some lycanthropes can use weapons in their hybrid, or half-animal, form. They will do this if they have a particularly effective weapon or if they do not wish to bestow lycanthropy upon others.

Werebears are the most powerful form of lycanthrope. As with most lycanthropes, they will eventually flee to the woods. Once a Werebear engages in combat with a creature of an evil alignment it will fight until it or its opponent is dead. Seventy-five percent of the time, if a monster with an evil alignment is encountered, the Werebear will attack immediately.

Wereboars are the most foul-tempered of the lycanthropes. Their temperament is such that they will not join a party unless they can be the leader. If they do join one and are not allowed to lead, they will argue bitterly with anyone who disagrees with them. This action may cause them to change into their wereform from the stress of the argument.

Wererats will want to live in the city near humans (humans being one of their favorite foods). If a human is captured and not eaten immediately, it will probably be held for ransom. A Wererat will do all it can to keep the party it is with from discovering that it is a lycanthrope. When the marching order of a party is being decided, a Wererat will almost always volunteer to be in the rear.

Weretigers are usually interested only in what benefits them. They will tolerate other cats to a certain extent and perhaps even have one for a companion. In human form, Weretigers can be mistaken for magic-users if they have a domestic cat for an apparent familiar. For this reason many in HackMaster will disguise themselves as magic-users, possibly taking up the trade just enough to give the facade an appearance of realism. Weretigers might have no qualms about turning on their party if the party begins to behave in a manner that the Weretiger finds incompatible with its desires.

Werewolves are chaotic evil and therefore very unpredictable, especially in a melee. Werewolves tend to run in packs or family units. Seldom will they join a normal party of adventurers, and if they do, once discovered as a lycanthrope they will turn and attack the party, usually choosing to do so when the adventurers are in combat with another monster.

Table 1T:
Lycanthrope Armor Constriction Damage

This table shows how much damage a character takes from armor constriction (before the straps burst and it falls off) during a sudden change to lycanthrope form.

Armor Type	Were-bear	Were-boar	Were-rat	Were-tiger	Were-wolf	Other
No Armor	0	0	0	0	0	0
Leather/Padded	1	1	0	1d4-2	1	1
Studded Leather/ Ring Mail/Hide	1-2	1d4-2	1	1-3	1d-2	1d4-2
Scale Mail/Brigandine	1-3	1-3	1d4-2	1-4	1-3	1d6-3
Chain Mail	1-4	1-4	1d4-2	2-4	1-4	1d6-2
Splint Mail/ Banded Mail	2-4	2-4	1d4-2	2-5	2-4	1-4
Plate Mail	2-5	2-5	1-3	2-5	2-5	2-5

Table 1U:
Change Probability For Lycanthropes

Waxing Moon	Years of Affliction			
	<2 years	3	4	5
Night before Half	25%	5%	-	-
Half	75%**	30%	20%	10%
Night after Half	50%	5%	-	-
Night before Full	50%	5%	-	-
Full	100%*	75%	50%	25%
Waning Moon	**Years of Affliction**			
Night after Full	50%	5%	-	-
Night before Half	50%	5%	-	-
Half	75%**	25%	15%	5%
Night after Half	25%	-	-	-

*There is no chance for voluntarily changing out of wereform.
**There is only a 25% chance for voluntarily changing out of wereform.

Lycanthrope Change Probability

Table 1U: Change Probability For Lycanthropes will aid the GM in determining the percentage chances of a player character lycanthrope changing into and out of wereform. Note that true lycanthropes are not affected by the stages of the moon, stress or any other effect that might cause a PC lycanthrope to undergo a transformation. After six years of experience, infected lycanthropes will be able to control their change at will. This table assumes the PCs are playing in a campaign world that has only one moon. For campaign worlds that have additional moons such as Garweeze Wurld, different transformation probabilities are possible. In fact, certain types of lycanthropes can be affected by different moons. Assume that the standard lycanthrope's transformation is tied to Arlora, the largest moon above Garweeze Wurld.

The change begins when the moon rises and ends when it sets. During this time the character is controlled by the GM, not the player. Often, the character discovers that he has done terrible things while changed and under the GM's control.

Other Magical Diseases

Lycanthropy is not the only type of weird and magical affliction that can strike a character. Filthy rats can carry disease. Mummies possess the dangerous Rotting Touch. In each case there are effects set out in the description in the Hacklopedia of Beasts. However, it is important for the GM to distinguish between normal and magical diseases. A normal disease is one that, no matter how exotic or fantastic, is caused and transmitted in ways we normally understand—germs, mosquitoes, rats, etc. To that end, the disease would be treatable by normal methods in the real world. A magical disease, like Rotting Touch, is one that functions by some unexplained magical property. As such, it is not curable by normal means. The GM should understand the distinction between the two types of diseases. With that knowledge, he can rule on the effects of various cures and potions.

Chapter 2

Player Character Races and Classes

Player Character Races

A player character is much more than a series of numbers on a piece of paper who suddenly springs forth from nothingness. When a player sits down at the table for the first time and takes on the role of a new character he should be reminded that his character had a life BEFORE he entered the picture. The character had a birth, he had a mother who loved him (if he was lucky) and he had a childhood; years of experience being reared in a world fraught with dangers and many challenges.

By the time the player comes along to step into that character's shoes there are several decades of life experiences behind that sheet of paper. And that's really what the background generation provisions in the PHB attempt to illustrate.

Many factors can affect a character's background. Two of the most important are his race and his character class. In a real sense, a character's class is his profession. Some characters are fighters, some are magic-users, some are clerics, and some are worthless no-accounts (such as your throw-away NPCs).

A character's race affects which character classes are available to him. Only humans have unlimited class options. All non-human races are limited to some extent. It is hard to forget this particular tenant of the rules because players moan and whine about it so much. How nice for the players if they were allowed to create any absurd combination of race and class that their hearts desired. Soon there would be Frost Giant clerics and Lizardmen bards frolicking all over the damn place. You think I'm kidding? Trust me, the restrictions on demi-human race/class combinations are there for good reason.

First, the restrictions are intended to channel players into careers that make sense for the various races. While it is possible for players to abuse the system and begin running such ridiculous things as half-orc illusionists, it's just not natural and such abominations should be extremely rare. Half-orcs are brutal thugs whose instincts, no matter how intelligent an individual may be, are for the application of purely physical violence. Inarguably, the vast majority of them do not possess the temperament to become magic-users. Half-elves, for the most part, lack the hardiness and physical will to be barbarians. Similar situations exist for the other demi-human races.

Secondly, the demi-human races have distinct advantages unavailable to humans. Infravision comes to mind. Keen hearing and eyesight are pretty big perks as well. Flexibility, the ability to choose from among all the classes and to advance without limit, is one of the very few human advantages. No matter how much your players cajole, whine, beg and persist do NOT allow yourself to be tempted to alter the rules when it comes to such restrictions. Remember your oath and stand your ground.

Even with this in mind, there's always got to be one wise guy who wants to be different. Playing by the same rules as the rest of us isn't good enough for him. Well, life in HackMaster isn't going to be easy for this freak! It is possible to create unusual class selections for certain half-breed races of characters that use the Gene Pool Method of character creation. Characters created under this method have access to the restricted "Take After" talent described in Chapter 6: Skills, Talents and Proficiencies.

A Non-Human World

The irresolute GM can, if he chooses, make all classes available to any race. This will certainly make your players happy – for the moment. However, by doing so you have announced to your players that you are prepared to compromise your principles as GM as well as the very integrity of HackMaster. This is a decidedly hazardous course on which to embark for there is no going back, no means of restoration. Consider the example of a misguided parent who, in the desire to be their children's friend, fails to discipline them when they engage in repugnant social behaviors or downright self-destructive practices. As the good proverbs state, "He that spareth the rod hateth the child." Do not shirk your role. You are in charge– so take charge! If not, your "friends" will soon up the ante and eventually begin whining for a HackMaster +12!

If you are indignantly determined to plow ahead regardless of my initial warning, consider these additional consequences. If the only special advantage humans have is given to all the races, who would want to play a human? No one! Humans would be the weakest race in your world. Why play a 16th level human paladin when you could play a 16th level dwarven paladin and have all the abilities of paladins and dwarves? If none of the player characters are human, the next logical step is to assume that no non-player characters of any importance are human either. Your world would have no human lords, emperors or magi and consequently no human kingdoms. It would be governed by dwarven, elven and/or half-orcish nobility. This is not necessarily a contemptible state of affairs, but you must carefully consider what kind of society non-humans would create. Building a believable fantasy world is a daunting task; creating a believable alien fantasy world (which is what a world dominated by non-humans would be) is a huge challenge even for the best professional writers of fantasy. Trust me on that one.

What would non-humans value? How would this affect trade and commerce? What would non-human governments be like? A society governed by long-lived elves would be a vastly different place than a human-dominated world. It is possible that certain character classes might not even exist. Paladinhood, for example, is a uniquely human perspective. If you only change the image (i.e. elven paladins behave exactly like human paladins), what you have got is the "humans in rubber masks" syndrome common to certain substandard science-fiction programming. Even within the human race there are vast cultural differences. Think how much greater these differences would be if the DNA were entirely different. Additionally, if humans are weak, will the other races treat them with pity? With contempt? Will humans be a short-lived worker class or fodder for use in battle?

Racial Level Restrictions

In addition to unlimited class choice, humans may advance without limit in their chosen class(es). Once again, this is a human special ability, something no other race has. In the HackMaster game, humans are more motivated by ambition and the desire for power than any other race. Thus, humans advance further.

Demi-humans can attain significant levels in certain classes, but they do not possess limitless horizons or a scope of choices. Such characters are limited in how high a level



they can achieve both to preserve internal consistency (humans are more flexible than non-humans) and to enforce game balance.

With their great longevity, demi-humans without limitations could potentially reach levels of power far beyond anything attainable by humans. The world would be dominated by these extremely powerful beings, to the exclusion of humans. Human heroes would be feeble compared to the Übercharacters which centuries of adventuring by elves could produce. Given their numerous advantages, demi-humans would be the most attractive races—no one would play a human. The resulting game will be completely unlike the standard sword-and-sorcery milieu. You might need to set the campaign in an ancient age, before the ascendance of men (but given that the deck is stacked against them, it is unlikely that humans would ever become dominant).

The Game Must Go On!

As a GM, you will eventually be faced with a situation in which a player has maxed out his precious little dwarf or elf and is forced to stand idly by while his human compatriots continue to advance past him. Studies have shown that this stress will eventually cause the player into behaving irrationally; he may "kamikaze" the character or simply quit the game.

Should you be faced with the above mentioned situation, inform the player that the situation he has gotten himself into is purely the result of poor planning and greed. (Maybe next time he'll think twice before salivating over all the advantages demi-humans have over humans). However, there is no need to act like a big baby just because he can no longer advance in level. There is still a purpose to adventuring. His character can vastly improve upon his skills. Gaining mastery in several combat procedures may well prove more valuable that the couple of extra hit points gained by advancing a level. Since he will undoubtedly have a large pile of cash now that he doesn't have to pay egregious training fees, why not spend some of that money attending courses? A perfect time to do so would be while his fellow adventurers are spending tens of thousands of gold pieces advancing to the next level.

Furthermore, although the PC may no longer advance in level, he may still earn experience points and funnel these to his protégé(s) (See Mentor Protégé System in Chapter 1). Thus a character who is "maxed out" in character class levels is likely to have protégés of a higher level than his human peers. This should be some consolation.

Creating New Player Character Races

The races listed in the Player's Handbook are only a few of the possible intelligent races populating Garweeze Wurld. Your players may want to experiment with characters of other races, such as Lizardmen, Brownies or even giants. Before you agree to this, however, you need to know very clearly the dangerous area you are getting into. Unrestricted or ill-considered use of non-standard races can easily and quickly destroy a campaign. Always consider a new race from a variety of angles: How does the new race fit with the other player characters? How does it fit in the campaign in general? What could you accomplish with this race that you couldn't with another?

Some players who want to play an unusual race desire only the thrill and excitement of a truly challenging role-playing situation. The majority are, however, rules-lawyer types who see such races as a way to take advantage of the game system and campaign situations. You are well advised to move slowly and carefully in this area. Allowing player characters of unusual races introduces a whole new set of problems.

In creating a new non-human or demi-human player character race, the rules and guidelines below should be followed to preserve game balance. The race should be humanoid (i.e. it must have two hands, at least two legs and stand generally upright). The race must be able to move about on land. It must also be intelligent. An Orc or a Centaur would be acceptable. The race cannot possess special abilities beyond the scope of those already given for the other player character races. Although a dragon can polymorph into human form, it makes for an unacceptable player character because it has a number of extraordinary abilities such as a breath weapon, shape changing and significant spell use, all of which give the potential player of such a character enormous and unfair advantages over their peers.

The race cannot be extra-dimensional or draw on extra-dimensional powers. It cannot have significant innate spell casting ability, be undead, or possess magic resistance. The race must have some tangible connection to the human-dominated surface world. Duergar, evil dwarves living in the NetherDeep, have no use for any of their dwarven brethren unless it is to push them in front of a pursuing Mindflayer. It is highly unlikely that one of these diminutive phengophobiacs would decide to pursue an adventuring career. Similarly, Satyrs resent intruders into their woods and glades, which rules them out as player characters. You must judge this criterion based on the conditions in your game world. If these conditions are met, the race can be considered as a possible player character race. Some examples of races that definitely fit the profile are Orcs, Lizardmen, Goblins, Centaurs, and Kobolds.

When experimenting with a new player character race, allow only one at the start. Do not begin your experiment with a whole party of Brownies. Start slowly, involving only one player. If the new race is too powerful, don't say we didn't warn you!

Once the new race is selected, the real work begins. Examine the race and apply all of the following guidelines to it.

Character Abilities: All races, regardless of type, must use the same ability generation method as all other player characters. Their scores will range from 3 to 18 unless modified by pluses or minuses.

Creature sizes, defined in the Hacklopedia, affect abilities as follows:

Creatures of Tiny (T) size have a -3 modifier to Strength and receive only a 10 hit point "kicker" instead of the 20 hit point "kicker" standard for other races. Creatures of Small (S) size have a -1 modifier to Strength. Creatures of Large (L) size have a +1 modifier to Strength. Huge (H) creatures gain a +2 to Strength and Gargantuan (G) creatures have a +4.

Those with an Intelligence less than average (as determined by the GM or as listed in the Hacklopedia) suffer a -1 penalty to Intelligence and those exceptionally Intelligent or greater gain a +1 bonus.

All other ability modifiers are assigned by the GM. Likely candidates include minuses to Charisma and Wisdom and plus or minus adjustments to Dexterity. In all cases, bonuses and penalties should balance out. If a creature has a +1 bonus to Strength, it should have a -1 penalty to another ability. With the exception of Strength, no creature can have a modifier greater than +2 or -2 to any score.

Racial Ability Requirements: It is possible for a creature to have seemingly illogical Ability Scores. However, you can set minimums and maximums on these. Table 2A: Ability Prerequisites for Demi-human Characters in the HackMaster Player's Handbook shows these limits for the standard player character races. It is your job to do the same for nonstandard races. As a guide, creatures of large size should have at least an 11 Strength and, unless they are described as agile or quick, should have a ceiling of 17 Dexterity. Dull-witted creatures (those of low Intelligence) should have a limit of 16 Intelligence. You can waive any requirements if, for example, a player wants (or gets) a Hill Giant character with Strength 6 – tough luck for him! Some rationale should be offered, however. (In the case of the weakling Hill Giant, perhaps he was the runt of the family with a degenerative tissue disease, cast out by his fellows, and forced to take up adventuring.)

Character Classes: You must judge what character classes the new race can be. Use the following information as your guide, and start with a narrow range of options. You can always widen it later. Almost any sort of creature can be a fighter. None (except humans) can be paladins. Those favoring the outdoors (Centaurs, for example) may be rangers. Those with penalties to Wisdom cannot be clerics; others can be clerics only if their description in the Hacklopedia mentions NPC clerics and the creature has some type of social organization (a tribe, clan, etc.). Sylvan or faerie characters may be druids. Those with penalties to Intelligence cannot be magic-users. If the description in the Hacklopedia implies that a creature is stupid, dull-witted or in any way averse to magic and spell casting, it cannot be a cleric or magic-user. A Dexterity penalty does not necessarily prevent the character from being a thief, just a capable one. Creatures of large size or greater must have severe penalties applied to their base chances for success in the various thieving disciplines. If it is implied that a creature is clumsy or awkward, it too must have severe penalties (see Table 3NN: Thieving Skill Racial Adjustments in the HackMaster Player's Handbook and use the penalties applied to half-ogres as a starting point). A new character race can be multi-classed if there is more than one potential class open to it (e.g. fighter and thief). Classes from the same group cannot combine into multi-classes (e.g. fighter/ranger). Characters from variant races must also have scores of 14 or higher in the prime requisites of both classes to qualify for multi-class standing.

This particular condition does not apply to normal player character races.

Level Limits: Like all non-humans, new player character races have level limits. However, these limits are lower than those for other non-humans, since these races are often unsuited to adventuring. (Perhaps this explains why player characters of these races are so rare.) The maximum level a character from a variant race can attain depends on the character's prime requisite Ability Score (or scores). Use Table 2A: Maximum Levels for Variant Races to determine the character's maximum level.

Table 2A:
Maximum Levels for Variant Races

Prime Requisite Score	Level Limit
9	3
10	4
11	5
12	6
13	7
14	8
15	9
16	10
17	11
18+	12

As with the standard demi-human races, these level limits are there for a reason. It is unusual enough that a member of the race has become a player character at all! Without the direct intervention of the gawds themselves, a character from a non-standard race can never rise above 12th level.

Alignment: The Hacklopedia lists alignments for most races. If an absolute alignment is listed (e.g. "good" or "chaotic neutral"), the player character has that alignment. If only alignment tendencies are given, the player can choose any alignment.

Hit Points: All creatures roll their hit points using the die appropriate to their chosen class plus the 20 hit point "kicker" (or 10 point "kicker" in the case of tiny creatures). At 1st level, Large and greater size creatures gain one additional hit point for every Hit Die the creatures would normally receive (pluses to the die are ignored) in

addition to their normal Constitution bonus. Thus, a Gnoll thief with a Constitution of 11 would still gain a +2 hit point bonus at first level, since Gnolls normally have 2 Hit Dice. (Remember that Large size creatures suffer larger-than-man-sized damage from weapons!) Thereafter, all new races earn hit points according to level advancement, Constitution, and character class.

Level Advancement: The character progresses like all others of the same character class. Being a nonstandard race does not give the player character any special benefits to his character class.

Armor: Most creatures (Orcs, Gnolls, Goblins) have an Armor Class of 10 (and thus wear armor for protection). Some creatures, however, have natural armor which is retained by the player character. These characters gain the benefit of a +1 bonus to their AC only if any other armor worn is worse than or equal to their natural Armor Class (as per horse barding). If better armor is worn, natural armor is ignored and Armor Class is determined by the armor being worn. Odd-sized and odd-shaped creatures cannot wear off-the-shelf armor; it must be custom made (a good rule of thumb is that this specialty armor costs twice as much for creatures through size M, quadruple for size L, eight times as much for H and twenty times as much for G.)

Movement: The creature's movement rate is the same as that listed in the Hacklopedia.

Attacks: The player character is allowed the number of attacks given his character class and level, not the number listed in the monster description in the Hacklopedia.

Size Problems: Players who play Large-sized creatures hoping to get an advantage over others should quickly discover many problems they did not anticipate. Consider the plight of the player who decides to run a Hill Giant. Right away, he will have a hard time buying basic equipment. Who makes boots for giants in a human town? Everything must be custom made at two to twenty times its normal cost. This is a minor inconvenience compared to other difficulties. Buildings and dungeons are usually built for humans and other Medium-sized creatures, denying the large oaf the opportunity for lodging and causing severe difficulties in most dungeon crawls. Even the most stubborn player will eventually tire of drinking from thimble sized cups and buying five dinners at a time. Will he enjoy spending a restless night in a leaky stable while his companions enjoy warm feather beds upstairs in the inn? Days of traveling will quickly show him the joys of blisters while everyone else rides (no horse can carry him), especially when his companions gallop spryly away from oncoming danger, leaving him in its path. Ropes will have an annoying tendency to break when the big lug tries to climb them. And the Hill Giant better have at least 20 friends handy to pull him out of that 30-foot pit!

NPC Reactions: On the personal side, expect NPCs to have strong negative feelings about an unusual player character race. He will likely be an outcast and a liability to the other players. These reactions will make life more difficult for the player character, but they are the price the power player pays for his unusual choice.

Final Note: If you, through an arrogant disregard for our warnings, find yourself knuckling under to the demands of your players and are in danger of losing control, keep this fact in mind. Turnabout is fair play. The next band of Orcs they encounter is likely to be battle hardened veterans, each of which is an 8th level fighter. *Tempora mutantur, nos et mutamur in illis.*

Player Character Classes

The HackMaster Player's Handbook discusses the nucleus of character classes, explaining the mechanics of how they work and what they can do. However, there is more to being a GM than just knowing the hard and fast rules; after all, any idiot savant player can manage that. Character classes form the heart of the HackMaster game, so it is useful to understand some of the concepts and relationships that define classes and how they function.

Class, Level and the Common Man

Character class and level are handy measures of a character's capabilities. Every class outlines a basic role for the character – a manner in which he can best contribute to the dungeon crawl and ultimately in life. Each level defines additional power and provides a system whereby you can quantify and balance encounters. With only a little practice you will learn that characters of X classes and levels can easily defeat monsters with a Hackfactor of Y, but that monsters with a Hackfactor of Z will cause them serious problems. This helps you create exciting, balanced adventures for your players. Yet, at the same time, you must be aware that the concepts of classes and levels don't really apply to the civilian world. The longshoreman unloading the caravel from whence the characters have just debarked isn't a 1st, 5th, or 18th level dockworker. Such a concept is ludicrous in the extreme. Only a complete dunderhead would waste time creating peasant characters of various levels. The longshoreman is a commoner whose job it is to load and unload cargo on seagoing vessels. The waitress is not a special class, nor do levels define her abilities. Her sassy attitude is a function of her personality, not her level as a commoner. The longshoreman or waitress may be exceptionally skilled and competent, but for them this is not measured in character classes. There is no such thing as a dockworker or restauranteur class, any more than there are merchant, nobility, smith, aristocrat, hermit, navigator, tinker, beggar, clerk or commoner classes. These are occupations, not all-encompassing descriptions. Absurd attempts at generating complete classes for commoners in a high-fantasy game is a symptom of foolish game designers and/or a company that has its own way and no longer has the pulse on the needs or desires of

the average gamer. Push such games away with disdain as they will only degrade rapidly as each succeeding supplement seeks to outdo the last for thoughtless blather and shrinking content value. In HackMaster, commoners are common and heroes are heroic. The situation would be utterly ridiculous if every NPC had a character class. You would potentially have 7th level waitresses (perhaps the hostess?), 3rd level street urchins and 5th level merchants reporting to a name-level guildmaster. The whole concept defies common logic and utterly boggles the mind.

In HackMaster, we do it the right way. Most non-player characters are just commoners making a living and nothing more. Only a few people actually attain any character level. Not every soldier serving in a war becomes a fighter (in fact, the first level fighter level title is 'Veteran' indicating the character probably already served in the military in some capacity). Not every invalid beggar who cons a gullible paladin becomes a thief. Characters with classes and levels have them because they are in some way special. This has nothing to do with Ability Scores, class abilities or levels. Such characters are special by definition. The fact that players control player characters renders them special. Perhaps these special individuals are more driven, have some unknown inner spark or just the right combination of talents and desires. That's up to the players. Similarly, non-player characters with classes are special because you as GM have so dictated. Plain and simple. There is no secret reason for this, it just is.

0-Level Characters

The great mass of humanity, elven-kind, dwarves and halflings, are "0-level" (zero-level) characters. They can gain skills, talents and proficiencies, but they do not earn experience points for their activities. These common folk form the backbone of every fantasy world, making goods, selling cargoes, building ships and sailing oceans, cutting trees and hauling lumber, raising and tending livestock, raising crops and just about anything else necessary to keep the economy moving. Many are quite talented craftsmen and artisans. They tend to be even more proficient than player characters with the same training. After all, 0-level characters earn their livings doing this kind of work. For player characters such skills are almost more of a hobby. For the vast majority of 0-level NPCs you create and use in your game, all you need to know is a name, a personality, and an occupation. When the characters deal with the blacksmith or the innkeeper, there's no need to create Ability Scores, to-hit adjustments, Armor Class and the like. This assumes, of course, that your player characters don't go attacking every blacksmith and innkeeper in sight. If they do, (always a possibility), you need to know a little more about 0-level characters.

Ability Scores: These range from 3-18. For simplicity, don't worry about most racial modifiers for the demi-human races. Racial modifiers to combat, Armor Class, hit points, etc., do apply.

Skills and Proficiencies: At best, a [non-mercenary] 0-level character will have one weapon proficiency, if that character's profession reasonably allows for it. For example, a blacksmith could be proficient with a warhammer, and an innkeeper might be allowed skill with a club (the axe handle under the bar...), but there's little chance a clerk is going to be skilled with any type of weapon. In nonmilitaristic skills, talents/arts and proficiencies, 0-level characters have as many, and at the level of mastery, as are needed (and reasonable) given their profession and age. Thus, a blacksmith will have the sophisticated task: blacksmithing skill, usually in the Advanced (51+) mastery range. Novices and incompetent craftsmen have the bare minimum training and skill (mastery range 0-25). Typical journeymen spend two or three slots on their main skill (mastery range 26-50). Experts and brilliant artists who devote all their ability to a single skill, talent or proficiency usually possess a high degree of mastery in their chosen profession. Masters, who watch over the work of journeymen and apprentices, are normally no more accomplished than journeymen but have additional skills in other relevant areas such as administration.

Hit Points: The majority of people have from 21-24 hit points (20+1d4) or 1/2 of a Hit Die. Dwarves and gnomes average from 21-28 hit points (20+1d8) or one Hit Die. Adjustments can be made for occupation or condition as indicated on Table 2B: 0-Level Hit Points by Title.

Table 2B:
0-Level Hit Points by Title

Profession	Die Range
Manual Laborer	20+1d6
Soldier	20+1d8
Above Average Active Person	20+1d5
Average Person	20+1d4
Sedentary Person	19+1d3
Invalid/Beggar	15+1d4
Child	2d6
Youth	3d6

Some players think it is unrealistic that a typical peasant cannot be killed by a single sword blow, a fall from a horse or a thrown rock. However, in the real world, people can and do survive incredible injuries and wounds. It is sometimes useful to make important NPCs, such as 0-level kings or princes, tougher than the average person. This is particularly important in the case of rulers; otherwise some crazed player character is going to overthrow the campaign kingdom with a single lucky swipe of his sword. This is normally not a desirable result and can upset your carefully laid plans. However, using hit points to do this is NOT the proper method. Just because you want your zero level NPC king to be tough doesn't give you the right to tamper with the rules. These rules are above you. The right thing to do is think about the situation realistically and make the king stronger through applied logic. Make his body guards high level fighters. Have the king benefit from many permanent defensive magical spells and magic items (obtained with his vast wealth). He could even be a clone of himself. Let it be known that his son has several high level assassins in his

employ and that he would be greatly put out if his father were to die unnaturally early. The methods are as infinite as your imagination, so don't go needlessly stampeding toward an extra dozen hit points or more as a solution.

Adventurers and Society

Since most people do not fall into a particular character class, how common are those with character classes and how do they fit into the society around them? This is an important question, one you will answer as you create your campaign. You don't have to sit down and calculate a precise formula (e.g. 2% of the population are adventurers), although you certainly can do so if you want. More likely, the answer will form over time. As you populate villages, create encounters and GM game sessions you will unconsciously make your choices about frequency and character role. As a general rule, the more "rough and tumble" the area, the more likely that individuals with character classes will be present. A wealthy commercial district in a major town far from the frontier will doubtlessly contain far fewer adventurers. There are, however, differences in how frequently the different class types will logically show up.

Fighters

Fighters are by far the most common character types in normal campaigns. They meet the least stringent class requirements and are drawn from the biggest pool of talent: soldiers of innumerable field armies, mercenary companies, town militias, palace guards, temple hosts and sheriff's men. In such forces, the potential fighter learns his trade. He is taught how to wield and maintain his weapon(s) and grows accustomed to bearing the heavy load of armor and equipment on long marches. He learns basic tactics and earns acceptance as a fighting man. From these ranks skilled veterans go on to become 1st level fighters. Such men are often given rank in recognition of their competence. Thus, a 1st level fighter may become a sergeant. The tendency is to award officer ranks to progressively higher level fighters. However, this trend is not absolute and often breaks down at the highest levels. A legion's commander may only be an upstart 8th-level fighter but due to his high level of skill mastery in the military: leadership and military: operations skills, he now commands battalions led by 9th and 10th level fighters! Level is no guarantee of rank, nor is rank fixed to level. Some people don't want responsibility and all the hassle that inevitably comes with it. They would rather receive a specific mission from the "big picture" guy. Political maneuvering, social class and favoritism can raise even the lowest level character to the highest position of authority, thereby ensuring that most choice ranks in any army will be filled by cavaliers, not simple fighters.

Few armies are composed of high or even low-level fighters. Opportunities to gain experience in battle are necessarily fraught with danger and only the small minority survive long enough to become accomplished fighters. It is just not possible to find an army composed solely of 4th level fighters. It's rare enough to find a single unit staffed exclusively with leveled fighters. Such units are elite, superbly trained and outfitted, and are normally held in reserve for special tasks. They may be the shock troops of an assault, the reserve of an army held back for a decisive counter-attack, or a special operations "monster squad." Adventurer fighters (whether player characters or NPCs) are those who have struck out on their own. Not every man is content to either take orders or give orders, and fame seldom comes to the common foot soldier (though of course there is the occasional Audie Murphy). Some men are willing to try to rise through the ranks, but it is by no means an easy or speedy process. There aren't many openings, nor is it a path where skill at arms guarantees success. Given all this, it's not surprising that most fighters opt for the more direct method of adventuring. In the course of adventuring, though, many fighters ironically find themselves becoming leaders and commanders, assembling men around them as they carve their own place in the world.

Paladins

Paladins are rare, in part because of the statistics of dice rolling and in part because paladinhood is an exacting road for characters to follow. It is human nature to err and fall from the special state of grace required. Few characters are up to these demands, but those that are can be truly special. You will not find military units with hundreds or even dozens of paladins. At best, they form small groups. Often, because of the sterling example they set, paladins lead others in battle. On the other hand, they tend to be ill-suited to the task of ruling, which too often requires compromise of one's principles. It is common to find the paladin working in cooperation with the clergy of his religion, but lone paladins, carrying their faith into the wilderness, also appear in the tales of legend.

Dark Knights

The evil knight (sometimes colloquially known as an "anti-paladin") is also rarely encountered, in part because the statistics of dice rolling weigh against generating such a character but also because many infernal demands are placed upon his shoulders. The champion of evil has many eyes watching him and the penalty for failure tends to be more severe than receiving a counseling statement! Few characters are up to these demands, but those that are can be truly diabolical. Often, because of their sinister Charisma, dark knights lead others in battle. They also tend to be well suited to the task of ruling with an iron fist. It is common to find the dark knight working in cooperation with evil clerics.

Knight Errant

These vainglorious loose cannons are often a menace to adventurers. Whenever there's fame and fortune to be had, knight errants are sure to appear. Since said opportunities tend to closely correlate most to adventures in which players find themselves embroiled, there is often friction (if not open conflict) between the two.



Rangers

Rangers tend to be gruff loners, uncomfortable in the company of "civilized" men. They are also uncommon, again due to the demanding ability requirements of the class. These two factors make companies of rangers most unlikely – only marginally less common than hordes of paladins. Although loners, they do not mind the company of other rangers, those who understand the ways of the wilderness and the need for space. Small groups of rangers will sometimes join an army as its scouts, especially if the need is pressing and the cause is just. They will occasionally be found in remote villages or near untracked wildernesses. Here guides, scouts, woodsmen, trappers and pioneers form the pool from which the ranger ranks are filled. Few can be found in civilized lands—rangers in cities are truly oddities.

Cavaliers

Though not as rare as paladins, their membership in the aristocracy ensures that they keep their distance from the "unwashed masses." Most will serve in high-profile positions (preferably as large unit commanders but potentially as ambassadors or governors) within the established order. Interaction with them on the part of adventurers will be rare and usually handled by intermediaries unless of grave importance. If they can lower themselves to seek assistance it will only be for "messy jobs" with little potential for recognition by their peers and superiors.

Barbarians

Owing to the nature of the environment needed to foster the future barbarian, they understandably will not be encountered in the civilized areas of Garweeze Wurld unless as part of a raiding party, captured slave or gladiator. However, in those areas not domesticated by civilization, they are found in numbers. In fact, many of the healthy people between 16 and 40 will probably be 1st level (or greater) barbarians!

Berserkers

The inherent self-destructive bent of these guys ensures a short life span. They are shunned by most people and consequently rarely encountered.

Monks

This special class of fighter draws their power from rigorous mental and physical discipline. Complete withdrawal from ordinary society is a prerequisite for the pedagogic meditation necessary in attainment of samadhi. This is not to say that monks do not have strong ties to the communities around them. Indeed, in times of trouble these Zen masters will intercede in conjunction with the clergy to combat some terrible menace.

Most of the inhabitants of a monastery are there seeking enlightenment; pursuit of an adventuring career is never a goal of the typical monk. Thus, an adventuring monk is an oddity driven by some higher purpose.

Clerics

Cleric characters are not required to take up arms and set out on adventures to smite evil. No, their hierarchies require administrators, clerks and devout workers of all types. Thus, although there may be many clergymen at a temple, only a few will have a character class and levels. Not all of the faithful at a temple are 1st level (or higher) clerics. Most are deacons or nuns, devout men and women working to serve their faith. Non-adventuring clergy are no less devout than their adventuring brethren, nor do they receive any less respect. Thus, it is possible to have leaders within a religious hierarchy who show no signs of special clerical ability, only proper faith and piety. Even more so than with military men, level is not a determiner of rank. Wisdom and its use, not the application of firepower or the number of foemen smitten, are the true pearls of the clergy. In the end, adventuring clerics tend to form a small nucleus of crusaders for the faith. They are the ones who demonstrate their faith by braving the dangers that threaten their beliefs, the ones who set examples through trials and hardships. From these, others may spiritually profit.

Druids

As with clerics, NPC druids foster a community and are even less inclined to be adventurers. Inherently pacifistic, druids seek to maintain the status quo balance of nature. Humanoid tribes, given their tendencies towards wanton destruction, tend to be most likely to cause druidical circles to step forth and combat the threat. However, an encroaching civilization with its attendant deforestation, road building and overgrazing can also draw their ire.

Magic-users

Magic-users are the most iconoclastic and self-important of all the character classes, for they are unique among all character classes. The peasant can pick up a sword and fight; a pious man can hope to serve his faith; a local wag can spin a good tale; and an unprincipled cad can rob the local merchants. But no one other than a magic-user can cast magical spells. The need for highly specialized training truly sets them apart, and they know it. When magic-users gather, they tend to form societies or associations, organizations for men who speak of things not understood by the common folk (much like scientists, scholars and sages). These guilds can be extremely powerful. The combination of lofty IQs coupled with vast resources and potent magic can easily result in a veritable "Manhattan Project." The machinations of some of these groups defy scope.

To outsiders, magic-users seem aloof and daunting. Like craftsmen, they are most comfortable in the company of their fellows, speaking a language they all understand. The untrained, even apprentices, are intruders upon this fellowship and are apt to receive an icy and rude reception. Magic-users are an eccentric, even perverse, lot. They're likely to be found just about anywhere. Nonetheless, they have an affinity for civilization, ranging from small villages to vast cities. Many magic-users become adventurers, although it is an extremely dangerous undertaking to which they are ill trained and ill-suited. The powerful magical devices they crave usually lie deep in the bowels of some dungeon and it is only with the aid of a band of lunkhead fighter-types that they can get their grimy hands on them!

Some magic-users spend their time experimenting in seclusion or working in the service of others, preferably well-paid. Nearly all major families, merchant princes and nobles have a magic-user or two in their employ. A few attempt (generally without success) to have these magic-users mass-produce magical items. The problem is that magic-users are difficult to manage. They do not care for others bossing them around or encroaching upon their perceived privileges and rights, especially since they have the magical resources to make their displeasure known. Also, they are usually kept busy finding ways to strike at their employer's rivals (or thwarting such attempts against their own lord). Foolish is the king who does not have a personal magic-user, and lamentable is the ruler who trusts the wrong magic-user.

There are a few odd magic-users who spend all their time shut away from humanity in dark, forbidding towers or gloomy, bat-infested caves. Here they may live in rooms where opulent splendor mingles with damp foulness. Perhaps the strains and demands of their art have driven them mad. Perhaps they live as they do because they see and know more than other men. Who knows? They are, after all, eccentric in the extreme and doubtlessly on the path to someday becoming a Lich!

Illusionists

Illusionists tend to be more detached from reality than magic-users. They tend to crave attention, though, and enjoy living in large communities where they can bedazzle, shock and amuse people far less clever than themselves. The further they progress in their art, the more they become enamored of twisting reality. Most higher level illusionists live in a world entirely of their own imagination.

Battle Mages

Focusing on the martial applications of magic, battle mages are less prone to dabble in aloof theory than ordinary magic-users. Their skills are highly sought after by those commanding armies. Since they age at twice the normal rate, battle mages are all about the "here and now" and are practical to the point of bluntness. Most NPC battle mages will be employed by a warlord or similar type.

Thieves

Thieves, easily the most common class after fighters, are often people who don't fit in elsewhere. Unlike other classes, nearly all thieves are adventurers, often by necessity. True, many settle permanently in a single area and live off the local population, but when your life tends to be in defiance of the local law, you have to live with your bags packed and be ready to leave at a moment's notice! Each job is an adventure involving risks (including, possibly, death), and there are precious few opportunities to relax and let your guard down. Thieves occasionally form guilds, especially in major cities and places with a strong sense of law and order. In many cases, they are forced to cooperate merely to survive. Influential thieves see guilds as a way to increase their own profits and grant them a modicum of respect. They become crime lords, directing operations without ever having to dirty their hands. At the same time, the membership of a thieves' guild is by definition composed of liars, cheats, swindlers and dangerously violent people. Thus, such guilds are hotbeds of deceit, treachery and back-stabbing (literally). Only the most cunning and powerful rise to the top. Sometimes this rise is associated with level ability, but more often it is a measure of the crime lord's judge of character and political adeptness. Curiously, thieves who are masters of their craft tend not to advance too high in the organization. Their talents in the field are too valuable to lose, and their effort is expended on their art, not on maneuvering and toadying. There is, in fact, no rule that says the leader of the thieves' guild has to be a thief. The leader's job involves Charisma, character appraisals and politicking; a powerful crime lord could turn out to be a shifty merchant, a well-educated nobleman or even a Nefarian.

Assassins

Universally loathed by nearly all sentient races, assassins have carved out a niche for themselves as a resource of last resort. Even the darkest souls are loath to seek the services of such characters, for it is well known that their loyalty is for sale to the highest bidder. Tit-for-tat assassinations are the norm once this card is played and this is a high stakes game indeed. Never again having a restful night's sleep is a high price to pay for conveniently disposing of a rival.

That being said, there are enough desperate and greedy folks in the world to keep assassins gainfully employed. More so even than thieves, assassins are forced to cooperate if they wish to keep breathing. Nearly all assassins belong to a guild. While the ranks of a thieves' guild may be filled by non-professionals, such is not the case with assassins. Assassins' guilds are highly secret organizations usually long established in a large city. Secrecy is paramount for they can number nearly all of humanity as their enemies, most notably their employers! (The surest means of protecting oneself from a retaliatory assassination is to kill the assassin you just hired.) Contracts will typically only be taken from individuals well known to the guild and then only through a Byzantine network of agents. The true identity of the assassin, or indeed any member of the guild, will never be revealed. Freelancing is an anathema to the guild not only because it deprives them of the fee but more importantly because it endangers the lives of every member of the guild.

Typical fees paid (in gold pieces) for assassination are listed on Table 2C: Minimum Fees for Assassination.

Table 2C:
Minimum Fees for Assassination*

Level Of Assassin	Level of Victim 0	1-2	3-4	5-6	7-9	10-12	13-15	16+
1	50	100	150	200	250	—	—	—
2	60	120	175	250	300	350	—	—
3	75	150	225	300	400	500	—	—
4	100	200	300	450	600	750	1,000	—
5	150	300	450	700	900	1,100	1,300	1,500
6	250	500	750	1,000	1,300	1,600	2,000	2,500
7	400	800	1,200	1,600	2,000	2,500	3,500	4,500
8	600	1,200	1,800	2,400	3,000	3,750	5,000	7,500
9	850	1,700	2,600	3,500	4,400	6,000	7,500	10,000
10	1,200	2,400	3,600	4,800	6,000	8,000	10,000	15,000
11	1,700	3,500	5,100	7,000	9,000	12,000	15,000	20,000
12	2,500	5,000	7,500	10,000	13,000	17,500	20,000	25,000
13	3,500	7,000	11,000	15,000	19,000	25,000	32,500	40,000
14	5,000	10,000	15,000	20,000	27,500	35,000	45,000	60,000
15	10,000	20,000	35,000	50,000	75,000	100,000	150,000	250,000
16	15,000	30,000	55,000	80,000	122,500	165,000	255,000	440,000
17	20,000	40,000	75,000	110,000	170,000	230,000	360,000	630,000
18	25,000	50,000	95,000	140,000	217,000	295,000	465,000	820,000
19	30,000	60,000	115,000	170,000	265,000	360,000	570,000	1,010,000
20	35,000	70,000	135,000	200,000	312,500	425,000	675,000	1,200,000

*Important, popular, and/or noble victims will be considered as being above their actual level with respect to fee. For example, an elder of a town who is generous and just (thus popular) might be only 4th level, but for purposes of payment for assassination the character would be considered at three times actual level.

Bards

Bards are very common, rivaling thieves in their lack of rarity and, like thieves, tend to be adventurers, but for somewhat different reasons. They do often violate the law and, in particular, anger their latest mark, and find it necessary to move on to the next town and the next adventure. But just as often they are driven by lack of easy marks. Although some bards settle down in a town or city, most travel from place to place. There are generally no bard guilds or schools, no colleges, societies or clubs. Instead, bards sometimes band in small groups, loose affiliations that allow them to work their scams on unsuspecting patsies. Most frequently, however, bards rely on the informal hospitality of others. Universally charming and full of entertaining stories, bards make wonderful guests (that is, until they've taken off with your silverware).

Character Classes in Your Campaign

While the character discussion above provides a structure for adventurers in the game, your own campaign might be quite different. Whenever you alter the balance of the character classes, be sure you consider what the changes could do to your campaign.

High-Level Characters

Along with character classes and levels comes the natural tendency to classify campaigns according to the level of the characters. Experienced players speak of "low-level" or "high-level" games in different terms and, indeed, such games are different from one another. Also differing from game to game, however, is the definition of high level.

Defining "High Level"

What constitutes a low or high-level game is a matter of taste. Generally, GMs and players find a range of character levels that is comfortable for their style of play. Campaigns that commonly have 4th to 8th level characters consider those with 12th level or more to be high level, while those with 12th level characters set the limit closer to 18th or 20th level. While there is no set break-point for high level, character duties and responsibilities begin to change around between 9th and 12th level. Generally, players find battling monsters and discovering treasure to be less and less satisfying as time goes on. Their characters' abilities are such that monsters need to be almost ridiculously powerful to threaten them. Treasures must be vast to make an impression. While incredible foes and huge treasures are good once in a while, the thrill usually quickly wears thin.

Changing Campaign Styles

When players begin to get jaded, consider changing the style of the campaign. Higher level characters have great power, they should have adventures where that power influences and involves them in the campaign world. As leaders, rulers and wise men, their actions affect more than just themselves, spreading outward in ripples over those they rule and those they seek to conquer. Political machinations, spying, backroom deals, treachery and fraud become more pronounced. While these elements can play a part in a low-level campaign, at higher levels the stakes are much greater. Added intrigue can be introduced into a campaign gradually.

For example, Rangvald, a mid-level fighter, is appointed sheriff of a local village as a reward for his sterling deeds. He can still adventure as he is accustomed, but now he must also watch over the villagers. The GM has the local bandits raid the trade road. As sheriff, Rangvald must stop them. He goes with a small group, only to discover a camp of 500 outlaws. Realizing he's badly outnumbered, he beats a hasty retreat, raises a small militia, and clears the countryside of the enemy. With this he rises in level. In addition, his lord is pleased and grants Rangvald stewardship of several villages, with sheriffs under his command. The neighboring baron (who organized and sent the bandits) notes Rangvald's success with mild displeasure, planting the seed of a festering hate. More immediately, the craven and vengeful sheriff of the next village on the road (whose incompetence allowed the bandits to flourish) suddenly finds himself out of favor. He blames Rangvald and searches for a way to bring the new steward down, ruin his life and hopefully urinate on his grave. As the campaign progresses, you can slowly spin a web of intrigue around Rangvald as enemies, open and hidden, seek to block his progress and generally mess with him. Against the odds, Rangvald may find himself destined to become the king's champion, gaining new titles, responsibilities, friends and enemies along the way. On the other hand, your NPCs may be too much for him as his character fails one mission after another, bringing dishonor upon himself and his clan.

Above 20th Level

Theoretically, there is no upper limit to character class levels (although there are racial limitations). The material presented in the PHB typically takes characters only to 20th level, our intensive research programs and accelerating campaign testing laboratories have indicated that player characters are most enjoyable when played within the 1-20 range. Above 20th level, characters gain few additional powers unless they attain HackMaster status (see HackMaster class section). Consummate skill and creativity are required to construct adventures for extremely powerful characters (at least adventures that consist of more than just throwing bigger and bigger monsters at the nearly unbeatable party). Very high level player characters have so few limitations that every threat must be directed against the same weaknesses. And there are only so many times players can save the universe before it becomes old hat.

Retirement: When characters reach the level where adventures are no longer a challenge without undue work on your part, players should be encouraged to retire them. Retired characters enter a "semi-NPC" state. The character sheets and all information are entrusted to the GM's care. A retired character still lives in the campaign world, usually settled in one spot, and normally has duties that prevent him from adventuring. While in your care, he does not gain experience, use his magic items or spend his treasure. It is assumed that he has income to meet his normal expenses. The retired character can be used to provide players with information, advice and some material assistance (if this is not abused). However, his overall actions are controlled by you, not the player who originally created the character. If at all possible, player characters should be encouraged to retire as a group. This way all players can create and play new characters of approximately the same level. If only one player retires his character to start a new 1st level character while all the others continue with 20th level characters, the poor newcomer can't really adventure with them. (If he does, the player will simply end up carrying a torch!)

Some players may be reluctant to retire a favorite character. Explain to these players that retirement doesn't mean the character can never be used again. Be sure to create special adventures that require those high-level heroes to come out and do battle. Every once in a while the old adventuring group may have to reassemble to deal with some threat to the kingdom or the world. It's the chance to show those upstart new characters just what a really powerful group can do! It also gives the players the opportunity to role-play some of their old favorites. If the players see the opportunity to use their powerful characters, even infrequently, they will be less reluctant to spend most of their playing time with new, lower level characters. If they continue to refuse, just devise a way to kill one of them off permanently. Then the other cowards will surely retire rather than see their precious little magic-user perish.

Beginning Character Levels

If at all possible, start characters at 1st level. The lowest character levels are like the early years of childhood. What happens to a character during these first adventures will do much to determine how that character will be role-played. Did Oskar the Dwarf save the day by fool-hardily charging into battle when he was a mere 1st level? If he did, the odds are good the player will try it again and will begin to play Oskar as a bold and reckless fellow. On the other hand, if Oskar was clobbered the first few times he rushed in, the player would begin to play Oskar as a cautious, prudent fellow (maybe branding him as a coward). Even the smallest events can have a great effect on low-level characters, so these events sharply etch the behavior of the character. Deny the player these beginning levels and you are stripping him of the opportunity to develop his character's personality. See rules for starting characters above first level in Chapter 1: Player Character Creation.

Pre-Rolled Characters

It is useful to have a few pre-rolled characters on hand. These should be of several different levels and classes, with equipment, quirks/flaws and Skills/Proficiencies/Talents noted. These "instant" player characters can be used by guest players (those only able to play in a few sessions) and as NPCs. They should NEVER be given over for use on a permanent or semi-permanent basis.

Character Class Specifics

Followers For Player Characters

Your players will probably know that upon reaching certain levels and potentially doing certain things (such as building a stronghold) they will be entitled to attract a body of followers. These followers might be fanatically loyal servants of the same gawd (or gawds) in the case of clerics, stalwart admirers of fighters, or just a bunch of slackers looking for a handout. Your players will eventually badger you for information on who or what they gain. When the time actually comes and they have reached the level and done the right things, you will be able to quickly inform each and every one concerned of what fate has decreed by way of followers:

Pixie Fairy Thralls

Upon gaining 5th level, a pixie fairy may call a woodland creature to become its thrall. When a pixie fairy summons a woodland thrall, use Table 2D: Pixie Fairy Woodland Thralls.

Table 2D:
Pixie Fairy Woodland Thralls

Roll	Thrall
1	Shrew Mouse
2	Squirrel
3	Rabbit
4	Raccoon
5	Wolverine
6	Badger
7	Possum
8	Muskrat
9	Gopher
10	Fox

Note: The pixie fairy must be within 1/2 mile of the proper [woodland] environment for a thrall to be summoned. Summoning a thrall in the middle of arctic tundra wouldn't work without appropriate modification. For example, in an arctic area an Arctic Fox should be substituted for Fox.

The Paladin's and Dark Knight's War Horse

When a paladin or dark knight reaches 4th or higher level, he will eventually call for a war horse (see HackMaster Player's Handbook). It will magically appear, but not in actual physical form. The paladin or dark knight will magically "see" his faithful charger in whatever locale it is currently. It is thereafter up to the paladin or dark knight to journey to the place and gain the steed. As a rule of thumb, this

Table 2E:
Paladin's Mount Determination
Roll (1d1000)

Roll	Mount
1–5	Pony
6–10	Yak
11–15	Donkey, mule or ass
16–20	Bull
21–25	Ox
26–30	Horse, riding
31–35	Horse, light war
36–40	Llama
41–50	Moose, War
51–75	Horse, medium war
76–945	Horse, heavy war
946–953	Horse, shirkmare
954–959	Elephant, Club-trunked
960–965	Elephant, labor
966–971	Elephant, Sabre-Toothed
972–977	Elephant, War
978–982	Lizard, Red-bellied Armored
983–986	Oliphant, War
987–989	Centisteed
990–992	Griffin
993–995	Hippogriff
996–997	Eagle, Giant
998	Eagle, Gargantuan
999	Pegasus, Common
1000	Pegasus, Greater

Table 2F:
Dark Knight's Mount Determination
Roll (1d1000)

Roll	Mount
1–5	Pony
6–10	Yak
11–15	Donkey, mule or ass
16–20	Bull
21–25	Ox
26–30	Horse, riding
31–35	Horse, light war
36–45	Llama
46–55	Camel, Carrion
56–60	Moose, War
61–65	Wolf, Dire
66–77	Horse, medium war
78–805	Horse, heavy war
806–813	Horse, shirkmare
814–853	Wolf, Sturm
854–859	Lizard, Red-bellied Armored
860–865	Oliphant, War
866–871	Elephant, club-trunked
872–876	Elephant, labor
877–880	Elephant, Sabre-Toothed
881–883	Elephant, War
884–886	Centisteed
887–889	Griffin
890–891	Hippogriff
892–991	Nightmare
992–1000	Frightmare

Table 2G:
Modifiers for Tables 2E and 2F

Character	Modifier
Level 5-8	+10
Level 9+	+20
Too Much Honor	-5
Great Honor	+30
Dishonorable	-40

journey will not be beyond seven days ride, and gaining the mount should not be an impossible task. The creature might be wild and necessitate capturing, or it might be guarded by an enemy of the same level as the paladin or dark knight. The latter will then have to overcome the former in mortal combat in order to win the war horse. In short, the gaining of the charger is a task of some small difficulty that will take a number of days, possibly two or more weeks, and will certainly test the mettle of the paladin or dark knight. Once captured or won, the war horse knows its role and relationship to the paladin or dark knight, and it will faithfully serve thereafter for 10 years. Thereafter, the paladin or dark knight must seek another mount, as the former one will be too old to be useful.

This war horse is exceptional in many ways. Not only is it much more powerful than an ordinary war horse (it has 5+5 Hit Dice), but it is also spry and nimble (treat as a medium war horse for movement if its natural movement is less than that) and quite intelligent (Int = 5-7) for an animal. The number of hit points per Hit Die of the steed will never be fewer than 50% of the level of the paladin or dark knight, i.e. a 4th level paladin means the war horse he gains will have at least 2 hit points per Hit Die, excluding the additional bonuses of +5 and the 20 hit point 'kicker.' A 16th level dark knight's special steed will have maximum hit points (8) per die, or 5 X 8 = 40 +5 (additional hit points) +20 (kicker) = 65 total hit points for 5 + 5 Hit Dice.

If the character loses his paladinhood or dark knight status for any reason, there will be an immutable enmity between character and mount. The character will no longer be able to ride the mount at all. The steed will attempt escape at first opportunity.

As the paladin's or dark knight's "war horse" need not be a true horse, the character might obtain another type of mount. Roll on Table 2E: Paladin's Mount Determination or Table 2F: Dark Knight's Mount Determination respectively to determine the type of animal gained. Be sure to apply the relevant information shown in Table 2G: Modifiers for Tables 2E and 2F.

Those animals that are ordinarily lesser than the war horse described above (5+5 HD, 5-7 Intelligence, etc.) will still have those abilities as a paladin's or dark knight's mount. If any of the animals on the table have standard abilities that are greater than that described above, they retain those standard abilities instead of those described for the generic "war horse."

Clerics

Upon reaching 9th level and establishing a sanctioned religious stronghold, zealots will be acquired according to Table 2H: Cleric Stronghold Zealots. Roll for each category, with all zealots starting as 0-level men-at-arms.

Fighters, Barbarians, Cavaliers, Dark Knights & Rangers

Troops attracted by these classes are covered in the HackMaster Player's Handbook.

Table 2H:
Cleric Stronghold Zealots

Roll	Followers
2d4	heavy cavalry, plate mail & shield; lance, broad sword, and mace
3d4	medium cavalry, chain mail & shield; lance, flail and short sword
5d6	light cavalry, studded leather & shield; light crossbow and pick
5d4	heavy infantry, splint mail; battle axe and long sword
5d6	heavy infantry, chain mail; pole arm* and hand axe
5d6	heavy infantry, ring mail; heavy crossbow and short sword.
10d6	light infantry, padded armor & shield; spear and club

*Select type or types randomly or assign whichever you desire.

Thieves

Thieves attracted by a thief establishing a guild are covered in the HackMaster Player's Handbook.

The following additional explanations of thief abilities will help you to prevent abuse of these activities by thieves, and other characters able to use these abilities (i.e. assassins, bards and monks) in your campaign. The dice roll to determine success or failure for any thief function must be kept absolutely secret, so that the thief (or other character) does not know the results!

Back Stabbing: Opponents that are aware of the thief's presence will be able to negate this attack form (e.g. the monster in question sees the character circling around and is thus aware of the possibility of an attack from the rear). Certain creatures (Otyughs, slimes, molds, etc.) either negate surprise or have no definable "back" to their body mass, thus negating this ability.

Picking Pockets: Failure allows additional attempts. The victim might notice and allow the thief to operate anyway in order to track him back to the place he uses as a headquarters. One attempt at picking a pocket can be made during a round.

A victim's Wisdom can affect a thief's chance of success to pick pockets. For every point of Wisdom below 10, the thief gains a 3% bonus to his chance of success. Conversely for every point of Wisdom above 11, the potential victim reduces the thief's chance of success by 3%.

Furthermore, certain races are more difficult to steal from than others. The following modifiers apply to the thief's chance of success based on the race of the victim. A thief's chance of successfully picking a pocket is also modified by his size relative to his victim. If both the thief and the victim are the same size category, there is no modifier. If the thief is of a size category larger than his intended victim, there is a –10% modifier per size category difference. If the thief is of a size category smaller than his intended victim, there is a +5% modifier per size category difference. (This assumes the thief is able to reach the pocket or storage area in question (e.g. flying pixie fairy, victim is laying down, etc.) Refer to Table 2I: Pickpocket Victim Racial Modifiers.

Table 2I:
Pickpocket Victim Racial Modifiers

Race of Intended Victim	Modifier
Dwarf	-20%
Elf	+10%
Gnome	-10%
Gnomeling	-5%
Half-elf	+5%
Halfling	-5%

To determine the base chance that the victim noticed the thief's indiscretion, subtract two times the victim's level and his Wisdom from 100. If the thief's pick pockets roll was equal to or greater than this number, the attempt is detected. A 0th-level victim with a 10 Wisdom, for example, notices the attempt only if the roll was 90 or greater, while a 13th level character notices the attempt on a dice roll of 64 or more. In some cases, the attempt may succeed and be noticed at the same time! A thief of higher level than his victim is less likely to be caught pilfering while one lower level is more likely to be caught. The chance that the victim notices the attempt can be modified by subtracting the victim's level from the thief's level and then adding or subtracting this number to the percentage chance the thief is detected. For example, Relkin, a 15th level thief, tries to pick the pocket of Linsaddi, a 9th level fighter with a nine Wisdom. Normally, Relkin would be detected if his pick pockets roll was 73 or more (100-[2x9+9]=73). Since Relkin is six levels higher than Linsaddi, this number is increased by six to 79 (73+6=79). If, however, Relkin was only 5th level, this number would be decreased by four to 69 (73-4=69). A thief can try to pick someone's pocket as many times as he wants. Neither failure nor success prevents additional attempts, but having your arm broken by an angry barbarian might!

Opening Locks: The act of picking a lock can take from 1-10 rounds, depending on the complexity of the lock.

Finding And Removing Traps: Use the time requirements for opening locks. Time counts for each function. Small or large traps can be found, but not magical or magically hidden traps.

Moving Silently: Silent movement is the same as normal exploratory movement, i.e. 12" per round as the thief creeps up upon the area, victim or whatever. Do NOT inform the thief that his dice score indicated a lack of success at this attempted stealth, if that is the case. He always thinks the movement is silent. The monster or other victim will inform the character of his misapprehension soon enough.

Hide In Shadows: As is plainly stated in the HackMaster Players Handbook, this is NEVER possible under direct (or even indirect) observation. If the thief insists on trying, allow the attempt and roll the dice, but don't bother to read them, as the fool is as obvious as a fox in a henhouse. Likewise, if a hidden thief attempts movement while under observation, the proverbial jig is up. Naturally, a creature closely pressed in melee is not likely to bother with looking for some thief not directly in the line of sight, but if vision would normally extend to the thief's area of activity, then observation rules apply. Unobserved attempts to hide in shadows must likewise stand the hazard of the dice roll. A score greater than the required number shows that the character's ability is not on a par with his intent, and although he THINKS hiding has been successful, the creature looking in that direction will note a suspicious outline, form or whatever. Note also that a thief hiding in shadows is still subject to detection just as if he was invisible (see Table 9A: Detection of Invisibility in Chapter 9: GameMaster Essentials).

Hearing Noise: This is pretty straightforward. The thief, just as any other character, must take off his helmet or other obstructing headgear in order to press his ear to the door surface in order to hear beyond. See Chapter 10: GM Procedures for more information.

Climbing Walls: This is probably the most abused thief function: although hiding in shadows vies for the distinction. The ability to climb walls is something that is acquired through training and practice, just as are most of the other functions of the thief. The rate at which vertical or horizontal movement is possible depends upon the texture and other conditions of the surface. See Chapter 10: GM Procedures for more information on movement rates and situational modifiers to success.

Read Languages: This ability assumes that the language is, in fact, one that the thief has encountered sometime in the past. Ancient and/or strange languages (those you, as GM, have previously designated as such) are always totally unreadable. Even if able to read a language, the thief should be allowed only to get about that percentage of the meaning of what is written as his percentage ability to read the tongue in the first place. The rest he will have to guess at. Languages that are relatively close to those known by the thief will not incur such a penalty.

General Racial Language Similarities

Dwarf — Gnome
Elf — Pixie Fairy
Halfling — Human (Common)
Orc — Ogre
Goblin — Hobgoblin



Assassins

Upon attaining Guildmaster status, roll 7d4 to determine the number of lower level assassins in the local guild. You may adjust this result according to the population of the area if you deem it necessary. After determining this number, find the race and level (Table 2J: Race of Assassin Guildsmen and Table 2K: Level of Assassin Guildsmen) and then find which will stay (75% will desert the guild, as noted in the HackMaster Player's Handbook). After the initial group of mixed class levels, all new assassins coming to fill the ranks will be 1st level, but race must be determined on Table 2J: Race of Assassin Guildsmen.

Gawdfather of Assassins: The leader of all assassins (a nominal title at times...) will always have 28 followers of 2nd through 8th level as follows:

One 8th level, Two 7th level, Three 6th level, Four 5th level, Five 4th level, Six 3rd level, and Seven 2nd level (= 28).

In addition, there will be from 4-16 1st level followers. Dice for race using Table 2J: Race of Assassin Guildsmen. It is recommended that you develop henchmen for the Gawdfather after discovering the abilities of his followers. Mercenary fighters and men-at-arms should suit the circumstances, but in general they should be very well armed and equipped, and include infantry and missile-armed troops. Naturally, should an NPC Gawdfather of Assassins be displaced by a player character, followers will be 75% likely to leave, as usual, but the new leader will eventually attract a following of up to 44 (28 + 4-16) assassins; the newcomers found as if they were attracted to a new Guildmaster of Assassins, i.e. 1st level newcomers.

Unless the followers are a body, they will not come at the same time. After the conditions for obtaining such a following have been met, generate a random number from 1 to 30 (d10 using d6 to determine 10's, 1-2 = no addition, 3-4 = add 10, 5-6 = add 20 to the score of the d10). The result is the day after completion of the requirements on which the first follower(s) will appear - in some cases, all of those coming. Thereafter, additional followers due the character will arrive at intervals of 1-8 days until all have arrived. If there is no one available to receive them they will wait from 1-4 days and then depart forever. In the latter case the character has lost that follower forever. It is permissible to allow some henchman or servant to care for followers if the character designates such duty.

Assassination Experience Points: An assassin receives 100 EP/level of the character assassinated, minus or plus 50 EP for every level the assassin is greater or lesser than his victim. This is modified by multipliers for the degree of difficulty of the mission - simple (X 1/2), difficult (X 1), or extraordinary (X 1 1/2). The explanations for difficulty given under the section titled Spying should be used as guidelines here. The experience given above is added to the regular experience earned for killing the victim, as if he was a monster. Experience is also given for the fee the assassin is paid.

Therefore, if a 7th level assassin snuck up on and surprised a 9th level magic-user in the dungeon and successfully assassinated him, the assassin would receive 900 EP plus another 100 EP since the magic-user was 2 levels higher than him. However, since it was a simple mission, the total 1000 EP would be multiplied by 1/2, giving 500 points. This is added to the 975 EP normally received for killing this magic-user, making a final total of 1475 EP earned, exclusive of fees.

Assassins' Use Of Poison: Assassins can work with poisons better than any other character class. They are more skilled at applying it to weapons and gain special synergies when learning and applying certain skills to the subject of poisons. However, the decision to study poison concoction should come from the player in the case of a player character, i.e. do not suggest it or even intimate that such a beneficial study can be

Table 2J:
Race of Assassin Guildsmen

Roll (1d100)	Race
1-5	dwarven*
6-10	elven*
11-15	gnomish*
16-18	gnomeling
19-25	half-elven*
26-30	halfling*
31-50	half-orcish*
51-60	half-ogrish
61-100	human

*1st and 2nd level non-human (or part human) assassins have a 25% chance of being multi-classed. Use Table 2L: Multi-classed Assassin Guildsmen if multi-class is indicated.

Tabe 2K:
Level of Assassin Guildsmen

Roll (1d100)	Level
01-15	1*
16-30	2*
31-45	3
46-65	4
66-75	5
76-85	6
86-95	7
96-00	8

*1st and 2nd level non-human (or part human) assassins have a 25% chance of being multi-classed. Use Table 2L: Multi-classed Assassin Guildsmen if multi-class is indicated.

Table 2L:
Multi-classed Assassin Guildsmen

Race	Other Profession (Roll d6 as indicated)
dwarf	cleric (1-2), fighter (3-6)
elf	no other class permitted
gnome	fighter (gnome titans only)
gnomeling	no other class permitted
half-elf	no other class permitted
halfling	no other class permitted
half-orc	fighter (1-4), berserker (5-6)
half-orge	no other class permitted

undertaken. If the character expresses an interest and can find a willing teacher he may advance his knowledge in this area.

An assassin should begin his study of the use of poisons by taking the alchemy skill. He would then proceed to study botany. When he has botany and alchemy together, he may add his mastery % in alchemy to that associated with his botany skill to obtain an effective mastery for botany. This allows him to obtain the necessary mastery in botany sooner so that he can then take herbalism as a skill. An assassin who has herbalism as a skill can begin to concoct poisons and extract them from venomous creatures.

The assassin may build a lab to prepare poisons at a cost of 200 to 1200 gp. Establishing the lab will require the collection of a wide variety of animal, vegetable and mineral material and various tools. Once established, he may use his lab to try to develop poisons and antidotes at a cost of 50% of the cost per dose identified in Chapter 16: Goods and Services. (The cost of an antidote is assumed to be the same as the cost of the poison.) For each poison on Table 16R: Poison Table in Chapter 16: Goods and Services, the assassin may make a skill check to see if he can learn how to concoct the mixture. Failure from 1 to 20% indicates the brew was made but will simply be ineffective. Failure by more than 20% indicates that the assassin realized his failure and simply tossed out the infusion. Success indicates that the assassin has learned the proper recipe and may thereafter continue to concoct the relevant poison at a rate of one dose per week (paying half the price per dose for supplies). During his initial research he must pay twice the cost per dose for supplies whether successful or not. The antidote for a particular poison type can be researched in the same way.

Poisons and their antidotes that are not on the list of goods and services can be developed but the cost is somewhat greater since the assassin is delving into new territory (200-1200 gp for materials, bribes, etc. should suffice for any new poison or antidote). Instantaneous and very slow, undetectable poisons should be more time-consuming and costly, but not greatly so. Similarly, an assassin can attempt to develop antidotes to creature venom, but he must have at least one dose of the venom to study it (possibly more if he fails to develop the infusion on the first attempt).

Also, during any course of study, the assassin may not engage in any other activity or he must begin his research again from the beginning. This means that during the time he is developing his lab and preparing poisons or antidotes, the assassin character will be out of play.

Finally, an assassin can use his herbalism skill to try to extract one or more doses of usable poison from venomous creatures. See the Hacklopedia of Beasts for information on what types of venom are available. Failure to make a skill check by more than 20% indicates that the assassin has poisoned himself with the venom and must make a saving throw.

Thieves and Assassins Setting Traps

Thieves and assassins can attempt to set simple mechanical traps. The chance to do so successfully is equal to that of the chance shown for detecting such traps, but assassins gain a +10% bonus.

Simple traps are those which involve mechanical components that the character setting them has normal access to, such as arrow traps, trip wires and spring-propelled missiles. Special devices such as poisoned needles, scything blades and any similar traps with special mechanical components will also require the efforts of one or more specialists to manufacture the component parts.

Whenever a thief or assassin character desires to set a trap, require him to furnish you with a simple drawing to illustrate how the trap will function. If the chance to successfully set the trap results in failure, there is a chance of causing injury to the trap setter, just as if he had set such a trap off. This chance is rolled for separately and is the obverse of the chance for successful setting of a trap. The drawing of the trap will modify the chances for injury in cases where failure results. Modification can be upward or downward according to the complexity and danger of the trap. Note that even with a prepared mechanism for a poison needle, for example, the trap must be set, and failure can result. Gloves or gauntlets can be worn when setting such traps, but wearing said items results in automatic failure.

Finally, failure on the first attempt to set a trap does not mean that the thief or assassin can never set the trap. Unlike other similar thief functions, repeated attempts are permissible.

Spying

In general most spies will either be rangers or hired assassins, although it is likely that some regular spies (see the section on Expert Hirelings in Chapter 11: Non-Player Characters) will be employed by player characters from time to time. Most spying missions will fall into one of the following categories:

SIMPLE: Missions that require information regarding the general state of defenses and numbers of troops or preparations for some activity. Simple missions require only the observations of the spy acting in a non-critical role, i.e. just being around as one of many individuals in the place.

DIFFICULT: Missions of this category require the spy to gain some secret information such as plans, documents, maps, etc. Difficult missions require the spy to gain access to something or gain the confidence of someone, and so the spy must actively pursue his role in an outstanding manner.

EXTRAORDINARY: Missions of long, complex and hazardous nature that require insinuation of the spy into an organization or operation and the relay of detailed information on a continuing basis from the spy. Extraordinary missions require long-term association of the spy with the spied upon and the continuing acquisition of general and specific information of highly detailed and secret nature.

Table 2M:
Spying Chance of Success

Level of Spy	Chance of Success According To Category: Simple	Difficult	Extraordinary
1st	50%	30%	10%
2nd	55%	35%	15%
3rd	60%	35%	15%
4th	65%	40%	20%
5th	70%	45%	25%
6th	75%	50%	25%
7th	80%	55%	30%
8th	85%	60%	35%
9th	85%	60%	40%
10th	90%	65%	45%
11th	90%	65%	50%
12th	95%	65%	50%
13th	95%	70%	50%
14th	95%	70%	50%
15th	95%	75%	50%
16th	95%	75%	55%
17th	95%	75%	60%

In simple missions there is little risk of discovery, while risks become greater in difficult missions, and very great in extraordinary missions. Where a player character is involved, spying missions are a matter of interaction according to the dictates of the player involved, through the GM, according to the situation as known by him and the reactions of the spied upon. In the case of a non-player character undertaking a spying mission, Table 2M: Spying Chance of Success is used.

Time Required To Accomplish Mission:

You must determine the length of time necessary to travel to the region in which the spying activity is to take place according to circumstances. Once in the necessary locale, the spy will then take a variable period of time to accomplish the mission (or fail), according to the degree of difficulty of the task:

SIMPLE: 1 to 8 days

DIFFICULT: 5 to 40 days

EXTRAORDINARY: As required

Extraordinary mission durations must be determined by the circumstances of the case. For example, a spy sent to become a member of a secret society might take a month to discover the recruiting requirements of the society, and then spend one or more months making himself eligible for recruitment before becoming insinuated in the group. Thereafter, he would gain simple or difficult information according to the time requirements shown. Special information could be gained only as the individual gained more and more status within the organization through continued membership and seemingly outstanding contribution.

Chance Of Discovery:

There always exists a chance of discovery, no matter how simple the mission. The base chance to be discovered is a cumulative 1% per day of time spent spying, subject to a maximum of 10%, minus the level of the spy. Even if the latter brings the chance of discovery to a negative percentage, there is always a 1% chance. Modifiers are dependent upon the precautions against spying taken by the spied upon.

No Precautions = 10 % chance per week

Minimal Precautions = modified % (1% to 10%) chance per week

Moderate Precautions = modified % chance twice per week

Strong Precautions = double modified % chance twice per week

Minimal precautions represent occasional checks on individuals and their activities and some watch on important information. Moderate precautions are simply more fre-

Table 2N:
Spy Failure Outcome

Dice Score	Result
01-35	Further attempts to gain success are possible, but time to accomplish the mission must again be determined
36-60	Any further spying attempts will be 90% likely to result in failure, discovery and imprisonment
61-80	Spy caught is in suspicious act, imprisoned and nothing further is heard*
81-95	Spy is caught with positive proof of spying activity, and is tortured (1-2 dead, 3-4 revealed everything, 5-6 turncoat)*
96-00	Spy is killed or turns coat if counterspies are present

*If counter spies are employed they will give the spy false information and follow him to find where he came from and who sent him to spy in the first place.

Modifiers:
Difficult Mission = + 10% on FAILURE dice score
Extraordinary Mission = -5% on FAILURE dice score
Discovered = + 25% on FAILURE dice score

quently carried out minimal precautions and more careful questioning of anyone behaving in a suspicious manner. Strong precautions include many security checks on individuals and information, as well as counterspies operating to discover any such activity.

If a spy actually becomes a leader in a group, the chance for being detected then drops to that of the category of No Precautions, as the individual is regarded as being "above suspicion", i.e. only certain jealous or ferret-like operatives will still check on the individual. Chance of discovery will increase tenfold if a spy is caught and another spy is still attempting to operate during a period of 20 to 50 days thereafter.

To determine if a spy is discovered, roll percentile dice according to the time period stated. If the mission takes only a fraction of the time stated, roll a third percentile die for tenths of percent. Thus 1% per week equals a .14% chance per day, so a roll of 99.9% indicates discovery on a one day mission. If a spy is discovered, go to Table 2N: Spy Failure Outcome.

Spy Failure:

If, after spending the requisite time, the spy is unsuccessful, various possibilities exist. The results are determined on Table 2N: Spy Failure Outcome. Note that this table is also used for spy discovery, with appropriate modifiers.

Fanatical Spies:

Spies who are absolutely dedicated to their master or a cause cannot be assassins normally hired to spy. These spies will never become double agents. On any dice total over 60 on Table 2N, they simply kill themselves.

HackClasses

As mentioned in the HackMaster Player's Handbook, the four HackMaster classes form a special suite of übercharacters bestowed with superhuman abilities. It is good that they have these abilities for they are the chosen; the world savers in whose hands the fate of mankind rests.

Becoming a HackMaster is not a choice a player makes – it is a fate chosen for him. The gawds themselves choose their champions (albeit from a pool of qualified candidates). The best a player can do is prepare himself and hope for the best. The times dictate the appearance of HackMasters. In a climate of peace, prosperity and rising stock prices there is no need for the fates to vest their valuable time and effort to nurture these great heroes. However, when war, famine and global fascism threaten to sweep across Garweeze Wurld, the HackMasters are called – even some who do not desire the job!

As I stated, becoming a HackMaster is a calling. Given the proper geopolitical tumult, those deemed worthy candidates are contacted by agents from one of the HackMaster councils. It is an offer that cannot be refused. Should a character snub the agent, he will be branded with the marks of universal shame and cowardice. His Honor then permanently drops to zero and he is stripped of all levels. He will thereafter be a commoner and a pariah. Upon his death the marks will remain on his soul and no outer plane will grant admittance. His soul will wander the Astral Plane for all time – lonely and miserable.

So much for the fool that turns down the opportunity of a lifetime. What then makes a character potentially eligible to be called? The first and most important qualification is Honor – lots of it. In fact, unless one is in the "too much Honor" category, he will never be noticed by the powerful beings seeking new HackMasters. Of course, having too much Honor is a dangerous place to be. If there is no need for HackMasters (and even if there is, but the character is not deemed worthy of consideration based on other characteristics) in all likelihood he will be rudely slapped down for his hubris.

Who shall be chosen?

HackMaster candidates must exemplify world-class performance in their chosen profession. High Ability Scores in their prime requisites are the starting point – 18 being the bare minimum. Charisma is also vital since there's a lot of public relations involved in being a HackMaster. The character must have a minimum score of 16. In addition, the HackSassin sub-class, with the broadest range of power, requires a minimum score of 12 in Strength, 11 in Constitution, 12 in Intelligence and 15 in Wisdom. Characters who advance in classes that do not have prime requisites are never chosen for the honor of becoming a HackMaster. Furthermore, those who have superhuman Ability Scores in their prime requisites, such as a fighter with 24 Strength, would be regarded as even better candidates for the honor. Another qualification that bodes well for a potential candidate is having well-rounded Ability Scores. Consider the example of the fighter again. One with scores of 18 in not only Strength but also Dexterity and Constitution would also be highly regarded, even over a fighter who had a Strength of 19 or 20 with only average scores in other areas, for example.

The next facet of performance is experience. Only those who've "seen-it all, done-it-all" (or so they think) are even marginally prepared for the challenges that lie ahead. Attainment of 20th level in their chosen profession is the minimum. Demi-humans restricted to caps on level advancement may be called, provided: they are multi-classed, they've attained the racial maximums in all classes for which there is a restriction, and the sum total of their levels is at least 22. A half-orc cleric/thief will never be called even if he's maxed out at his limit of 4th and 8th level respectively. Another half-orc, this one a cleric/fighter, may be eligible upon attaining 4th/18th level (there being no level limit to his progress as a fighter). An elven magic-user/thief would only be eligible upon attaining 15th/12th level – these being his racial maximums.

The final qualification is more subjective. The character must have performed some outrageous feat of personal courage and bravery at some point in his life. The rank of HackMaster is not an honorific title bestowed upon those who've carefully played by the rules and managed to survive to high level through guile, luck and having powerful compatriots. A HackMaster is neither a careful administrator nor a Machiavellian politician. He is a man of decisive hands-on action, a man down in the trenches standing toe to toe with the best the enemy has to offer.

HackMaster Councils

There are several HackMaster councils. Each of the diametric alignments (LG, LE, CG and CE) plus neutrality has a Supreme HackMaster (always an NPC) who acts as the intermediary between the gawds and his subordinate HackMaster councils [aka HacKouncils]. Under him are that alignment's HackFighter, HackMage, HacKleric and HackSassin councils. The Supreme HackMaster sets the agenda for each subordinate council and in so doing directs their recruiting. Characters matching the exact alignment of the council in question are definitely preferred. However, powerful characters who are ethical or moral neutrals (i.e. LN, NG, CN and NE) but nonetheless deemed useful in the machinations of the subordinate councils may be sought out. In such a case, a bidding war may ensue between the two rival factions – each trying to sway the character to their side. Once the character chooses a side, his alignment is permanently altered to that of the council that recruited him. This is done without penalty.

For example, Josiah, a lawful neutral 21st level Fighter, is deemed to be a useful pawn by both the LG and LE HackFighter councils. Agents from both visit him and inform him of their desire to train him as a HackMaster. Josiah cunningly informs each agent that he "has other offers". Both agents in turn let him know that they'll "get back to him". Days pass and Josiah begins to fret over his brashness but then rationalizes it since that's what ballsy fighters do. The LG agent [Alriah] returns first and offers him a suit of +4 field plate and a +3 long sword. Seconds later the LE minion [Delmonicus] appears, sneers at his rival, and offers Josiah a suit of +5 plate mail, a +3 medium shield and all the Finch-Yager Amber brew he wants. Since Josiah has an affinity for expensive beer and already has a +4 sword, he decides to go with Delmonicus' offer. He is immediately spirited away to appear before the LE HackFighter council and becomes lawful evil forevermore, regardless of his success or failure at becoming a HackMaster.

The Call

Answering the summons of the committee is only the beginning. Many are chosen (for it is known that most will fail). Those accepting their summons will be spirited away – literally vanishing from the company of their companions. Those left behind will be unable to determine the whereabouts of their fellows by any means.

The candidate will instantly appear before the assembled council of HackMasters (the Circle of Sequestered Magicks in the case of LG magic-users [including those of the battle mage, illusionist and blood mage classes], the Hallowed Hall of Hack for CG fighter types, the Most Inner Sanctum for LG clerics, and so on). He will be subjected to a ritualistic series of humiliations designed to test his mental fortitude and gauge his ability to follow orders. Those losing their temper and sassing the council will be dismissed. Similarly, those who meekly take everything thrown at them without ever speaking up for themselves will also be dismissed once the council grows bored. Only those who prove themselves to be good sports about it, but retain their dignity nonetheless, will advance to the next step.

If the candidate has passed this first test, the council will loosen up and drop their pretense. He's demonstrated that he's got what it takes to fit in amongst the HackMasters, and even should he fail in the subsequent tests, he'll at least be on the guest list for future parties. The council will now explain why they've selected him. A lengthy briefing follows, giving specifics of the dire times and looming crisis that have necessitated their meddling in his affairs. He will then be given a mission relevant to this crisis. This mission will test his mettle and is the final admission test. He is encour-

Table 2O:
HackMaster Class Level and Honor Progression

Experience Points	Level	Great Honor (Bonus Window)	Dishonorable (Penalty Window)
0-1,000,000	1	178-220	<68
1,000,001-2,000,000	2	187-230	<73
2,000,001-3,300,000	3	196-240	<78
3,300,001-4,600,000	4	205-250	<83
4,600,001-6,000,000	5	214-260	<88
6,000,001-7,500,000	6	223-270	<93
7,500,001-9,500,000	7	232-280	<98
9,500,001-13,000,000	8	241-290	<103
13,000,001+	9	250-300	<105

Table 2P:
HackMaster Honor Dice

Honor	Character Level 1	2	3	4	5	6	7	8	9
<68	1	1	1	1	1	1	1	1	1
69-90	1d3	1d3	1d3	1d3	1	1	1	1	1
91-110	1d4	1d4	1d4	1d3	1d3	1d3	1	1	1
111-130	1d6	1d6	1d6	1d4	1d4	1d4	1d3	1d3	1d3
131-150	1d8	1d8	1d8	1d6	1d6	1d6	1d4	1d4	1d4
151-170	1d10	1d10	1d10	1d8	1d8	1d8	1d6	1d6	1d6
171-190	1d12	1d12	1d12	1d10	1d10	1d10	1d8	1d8	1d8
191-210	1d20	1d20	1d12	1d12	1d12	1d10	1d10	1d10	1d8
211-230	1d12	1d20	1d20	1d20	1d12	1d12	1d12	1d10	1d10
231-250	1d10	1d12	1d20	1d20	1d12	1d12	1d12	1d10	1d10
251-270	1d8	1d10	1d12	1d12	1d20	1d20	1d20	1d20	1d20
271-290	1d6	1d8	1d10	1d12	1d12	1d12	1d20	1d20	1d20
291-310	1d4	1d6	1d10	1d12	1d12	1d12	1d12	1d12	1d20
311-330	1d3	1d4	1d6	1d8	1d10	1d12	1d12	1d12	1d12
331-350	1	1d3	1d4	1d6	1d8	1d10	1d12	1d12	1d12
351-370	1	1	1d3	1d4	1d6	1d8	1d10	1d12	1d12
371-390	1	1	1	1d3	1d4	1d6	1d8	1d10	1d12
391-410	1	1	1	1	1d3	1d4	1d6	1d8	1d10
411-430	1	1	1	1	1	1d3	1d4	1d6	1d8
431-450	1	1	1	1	1	1	1d3	1d4	1d6
451-470	1	1	1	1	1	1	1	1d3	1d4
471-490	1	1	1	1	1	1	1	1	1d3
491-510+	1	1	1	1	1	1	1	1	1

Table 2Q:
HackMaster Special Movement and Vision

Level	Movement	Vision
1st	+3" base movement	60' infravision (if not already possessed)
2nd	+4" base movement, Run (as the spell)*	Fog Vision (permanent)
3rd	+5" base movement, Spider Climb at will	Ultravision 120'
4th	+6" base movement, Jump at will	120' infravision
5th	+7" base movement, Fly at will	Detect Invisibility at will
6th	+8" base movement	detect secret doors talent as elves
7th	+9" base movement, Dimension Door 4 times/day	Premonition 6 times/day
8th	+10" base movement, Stone Passage up to 1 hr/day	ESP at will
9th	+11" base movement	True Seeing at will

* 1/day w/o need to rest afterwards

aged to use whatever means possible to accomplish the goal. His former companions should be coerced into joining the quest (this being a good test of his ability to manipulate lesser mortals).

Becoming a HackMaster

Upon successful completion of the assigned mission, the character may begin his training. He must now part with his former life. Any stronghold he may have owned must be passed on to a worthy successor, or at best an administrator who will run all aspects of the holding – HackMasters are not the settling down type. All experience points are also given up – he begins again at zero. Level progression and honor windows for all HackMaster classes are given on Table 2O: HackMaster Class Level and Honor Progression. The Honor Dice available for HackMaster characters are shown in Table 2P: HackMaster Honor Dice.

To-hit bonuses for HackMasters do not increase as they advance in level but they do gain 1d12 hit points per level regardless of class. HackMasters, regardless of class, gain supernatural abilities of movement and sight, as outlined in Table 2Q: HackMaster Special Movement and Vision.

Other special powers

Stirring Oration at will, 5% magic resistance per level, retarded aging (HackMasters age at half the normal rate). Note that for battle mages, this allows them to age at their "normal" rate instead of twice as fast as normal.

HackFighter Skill Progression

Note: The HackMaster character might already possess some of these skills based upon his former profession. If so, use whichever version is more favorable. Evil HackMasters gain the appropriate dark knight skill instead of the paladin skill.

Professions: BAR= Barbarian, BZK= Berserker, CAV= Cavalier, DK= Dark Knight, KE= Knight Errant, MK= Monk, PAL= Paladin, RGR= Ranger

Base skills: extra weapon proficiency per level, operate at negative (4-13) hit points (per CAV), any steed selected has +2 hit points/Hit Die (per CAV), for each HackMaster level get +1 damage for using lance when mounted, +1 damage when using lance dismounted, Fame Factor multiplied by 1.25 (per KE), move silently/hide in shadows (as RNG; HM level = lvl of RNG), HackLust 10' radius (may enter at will, applies only to allies and unwilling recipients may attempt a saving throw but doing so causes the loss of 1d4 points of Honor. Enemies who are facing this frenzied array must save versus spell at –4 or suffer as per a Fear spell.).

1st level: Total Control (immune to fear and paralysis), weapon specialization with all weapons (+1/+2), hit creatures needing +1 weapon to hit, double DEX bonus if in light armor (per BAR), climb cliffs and trees (per BAR), +1 to-hit when using lance mounted (per CAV).

2nd level: hit creatures needing +2 weapon to hit, tracking ability (per RNG), outdoor craft (per BAR), Go berserk when triggered (per BZK), Protection from Fear aura 10' radius (per CAV), can vault into saddle in armor and have mount underway in 1 segment (per CAV), +2 save vs. illusions (per CAV), detect evil (per PAL), aura of protection (per PAL), resist poison (MK), animal handling (per BAR), animal empathy (per RNG).

3rd level: weapon mastery, hit creatures needing +3 weapon to hit (per BAR), hide in natural surroundings and surprise (per BAR), can handle/ride unicorn (if female)(per CAV), +1 to-hit with choice of broad sword, long sword or scimitar (per CAV), shun ill-feelings (per KE), +2 to all saving throws (per PAL), select species enemy (per RNG).

4th level: hit creatures needing +4 weapon to hit, survival and first aid (per BAR), Self-Induced HackFrenzy 10' radius (applies only to allies and unwilling recipients may attempt a saving throw but doing so causes the loss of 1d4 point s of Honor. Enemies who are facing this frenzied array must save versus spell at –4 or suffer as per Fear spell.), can urge mount to greater speed (per CAV), +1 to-hit with choice of horseman's mace/flail/pick (per CAV), disease immunity (per PAL), can call war horse (per PAL).

5th level: hit creatures needing +5 weapon to hit (per BAR), back protection (per BAR), can handle/ride Pegasus (per CAV), 90% resistance to mind spells (per CAV), +2 to-hit when using lance mounted (per CAV), lay hands – for 40+2x HackMaster level 1/day (per PAL), Cure Disease 5/week (per PAL).

6th level: high weapon mastery, hit creatures needing +6 weapon to hit, detect magic (per BAR), turn undead (per PAL).

7th level: hit creatures needing +7 weapon to hit (per BAR), detect illusion (per BAR), can handle/ride Hippogriff (per CAV), +2 to-hit with choice of broad sword, long sword or scimitar (per CAV), cast cleric and druid spells (per PAL and RNG).

8th level: hit creatures needing +8 weapon to hit, +2 to-hit with choice of horseman's mace/flail/pick (per CAV).

9th level: grand weapon mastery, hit creatures needing +9 weapon to hit (per BAR), call barbarian horde (per BAR), can handle/ride Griffon or similar (per CAV), +3 to-hit when using lance mounted (per CAV), use holy sword even if you didn't begin as a paladin.

HackMage Skill Progression

Base Skills: Spell Jacking (chance of mishap 10% -1% per HackMaster level), Total Control (immune to fear and paralysis), Read and Detect Magic at will, Self-induced spell frenzy (Characters entering this mode must cast 2d12 offensive spells in succession (at least one per round) or cast until their spell repertoire is exhausted. While frenzied, they make saving throws versus spells cast against them at +4. Furthermore, if subjected to an offensive spell that would otherwise disrupt their own casting, they may attempt a saving throw versus spell to avoid disruption of their spell. However, disruptions inflicted by non-magical means will still ruin spell casting as normal.), Spell absorption (if a HackMage makes a saving throw against a magic-user spell cast directly at him, he has a 10% chance per level of being able to absorb the spell energy into his person, reserving it for later casting up to 1d8 hours later (secretly determined by the GM). He need not have prior knowledge of the spell nor are any material components required to cast a spell gained in this manner. At the end of the absorption period, the HackMage will suffer 1d12 points of damage for any absorbed spell that he has not re-cast.)

1st level: specialists can use 1st level spells from any school at no penalty, -10% spell mishap modifier.

2nd level: specialists can use 2nd level spells from any school at no penalty, may simul-cast 2 spells (any type).

3rd level: specialists can use 3rd level spells from any school at no penalty, may spell-prep, -20% spell mishap modifier.

4th level: specialists can use 4th level spells from any school at no penalty, may simul-cast 3 spells (any type).

5th level: specialists can use 5th level spells from any school at no penalty, may chain-cast, -30% spell mishap modifier.



6th level: specialists can use 6th level spells from any school at no penalty, may simulcast 4 spells (any type).

7th level: specialists can use 7th level spells from any school at no penalty, -40% spell mishap modifier.

8th level: specialists can use 8th level spells from any school at no penalty, may simulcast 5 spells (any type).

9th level: specialists can use 9th level spells from any school at no penalty, may simulcast 6 spells (any type), -50% spell mishap modifier.

HacKleric Skill Progression

Base Skills: enhanced undead turning, Total Control (immune to fear and paralysis), Stirring Sermon (at will), +2 to saves vs. fire and lightning. Spell absorption as HackMage but only for cleric and druid spells.

1st level: all cure spells cast heal +1 hit point per die, access to 1st level druid spells (if cleric) or clerical spells if druid, can identify plants, animals and potable water with perfect accuracy.

2nd level: all cure spells cast heal +2 hit points per die, the character's speech carries the power of a Command spell, access to 2nd level druid spells (if cleric) or clerical spells if druid, can pass w/o trace through overgrowth.

3rd level: weapon specialization (per fighter), all cure spells cast heal +3 hit points per die, access to 3rd level druid spells (if cleric) or clerical spells if druid, immune to charm spells cast by all woodland creatures, knows all languages of all woodland creatures.

4th level: all cure spells cast heal +4 hit points per die, access to 4th level druid spells (if cleric) or clerical spells if druid, gains druidic shape-changing ability.

5th level: all cure spells cast heal +5 hit points per die, access to 5th level druid spells (if cleric) or clerical spells if druid, permanent Free Action, may take two attacks per round with a melee weapon.

6th level: all cure spells cast heal +6 hit points per die, access to 6th level druid spells (if cleric) or clerical spells if druid, can enter Elemental Plane of Earth at will, can hibernate as 17th level druid.

7th level: weapon mastery (per fighter), all cure spells cast heal +7 hit points per die, access to 7th level druid spells (if cleric) or clerical spells if druid, can enter Elemental Plane of Fire at will, permanent Invisibility to Undead.

8th level: can enter Elemental Plane of Water at will.

9th level: Astral Spell at will, can enter Elemental Plane of Air at will, Invisibility to Undead (at will) and can attack in this state.

Table 2R:
HacKleric Enhanced Undead Turing

Type of Undead or Hit Dice	Level of HacKleric								
	1	2	3	4	5	6	7	8	9+
Skeleton or 1HD	S	S	S	S	S*	S*	S*	S**	S**
Zombie	D*	S	S	S	S	S*	S*	S*	S**
Ghoul or 2HD	D*	D*	S	S	S	S	S*	S*	S*
Shadow or 3-4 HD	D*	D*	D*	S	S	S	S	S*	S*
Wight or 5 HD	D*	D*	D*	D*	D**	S	S	S	S*
Ghast	D	D*	D*	D*	D*	D**	D**	S	S
Wraith or 6HD	D	D	D*	D*	D*	D**	D**	D**	S
Mummy or 7 HD	T	D	D	D*	D*	D*	D**	D**	D**
Spectre or 8HD	T	T	D	D	D*	D*	D*	D**	D**
Vampire or 9HD	5	T	T	T	T	T*	T*	T*	T**
Ghost or 10HD	8	5	T	T	T	T	T	T	T*
Lich or 11+HD	11	8	5	T	T	T	T	T	T
Special	14	11	8	5	4	3	2	T	T

Notes:
S indicates 4d4 creatures per round are utterly destroyed simply by looking at the HacKleric. No concentrated turning effort is required on his part.
S* adds 1d12 to S.
S** adds another 1d12.
D indicates that 2d4 undead are destroyed on a successful turn attempt.
D* adds 2d4 to this D.
D** adds 1d12.
T indicates that the undead type is automatically turned by a HacKleric who makes the attempt. T* indicates that an additional 1d12 creatures of that type can be so affected.
T** adds another 1d12 to T*

When a HacKleric encounters undead, consult Table 2R: HacKleric Enhanced Undead Turning. Compare the level of the HacKleric with the type or Hit Dice of the undead. If a letter code is indicated, the results of the encounter are automatic. If a numeral is indicated, roll 1d20. If the number rolled is equal to or greater than the number indicated in Table 2R, the turn attempt is successful. A successful turn affects 2d4 undead.

HackSassin Skill Progression

Base Skills: Total Control (immune to fear and paralysis), may not be surprised, wall walk (like Spider Climb but need not use hands), may credit Dexterity bonus to AC while prone, may fall any distance without taking damage, +1 per level to saves versus poison, Invisibility once per day for 1 turn per level, smell camouflage (may completely mask his own scent against those of his surroundings), step light (movement on the ground does not cause any vibrations that are detectable by creatures that are normally able to sense such things, may move silently at normal movement rate at will, may create and use poison as an assassin, assassination ability as tenth level assassin + 1 per level beyond first (as an 11th level assassin at 2nd level HackSassin, etc.).

1st level: effective natural AC 7, initiative bonus of –1.

2nd level: effective natural AC 6, initiative bonus of –2, mask alignment to all forms of detection (can register as any alignment he wants).

3rd level: effective natural AC 5, initiative bonus of –3 backstab +5 dice.

4th level: effective natural AC 4, initiative bonus of –4, Undetectable Lie once per day.

5th level: effective natural AC 3, initiative bonus of –5.

6th level: effective natural AC 2, initiative bonus of –6, backstab +6 dice.

7th level: effective natural AC 1, weapon specialization (per fighter).

8th level: effective natural AC 0, initiative bonus of –7.

9th level: effective natural AC –1, initiative bonus of –8, backstab +7 dice.



Character Priors and Particulars

Character Background

When you look at a completed character, in spite of the extensive background tables provided in the Player's Handbook, you may still notice that there are some unanswered questions: What do the character's parents or siblings do for a living? If any of them are dead, how did they die? How was his childhood? Who were his notable friends or enemies from said childhood? Are his parents healthy or ill? Does he have a family home? Is he an outcast? Is he civilized and cultured, or barbaric and primitive? Just how does this character fit into the campaign world?

While HackMaster is the most complete and detailed RPG ever created, even we could not hope to cover every question with the limited space available in the Player's Handbook and GMG. Currently, there are no official rules to answer all of these questions in HackMaster 4th Edition. The comprehensive background tables used to answer such things were pulled after the voluminous treatise on such subjects made the page count and hence the suggested retail price unmanageable. With your benefit in mind, we are currently working on revising this information for future release. Never fear, though. The Player's Handbook and GameMaster's Guide are designed to help you unlock your imagination. Although the HackMaster rules attempt to tell you exactly what your campaign world will be like, some decisions must be left to you. Rest assured, however, that the information provided on character backgrounds contains all the essential elements necessary for play.

These pages contain guidelines and advice about how to create a campaign, but there is nothing that says exactly what every minute detail of the campaign and the characters in it must be like. This does not mean that one should not develop a character's background; such a background adds a lot to the depth and role-playing of your players and their characters. However, it is up to you to tailor character backgrounds to the needs of your campaign.

Letting Players Do the Work

Of course you do not have to do all the work. Your players can provide most of the energy, enthusiasm and ideas needed. Your task is to provide direction and CONTROL. Note the emphasis on control. If you are a novice GM, you will understand more of this as you read on.

Allow your players to decide what kind of people their characters are. One could be a rough nomad, another an over-civilized fop, others, homespun farm boys or salty sea dawgs. Let the players decide, and then tell them if, and how, their characters fit into your campaign world.

When a player says, "My dwarf's a rude and tough little bugger who doesn't like humans or elves," you can respond with "Fine, he's probably one of the Thangor Clan from the deep mountain regions." This type of cooperation spurs your creativity, and involves the players in your world right from the start. You must come up with answers to their questions and ways to make their desires work in the campaign. They will be rewarded with the feeling of getting the characters they want. But make no mistake, you must draw the line when it becomes apparent that a player is trying to squeeze out too much of an advantage from his character background.

A well-crafted character background can do more than just provide emotional satisfaction. It can also provide motivation for the player characters to undertake specific adventures. This is where you step in with your plot lines to send they players in the desired direction.

Just what is a dwarf of the Thangor Clan doing outside his clan's mountainous homeland? Is he an outcast looking for some way to redeem himself? Maybe he is a restless soul eager to see the bright lights of the big city and the world.

A character can have parents to avenge, long-lost siblings to avoid, a name to clear or even a lost love to recapture. Background can be used to build sub-plots within the overall framework of the campaign, thereby enriching character descriptions and interactions.

Background information should always be enforced and properly role-played. If word comes out that a player's grandmother is crippled, it is perfectly reasonable to assume the rest of his family would insist that the character do his duty to help out in caring for her. If his three sisters were kidnapped by gypsies or a black-hearted rival, the PC should be honor-bound to retrieve them or face expulsion from his clan.

Expending all of this creative work on a character who might not even survive his first adventure can certainly be draining. In order to avoid creative burnout, see if the player has any ideas about his character. Not every player will, but the HackMaster game depends as much on the players' imagination as it does on yours. Players that are happy with and feel comfortable about their characters will create their own special excitement and interest. Players who are interested in their characters' backgrounds can be a source of creative energy. Most importantly, they offer you a constant stream of new ideas to use in manipulating them.

Problem Backgrounds

Certain points of background can and do create problems in campaigns, unfortunately. First and foremost of these is nobility, followed closely by great wealth.

Problems of Nobility

Some players like the idea of their character being Prince So-and-So or the son of Duke Dunderhead. All too often this leads to an abuse of power. The player assumes, somewhat rightfully and somewhat not, that the title endows his character with special privileges. Among these might be the right to instant income, the right to flaunt the law, the right to endless NPC contacts, information and resources, or, worst of all, the right to use clout to push the other members of the party around. When left unchecked, this kind of character quickly becomes tiresome to the other players and constantly finds ways to upset your carefully planned adventures. Soon, either you or the other PCs will want to kill him off - and in so doing waste the time you and he spent on his background.

So you will have to put some controls on noble characters from the start. The easiest and most effective method is to strip the title of all benefits that, by rights, should go with it. The noble character could be the son of a wastrel duke. The son may be next in line to inherit the title when his father dies, but he is also in line to inherit his father's debts! (See information on family debts, later in this chapter.) Characters with social class above middle middle class (MMC) who abuse their claim to some right of nobility should automatically be saddled with a heretofore unknown family debt as rolled on Table 4M: Character Starting Money, in the Player's Handbook and further defined in the tables later in this chapter. Instead of seeking to impress others in public, the poor son might be quite happy to keep a low profile so as not to attract his father's creditors. After all, it is hard to amass a fortune through adventuring when the bill collectors are always on hand to take it away.

Likewise, a princely character could be the son of an unpopular despotic or incompetent ruler; perhaps even one who was overthrown for his abuses. Such a son might not want his lineage well known since most of the peasants would have less than happy recollections of his father's rule. The first time he marches into a tavern all high and mighty have the locals spit on him, beat him senseless, then toss him in the street. Maybe have a mangy dawg urinate on him for good measure.

Furthermore, noble characters are always expected to retain an optimal amount of Honor. They will constantly be challenged by uppity NPCs to Honor duels. If the PC's Honor should fall outside the bonus window, he will lose most rights and special treatment associated with his title until he can regain his proper public face.

The social order of Garweeze Wurld is constantly changing. Hereditary debt or disreputable actions by other family members of a noble PC can be racked up again and again as a PC continues to try to abuse his station. As a GM, you must use the "problems of nobility" to your advantage when warranted. Keep in mind that not every duke can be impoverished, nor every throne usurped. Going too far with this strategy will only destroy the validity of nobility and titles in your game. You will have to use one of any number of other methods to keep noble PCs in check. Examples include constantly targeting him with kidnap attempts, hereditary [genetic] diseases, being called to service as an ambassador to the Southern Orc League then called far north to quell some uprising (that turns out to be a rumor), and so on. If you do your job right, the PC will soon be denouncing his family and adopting a pseudonym.

Problems of Wealth

Another problem you might have to deal with is characters from wealthy, upper-class families. This is often associated with the problems of nobility since they normally form the upper class. Such characters, being wealthy, lack one of the basic reasons to adventure: the desire to make a fortune.

Table 3A:
UUC Royal and Noble Titles, European Forms

Roll 1d100	Title
1 – 2	Emperor/Empress
3 – 4	King/Queen
5 – 7	Duke/Duchess
8 – 10	Pfalzgraf
11 – 15	Prince/Princess
16 – 19	Herzog
20 – 22	Marquis/Marquise
23 – 27	Margrave
28 – 32	Count/Countess
33 – 35	Earl
36 – 40	Graf
41 – 45	Viscount/Viscountess
46 – 48	Waldgraf
49 – 51	Baron/Baroness
52 – 55	Thane
56 – 58	Baronet
59 – 61	Freiherr
62 – 63	Seigneur
64 – 80	Knight (honorary)
81 – 95	Lord/Lady
96 – 98	Ritter
99 – 100	Chevalier (honorary)

Table 3B:
UUC Royal and Noble Titles, Asian Forms

Roll 1d100	Title
1 – 5	Padishah
6 – 10	Maharaja
11 – 15	Kha – Khan
16 – 20	Tarkhan
21 – 25	Sultan
26 – 30	Shah
31 – 35	Rajah
36 – 40	Illkhan
41 – 45	Dey
46 – 50	Caliph
51 – 55	Bey
56 – 60	Orkhon
61 – 65	Bashaw
66 – 70	Pasha
71 – 75	Emir
76 – 80	Amir
81 – 85	Khan
86 – 90	Sheikh
91 – 95	Nawab
96 – 100	Malik

Table 3C:
UUC, MUC Family Entitlements

1 – 50	No special additional entitlement
51 – 59	Double starting money
60 – 68	Free weapon from Player's Handbook Table 9T
69 – 75	Free set of fine garments from Player's Handbook Table 9B
76 – 84	Free religious item from Player's Handbook Table 9M
85 – 90	Free choice of beverage from Player's Handbook Table 9A
91 – 92	Free mount (w/basic tack) from Player's Handbook Table 9F
93 – 94	10% discount on services from Player's Handbook Table 9O in home country
95 – 96	Free choice of any armor and shield in the Player's Handbook Table 9S
97 – 98	1d4 0 – level man – at – arms for use as personal guards while in home country/territory
100	Free room and board while in home country/territory

Table 3D:
MUC Title, Chain of Office or Position

Roll 1d100	Title
1 – 30	No special office held
31	Chancellor
32	Mayor
33 – 34	Magistrate
35 – 36	Burgomaster
37 – 38	Sheriff
39 – 40	Judge
41 – 42	Solicitor
43 – 44	Counselor
45 – 46	Recorder
47 – 48	Prosecutor
49 – 50	Port Master (if applicable)
51 – 52	Steward/Castellan
53 – 54	Dungeon Master
55 – 56	Fire Minister
57 – 59	Minister of Information
60 – 62	Burgher/Burgess
63 – 65	Chief of Sanitation
66 – 68	Coroner
69 – 71	Guild Liason
72 – 74	Councilor
75 – 77	Chief of the watch
78 – 80	Gate captain
81 – 84	Defender
85 – 89	Alderman
90 – 95	Advisor
96 – 100	Deputy

Indeed, they see their own money as a way to buy solutions to their problems. Often they will propose eminently reasonable (and, to the GM's carefully planned adventures, quite disastrous) schemes to make their adventuring life easier. It is, of course, possible to hire a magic-user to construct magical items. And a wealthy 1st level character could hire a vast army. But these sorts of things will have undesirable effects on your campaign.

There are ways to control these problems while still allowing players the character backgrounds they desire. Think of the real world and how difficult it is to convince family and friends to give you money, especially sizeable amounts of cash. One may have a loving family and generous friends, but there is a limit.

In your campaign, parents may grow tired of giving gold to their children only to see them squander it on a bunch of men-at-arms and subsequent funeral reparations to their families. Older brothers could become upset at how a player character's parents are cheating them out of their inheritance. Sisters may take exception to the squandering of their dowries. You can use angry siblings and parents to whittle a wealthy character's purse down to size.

Furthermore, families are not immune to the effects of greed and covetousness. A rich character could awaken to discover that his family has been swindled out of all that it owns. If this does not suit you, there is always the threat of invasion by a plundering Orc army…

Additionally, many a tale revolves around the treachery one brother has wrought upon another. If things get really out of hand, angry or jealous siblings could use some of their wealth to hire thugs who attempt to kidnap the PC and sell him into slavery.

A character's background provides the player with more information about his character, more beginning personality on which to build. It should complement your campaign and spur it forward. Always remember that a character's background is the GM's tool. You should use it just as you use a character's quirks and flaws to control the direction of your campaign (See Chapter 5, Quirks and Flaws). Never forget: it is YOUR game, so YOU must be in control. The PCs' backgrounds are tools for you to use against them as you see fit.

Starting funds for characters above first level

Even keeping the previous discussion on character wealth in mind, when creating a character above first level, as is the case when using the Hacktrack to level up new PCs, it may be logical that the character will have accrued more funds than those indicated by Table 4M: Character Starting Money, in the Player's Handbook. As such, when creating an NPC of higher than first level, you should roll once on Table 4M for each level of experience attained. Note that NPCs may not expend Building Points to reroll on this table unless the roll is made at first level. Furthermore, there is a 10% cumulative chance per character level that the character will obtain any one magic item.

PCs who begin their career at greater than first level must follow the mentor/protégé rules described in Chapter 1. If the protégé(s) do not regularly adventure with the existing PCs, they may also roll on the starting money tables and have a chance similar to an NPC of obtaining magic items. This reflects the possibility that they might have short adventures of their own while they are waiting to hear news of their mentor's deeds. If you go this route, you must use a base 10% chance that the protégé is killed adventuring while waiting to hear news of his mentor. On the other hand, if the protégé regularly travels with his mentor and experiences much of the same travels and encounters, no such rolls for additional starting money, magic items or death are warranted since the protégé has ample opportunity to become equipped and paid directly by the mentor. It is left to the GM to determine whether or not a protégé has sufficient time on his hands away from the main adventuring group to allow additional rolls per level for starting money, magic items or death.

Now one could argue that awarding an NPC or PC protégé extra money or magic is not prudent since the character could easily be a failure. Or perhaps he might have spent so much money on schooling as he advanced in level that there is little left over. This is accounted for by the fact that it is possible to obtain the result of "flat broke" or "hereditary debt" when rolling on the table. If this is the case, the character has either gone broke or gone into debt during that particular experience level. Further rolls for additional experience levels can pull him out or send him deeper in debt. Once the character is established as an ongoing PC or active NPC who regularly associates with the PCs, he will have to survive on his own merits and no further rolls on Table 4M are allowed.

Social Class Information

Again, keeping the previous discussion on nobility and wealth in mind, this section provides you with some specifics on how to handle background details for upper upper class (UUC) and middle upper class (MUC) characters. The UUC of people consist of great nobles, sovereign nobility and royalty. One must almost always be born into this class. On some occasions, a military commander (not necessarily a fighter) can take over a country and become ruler, thus thrusting himself and his family into this class.

Just below upper upper class is middle upper class. These people are generally considered great leaders of people but they are not necessarily royalty. Use the following tables to determine titles, positions and entitlements for characters of these classes. Note that these titles are based upon European or Asian history and you may choose either, depending your taste. Some different cultures in Garweeze Wurld have their own titles for those of high social rank but those are detailed in a separate supplement. You may find it interesting to mix titles, invent them, and place the whole in the campaign setting you devise accordingly. Historical research will be helpful, as will be a good thesaurus. Since it does not make sense for the actual holders of these royal titles to be PC adventurers, you should consider a PC of UUC to be the son or daughter of the noble person indicated. For those of MUC, roll on Table 3D: MUC Title, Chain of Office or Position. Note that most of these positions actually require work on the part of the office holder and they are not automatically bestowed by hereditary right. If a PC adventurer chooses to try to retain his position, he must carefully work out a way to continue to get the job done, either by hiring assistants or staying close to home. Again, since a beginning PC is young and inexperienced, they will merely be a son or daughter of the office holder or perhaps a lower level assistant to the actual office holder.

Any character of UUC will be 80% likely to personally hold the deed to some land. In order to determine properties held by characters of UUC, roll on Table 3P: Inherited Deeds with a +20% modifier. If the result is greater than the maximum shown on the table, roll again with the +20% modifier again. Repeat this process until a result on the table is obtained. Then multiply the size of the land parcel by the number of times rolled.

Characters of UUC and MUC may be entitled to certain privileges of nobility as determined by rolling on Table 3C: UUC, MUC Family Entitlements. Those of UUC will receive a +20% modifier for rolls on this table. If the result exceeds the maximum possible on the table, roll an additional two times. Continue this process (+20% modifier each time) until you obtain a result on the table. Then, for each time the maximum number on the table was exceeded, roll again. Note that it is possible that a character

will gain each and every entitlement using this method. If an entitlement comes up twice, ignore the result but count the roll as no special additional entitlement.

Most people in Garweeze Wurld who hold these positions within society maintain them not because they pay well but because of the Honor associated with them (+10% actual Honor while in office) and the perceived political value they hold for aspiring bureaucrats. Below is a brief description of each position along with an approximate salary for each. These positions may have had other responsibilities in actual historical context but what follows is how they are defined in Garweeze Wurld. Depending on the workload, some of the positions can be held part time.

Chancellor – A high ranking position appointed by the king, the chancellor is in charge of the ecclesiastical affairs of the kingdom. His primary job is to keep the power of the church(es) in check so that the monarchy is not threatened. He can also be in charge of administration at the royal palace and issuing and recording documents (Head of Clerks, Recorders and Minister of Information). 200 gp per month.

Mayor – Chief executive of a city, town or village who is responsible for maintaining day to day operations. City watch functions, fire chief, coroners, aldermen and the chief of sanitation all report to the mayor. 50-150 gp per month depending on the size of the village, town or city.

Magistrate – A court official in charge of hearing, rendering verdict and sentencing in most criminal cases. Most places in Garweeze Wurld do not allow trial by jury, offer only limited appeals (depending upon the social status of the accused) and assume an accused person is guilty until proven innocent. 50 gp per month.

Burgomaster – A chief magistrate responsible for hearing appeals and serious crimes against the crown. 70 gp per month.

Sheriff – Head of law enforcement in the lands of a country that are outside the jurisdiction of municipal law enforcement officers. 40 gp per month.

Judge – A court official who hears administrative cases such as land or commerce disputes. This position is also in charge of ensuring fair play for public events such as jousts or duels. 50 gp per month.

Solicitor – One who collects taxes on behalf of the kingdom, city or other government. 40 gp per month.

Counselor – A court official who provides information to judges, magistrates, prosecutors and defenders regarding witnesses and facts in a case. 10 gp per month.

Recorder – One who prepares and certifies documents associated with administrative affairs of the state. 10 gp per month.

Prosecutor – A court official who is in charge of trying criminal cases on behalf of the government. 30 gp per month.

Port Master (if applicable) – This position is in charge of oversight of all ships entering and leaving a harbor and collecting shipping related tariffs. The Port Master is in charge of maintaining order on the docks and ensuring imported goods meet minimum quality requirements to protect the safety of the public. 30 gp per month.

Steward/Castellan – This office is in charge of the administrative details associated with running a castle including supervision of staff, maintaining adequate supplies of food, water and other essential items. A PC who acts in this capacity can earn from 50-200 gp/month while NPCs earn 200 gp/month!

Dungeon Master/Warden – This position is in charge of carrying out sentences from criminal cases, maintaining prisons and "caring" for prisoners. He will have several dungeon guards and perhaps an executioner reporting to him. 20 gp per month.

Fire Minister – This office is in charge of preventing and fighting fires within city limits. He also enforces regulations concerning building construction. 5-25 gp/month.

Minister of Information – This office is in charge of passing information to the public from the crown or government. He is also in charge of sending official messages and will thus have a staff of messengers, town criers and scribes working for him. 25 gp per month.

Burgher/Burgess – This is a very minor title assigned to certain upstanding citizens for political favors. It carries little responsibility other than various tasks assigned from time to time by the mayor. This if often the first step for a middle class person to rise in the ranks of titled society based on his reputation and public support for other community leaders. Up to 1 gp per month depending on tasks assigned.

Chief of Sanitation – This person is responsible for maintaining safe conditions in public areas by removing sewage and ensuring fresh water supplies for the citizens of a city. 10 gp per month.

Coroner – This position is responsible for ensuring dead bodies are properly buried or burned to protect public health. 1gp per month.

Guild Liaison – This public official has the often difficult task of being the point of contact between the local government and the merchant, professional and artisan guilds. This is not a coveted position as the guilds are often difficult to deal with. 20 gp per month.

Councilor – This is a temporary position created when the government wishes to get in touch with the will of the people. A Councilor is selected to interact with the masses, hear their concerns and report back to the government officials or rulers. 1gp per month.

Chief of the Watch – This person is the chief law enforcement officer within a municipality. He reports to the mayor and has a staff of men-at-arms who patrol the city streets. 50 gp per month.



Table 3E:
Escaped Criminal Charges
Roll 1d100

Die Roll	Crime
1 – 2	Arson
3 – 7	Banditry/Highway Robbery
8 – 13	Battery
14 – 18	Bearing Arms Without Right
19	Blackmail
20 – 21	Bribery of an Official*
22 – 26	Burglary
27 – 32	Defaulting on Debt
33 – 37	Destruction of Property*
38	Embezzlement of Funds*
39	Extortion
40 – 43	Forgery
44 – 48	Fraud*
49 – 53	Illegal Money Changing/Usury
54 – 55	Impersonation of an Official*
56	Kidnapping
57-63	Manslaughter
64 – 67	Perjury
68	Piracy
69 – 79	Possession of Illegal/Stolen Items
80	Rape
81 – 87	Rioting/Inciting Riot
88 – 92	Robbery
93 – 96	Sedition
97 – 100	Theft

*Prepetrated on or against the Crown or Government

Table 3F:
Fame and Net Worth Effect on Social Class Advancement

Fame	Modifier
<10	-1 character level
11 – 60	no modifier
61 – 100	+1 character level
101 – 200	+2 character level
201+	may advance one social class beyond that normally allowed
Net Worth	**Modifier**
<5000 gp	-1 character level
5001 gp to 50,000 gp	no modifier
51,001 gp to 100,000 gp	+1 character level
100,001+ gp	+2 character level

Gate Captain – This law enforcement officer is usually in charge of a small group of city watch guards who are more or less permanently assigned to guard municipal gates. They are in charge of collecting entry/exit duties and enforcing local laws such as the right to bear arms and allowing only the regulated amount of livestock into the city walls. 5 gp per month.

Defender – This court official is in charge of speaking on behalf of the accused in criminal matters. It is not a highly sought after position and often goes unfilled. 2 gp per month.

Alderman – Like a Councilor, it is the job of an Alderman to speak on behalf of the commoners. However, these positions are selected by the people as opposed to being appointed by the government. A Councilor will sometimes be assigned to interface with Aldermen. Unpaid.

Advisor – This position is often filled with subject matter experts in whatever field there happens to be a need for. They may serve any of the above offices, lesser and greater nobles or even the ruling family itself. Examples of needed subject matter experts include magic-users, foreign culture experts (Orc, dwarf, gnome, etc.) clerics, engineers, etc. Pay can vary greatly depending upon to whom service is rendered. 1-120 gp per month.

Deputy – These officials are given authority to act on behalf of or to assist the sheriff in law enforcement matters outside of municipalities that have their own law enforcement system. Duties and the title are often temporary and assigned as needed. They are often used to apprehend fugitives in the wilderness. 1-5 gp per month.

Slave Class

At the other end of the spectrum from those of MUC and UUC are members of the slave class. Table 4F: Social Class Table in the Player's Handbook gives some possibilities of how a character of this class would become a PC including the possibility that he is an escaped criminal. The following table indicates crimes for which an individual may suffer long term imprisonment. There are other crimes for which a character could be jailed but those would generally carry lighter penalties like a light fine or banishment or more severe, swift penalties such as death. If Table 4F indicates the character is an escaped criminal, use Table 3E: Escaped Criminal Charges. While undoubtedly many PCs will be party to criminal deeds during their career, this table does not define guilt or innocence. You should define that based on the personality of the character and the nature of your campaign. This table merely indicates the charge for which the PC was imprisoned.

Raising One's Station in Life

Characters are generally born into a social class. On rare occasions, a member of a lower social class can become an apprentice to a member of a higher social class and therefore gain a considerable head start in raising his station in life. Such a case occurs when a cavalier retains a lower social class horseman for training as a potential member of that exclusive character class. However, most people need to work with what they are given at birth. Honor, Fame and personal wealth (real or perceived) can raise one's station in life. The following can be used as a guide on how social class progression works.

As one advances in class levels, his social class may go up. The social class progression with advancing character levels is shown in Table 3G: Social Class Advancement. A character who is multi-classed or dual classed advances as the least advantageous class he practices. For example, a fighter/thief would advance in social class as a thief. This progression will occur when a character's Honor is in the Average Honor or Too Much Honor categories. If the character's Honor is in the Great Honor category, he may advance in social class as if he was one level higher. Similarly, those who are in the Dishonorable category, will advance in social class as if they are one character class level lower. Furthermore, Fame can allow one to advance differently on the social class advancement table. This effect is shown in Table 3F: Fame and Net Worth Effect on Social Class Advancement. Furthermore, a character with a Fame of greater than 201 may advance in social class to one class higher than that normally warranted by his character class. In this case, the next higher social class can be attained when the character's level is one greater than the highest character class level indicated in Table 3G: Social Class Advancement. Personal wealth (real or perceived) has a similar effect on social class advancement as that of Fame. Note that if a character is using perceived personal wealth (eg., fake jewels, coins or other items of value) to increase social class, the character must make a saving throw versus Apology in order to maintain the ruse anytime their personal wealth is called into question. If the character fails this, his true social class will be apparent and he will lose 10-40% (1d4x10) of his Honor. It should be noted that flaunting one's wealth (real or fake) can have adverse consequences in terms of attracting thieves.

Extended Family Information

As mentioned previously, characters are born into a social class. Their extended family often sets the stage for how they are perceived by the world. This section helps define the other members of a character's extended family.

At one time each character, of course, had both paternal and maternal grandparents. There is a base 10% chance for each that the character's grandfathers are alive when the character begins his adventuring career. There is a base 30% chance for each that the character's grandmothers are alive. This base chance is modified by his race as follows:

Dwarf	+30%	Half-ogre	+10%
Elf	+40%	Half-orc	-15%
Gnome	+25%	Halfling	+10%
Gnomeling	+20%	Human	no modifier
Half-elf	+15%	Pixie-fairy	-30%

In order to determine the number of aunts and uncles a character has (or had at one time), roll on Player's Handbook Table 4K: Number of Siblings for each parent. Follow the procedure defined under the Status of Siblings section on page 79 in the Player's Handbook to determine if the character's aunts and uncles (the parent's siblings) are still living and how many of each sex there is. Then for each aunt and uncle, roll for each to determine if they are (or have ever been) married (75% chance). For those that are (or were) married, roll on PHB Table 4K again to determine the number of cousins the character has. Follow the status of siblings procedure again to determine the sex and living status of each cousin. Then, for each aunt and uncle that has never been married, check to see if the aunt or uncle has any illegitimate children (10% chance). If he or she does, roll again on PHB Table 4K to determine the number of illegitimate cousins parented by that uncle or aunt.

Families, Clans and Bloodlines

The notion of family (hereafter referred to as 'clan' in this section) is very important to most characters in Garweeze Wurld. It is also very important to players since they can create their very own clan from which all their characters of a particular race spring forth. Over the course of many adventures (and the lives of many characters), a player can actually shape his clan and develop it much as he would a character. With time and a little luck, a player's clan can become very powerful - even to the extent of having an impact on your campaign world (if you want it to, that is).

A powerful clan with high Honor can be a real asset for a PC. Clans can loan money to family members, be of assistance in times of trouble and, if their network of contacts (some of whom will be Notables, see Chapter 11: Non-Player Characters) is large enough, even pull strings to aid a character (such as convincing the local magistrate not to press charges for a semi-serious offense for which the character has been arrested).

Table 3G:
Social Class Advancement

Character Class	Social Class LLC	MLC	ULC	LMC	MMC	UMC	LUC	MUC	UUC
assassin	1 – 6	7 – 12	13+	–	–	–	–	–	–
barbarian	–	1 – 3	4 – 6	7+	–	–	–	–	–
bard	–	1 – 3	4 – 6	7 – 12	13+	–	–	–	–
battle mage	–	–	–	–	1 – 3	4 – 6	7 – 12	13+	–
berserker	–	1 – 3	4 – 6	7+	–	–	–	–	–
blood mage	–	–	–	–	1 – 3	4 – 6	7 – 12	13+	–
cavalier	–	–	–	–	–	–	1 – 6	7+	–
cleric	–	–	–	–	–	1 – 3	4 – 6	7+	–
dark knight	–	–	–	1 – 3	4 – 6	7 – 12	13+	–	–
druid	–	–	–	1 – 6	7 – 12	13+	–	–	–
fighter	–	–	1	2 – 4	5 – 7	8 – 12	13 – 17	18+	–
illusionist	–	–	–	–	1 – 3	4 – 6	7 – 12	13+	–
knight errant	–	–	–	1 – 3	4 – 6	7 – 12	13+	–	–
magic-user	–	–	–	–	1 – 3	4 – 6	7 – 12	13+	–
monk	1 – 3	4 – 6	7 – 9	10 – 12	13 – 15	15 – 18	19 – 21	–	–
paladin	–	–	–	–	–	–	1 – 6	7+	–
ranger	–	–	–	1 – 6	7 – 12	13+	–	–	–
thief	1 – 3	4 – 6	7 – 12	13+	–	–	–	–	–

Table 3H:
Family Honor and Notable Contacts

Character's Social Class	Beginning Family Honor	# of Notable Contacts
Lower Lower Class	1d4+1	d3-1
Middle Lower Class	1d6+10	d3
Upper Lower Class	2d8+15	d3+1
Lower Middle Class	3d10+20	2d3
Middle Middle Class	5d10+25	2d3+1
Upper Middle Class	4d20+30	2d4+1
Lower Upper Class	d100+35	2d4+2
Middle Upper Class	d100+50	2d4+3
Upper Upper Class	d100+70	2d4+4

Family here does not simply mean the parents and siblings of the character but his entire extended family (uncles, cousins, great-uncles, in-laws, grandparents, great grandparents, etc.) Furthermore, the concept of 'family' includes ancestors. Ancestors who achieved great fame during the course of their lives and helped to grow the family's Honor and power base are treated with great respect and reverence because it is they who intermediate between the gawds (including the fates) and the clan. They constantly beseech the gawds on the behalf of their living relatives, for favor and good fortune.

Every family has it is own Honor factor that represents the family's standing in the community and region. Those player characters born into the clan (once the family has been established) benefit (or suffer) from the family's status.

Establishing a new Clan

Whenever a player introduces a new character into a campaign he has the option of basing that character in a clan he already established or creating a new one. For some characters, of course, family ties are not all that important. Players do not HAVE to create a clan. They can simply decide that their characters have broken off ties with their family, been disinherited, have lost contact or have no surviving family members (unless his background rolls dictate otherwise). Obviously, such characters will not be eligible for any of the perks that come with having a clan (such as gifts at certain Honor levels or clan support). Generally, it is left to the player to approach the GM and broach the subject of starting a clan. You should never pressure a player to do so.

Why would a player want to establish a clan? Clans give a character an edge. They provide a support system in a world where everyone and everything is set against him. If a character can maintain his Honor and further his clan's aims he will always have a place to call home. One's clan can help cover the cost of raising a character from the dead, loan money in times of need, guard a character's treasure hoard and assets, serve as executors of a character's will and ensure his wishes are met. In fact, a clan with strong ties to a character will go to great lengths to find and retrieve his body for a proper burial should he die in a foreign country or in a remote area. As in all things HackMaster, great boons are not obtained without price. Clans tend to want to meddle in the affairs of a character. If there is an unsettled score (grudge) with another clan they may expect the character to settle it. If a clan or family member is having problems, the character may be expected to come to his aid. In other words, clans give you, the GM, free reign to mess with the character and force his actions whenever you want! In this manner, clans are similar to quirks and flaws. They can give a benefit to the PC, but the cost is under your direct control. The beauty of clans is that the benefit is under your control as well!

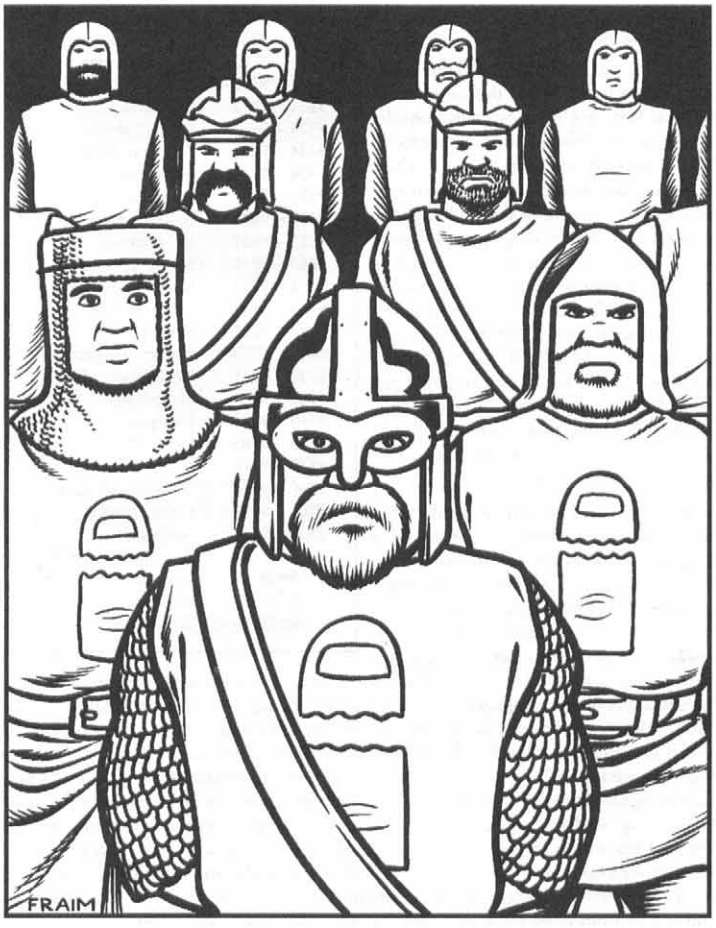


Table 3I:
Family Grudge, Enemy or Alliance Determination
Roll 1d100

1 – 25	None
26 – 50	Family Grudge
51 – 70	Family Enemy
71 – 90	Family Ally
91 – 95	Roll twice*
96 – 97	Roll three times*
98	Roll four times*
99	Roll five times*
100	Roll six times*

* Count further rolls over 91 as "None".

Table 3J:
Recipient of Family Grudge, Alliance or Enmity
Roll 1d100

1 – 2	Major noble*
3 – 6	Minor noble**
7 – 10	Religious institution
11 – 35	Adventurer/ Professional
36 – 60	Humans/Men (Race/Clan)
61 – 65	Dwarves (Race/Clan)
66 – 70	Elves (Race/Clan)
71 – 73	Gnomes Race/Clan)
74	Gnomelings (Race/Clan)
75 – 77	Half-elves (Race/Clan)
78 – 80	Halflings (Race/Clan)
81 – 87	Half-orcs (Race/Clan)
88 – 89	Half-ogres (Race/Clan)
90	Pixie-fairies (Race/Clan)
91 – 93	Orcs (Race/Clan)
94	Goblins (Race/Clan)
95	Hobgoblins (Race/Clan)
96 – 100	Commoner/serf/farmer

* See Table 3A and 3B UUC Royal And Noble Titles.
** See Table 3D MUC Title, Chain of Office or Position.
*** See Table 3Q Occupation of Debt Claimant.
**** GM choice: from Gawds of Twilight Last on page 64 of the Player's Handbook.

When a player indicates he wants to start a new clan to base one of his characters in just grab a copy of the Clan Worksheet (Appendix H) and perform the following steps:

1. **Generate a character** per the guidelines in the Player's Handbook.
2. **Name the clan.**
3. **Choose the clan's location/base.**
4. **The clan's race, alignment and social class will be the same as the character's.** A character can only be part of an existing family if he is of the same race as the clan. Exceptions can be made for those characters of mixed race background such as half-elves and gnomelings as long as one parent is the same race as the clan. Unfortunately, having such mixed-breed children legitimized has a 37% chance of dropping the clan's Honor by 15% and will cause 1d100% of the family members to dislike the PC.
5. **Determine Family Honor and number of Notable contacts** on Table 3H: Family Honor and Notable Contacts.
6. **Determine Hereditary Grudges, Enemies and Allies:**

For each character, you should also roll on Tables 3I and 3J to determine if the character has any family grudges, enemies or allies. This should be done whether or not the character is planning on developing his clan, since it could some into play later or be used as part of an adventure plot. The nature of their alliance or grudge is left to the GM to determine (which allows it to be tailored within the bounds of one's own campaign). Family grudges and alliances can be great starting points for ongoing campaigns. Some ideas behind family grudges/allies include; family member was saved by/killed by someone, family member is actively being courted by someone, land dispute, monetary debt, caught dealing or saved from dealing in substandard or fake goods, an act of kindness/rudeness at an opportune/inopportune moment, family member was saved from a crime or the victim of a crime that went unpunished (see Table 3E: Escaped Criminal Charges in this chapter), family was saved/trodden upon during a natural disaster or family name was cleared/slandered by someone.

Family grudges differ from family enemies in that a grudge is held for some specific act (or inaction) that occurred. A family grudge is less intense than having a family enemy. Grudges can sometimes be easily erased by correcting the perceived malignment or by taking revenge for the incident on the parties involved.

A family enemy usually develops when a wrong has been committed against the family that is so atrocious that it is unforgivable or when multiple grudges begin to pile up. Often, family enmity lasts for many generations. It is not uncommon for the youth of a clan to ask the family elders why they despise another family or group so and have the elders reply, "Because it has always been that way." A family enmity is much more difficult to erase than a mere grudge and is usually resolved by the complete destruction of one of the two families.

Altering Family Honor

The actions of a single player character can affect the fortunes of his clan for good or ill. Noble, heroic and successful characters elevate their family name while craven, lying and treacherous characters drag their family name down with them (generally speaking, depending on alignment, the reverse can be true).

If a player character's Honor is 10 points higher than his family's Honor, the base Honor of the family is increased by one point. For every additional 10 points of Honor a character gains above his family Honor, the Family Honor increases by another point. Characters can also raise the base Honor of their clan by vanquishing hereditary enemies or settling hereditary grudges. At the other end of the scale, any character that loses five or more points for a single action causes a loss of one Honor point from his family's base Honor. His shameful behavior has left a lasting blotch on the family name. In either case, when a character changes the Honor of his family, all other family members have their Honor increased or decreased by the same amount as the family. Thus, the actions of family members can affect each other's Honor.

Since Honor is so important to a clan, if any member's Honor causes the clan's base Honor to drop by 20 points or more, he is immediately banished from the clan. He will not be allowed to return to the fellowship of the clan until he has raised the clan's Honor back to its former level or higher. Any character causing his clan's Honor to drop by 50 points or more is permanently disinherited and ousted from the clan.

Inheritance and Debt

The GM should use these tables when a PC gets an inheritance as indicated on Table 4M: Character Starting Money, in the Player's Handbook or when called for in the course of game play. Note that an inheritance can be a benefit or bane for a character. It is possible for a PC to inherit debt that will be quite a challenge to overcome at low level. Even an inheritance of armor, weapons or deeds, while it seems good at first, can and probably should be marred with jealousy on the part of other less fortunate PCs, rival siblings who lost out or more distant relatives who feel they were wrongfully overlooked. Use the following Tables to determine the results of a PC inheritance.

In order to use Table 3L: Inherited Weapons, roll 1d10,000. If you do not have a 10,000-sided die handy, you can use the following method as a substitute; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then the 10s, then ones. You should modify this result by the number corresponding to the PC's social class as shown in Table 3K: Class Modifiers for Inheritance. If the result is from 1 to 10,000, the indicated item is non-magical. If the die roll exceeds the maximum on Table 3L, because of social class or other modifiers, roll again. When you finally obtain a result from 1 to 10,000, the item indicated is magical with a +X enchantment where X is the number of times rolled on the chart minus one. If the initial die roll is less than the minimum on Table 3L, roll again. When you finally obtain a result from 1 to 10,000, the item indicated is either cursed or stolen (50% chance of each). If it is cursed, it will have an enchantment of –X, where X is the number of times rolled on the chart minus one. If the inherited item was stolen (by the person who died and left the inheritance), the number or people who will seek out the PC looking for the return of the item is equal to the number of times rolled on the chart minus one. The people who are looking for the return of the item can vary. Some examples include jilted best friends, merchants, nobles, deputies or ex-business partners. Stolen items that are not worth much will still be highly sought either because they have sentimental value to their former owners or because of a desire to uphold the law on the part of the seeking party.

In order to use Table 3M: Inherited Armor, roll 1d4,000 with the following method; roll a d4 counting that roll as the 1,000s digit, next roll a 10-sided die for the 100s digit, then a 10-sided die for the 10s, then a 10-sided for the ones. This results in a number from 1 to 4,000. (Obviously, a result of "4" on that d4 is read as such only if the 10-sided dice all come up "0." Otherwise, read the four as a "0." Similar procedures apply for 1d600, 1d8000, etc. If you cannot follow this simple rule, you are not cut out for the demanding role of HackMaster GM.) You should modify this result by the number corresponding to the PC's social class as shown in Table 3K: Class Modifiers for Inheritance. Modified results outside the bounds of the table are handled the same way as those described for weapons.

In order to use Table 3N: Inherited Helmet or Shield, roll 1d400 with the following method; roll a d4 counting that roll as the 100s digit, next roll a 10-sided die for the 10s, then a 10-sided for the ones. This results in a number from 1 to 400. You should modify this result by the number corresponding to the PC's social class as shown in Table 3K: Class Modifiers for Inheritance. Modified results outside the bounds of the table are handled the same way as those described for weapons.

Table 3K:
Class Modifiers For Inheritance

Class	Weapon	Armor	Shield/Helmet	Mount
SLC	-1000	-500	-200	-500
LLC	-500	-200	-100	-200
MLC	-200	-100	-20	-100
ULC	-100	-50	-10	-50
LMC	-50	-25	-5	-25
MMC	none	none	none	none
UMC	+50	+25	+5	+25
LUC	+100	+50	+10	+50
MUC	+200	+100	+20	+100
UUC	+500	+200	+100	+200

In order to use Table 3O: Inherited Mount, roll 1d6,000 with the following method; roll a d6 counting that roll as the 1,000s digit, next roll a 10-sided die for the 100s digit, then a 10-sided die for the 10s, then a 10-sided for the ones. This results in a number from 1to 6,000. You should modify this result by the number corresponding to the PC's social class as shown in Table 3K: Class Modifiers for Inheritance. Modified results outside the bounds of the table are handled as follows. If the result exceeds the maximum number on the table, the animal gains +X hit points per Hit Die where X is the number of times rolled on the chart minus one. If the result is below the minimum on the table, the animal loses X hit points per Hit Die where X is the number of times rolled on the chart minus one. There is a 50% chance that a PC who inherits a mount has already gone through the required bonding period while the animal was under the care of the previous owner. There is a 1% chance that any inherited animal is actually a Bolter (see the Hacklopedia of Beasts for details on the Bolter).

Note that inherited mounts come with "basic tack". Basic tack is defined by the following items as applicable, a bit and bridle, halter, shoes, saddle blanket, a riding or pack saddle (depending on the primary purpose of the mount) and small saddlebags. This combination of equipment is worth approximately 11-16 gp at standard prices depending on the type of saddle.

In some circumstances, a PC can inherit a deed to land. While this might seem lucky at first, one must carefully consider all the responsibilities of land ownership before running off to celebrate. There might be taxes to take care of, squatters or poachers to deal with or the land might be in some particularly dangerous or barren region. Table 3P: Inherited Deeds can be used to determine the details when a PC inherits a deed to land. For types of inherited businesses, see Table 3Q: Inherited Businesses (Roll 1d8,000 with the following method; roll an d8 counting that roll as the 1,000s digit, next roll a 10-sided die for the 100s digit, then a 10-sided die for the 10s, then a 10-sided for the ones. This results in a number from 1to 8,000).

If an inherited deed is for land within the commonly recognized borders of a kingdom, it is technically owned by the crown. This type of deed would essentially be a land use permit on the part of the bearer of the deed. These deeds always come with tax obligations. Furthermore, this type of inheritance also comes with a requirement for military service and a blood oath of allegiance in exchange for the right to inherit the land. In most cases, military service can be avoided by paying additional rent or performing some useful non-military labor for the crown. If the land is outside the borders of a kingdom or country with a similar form of government, the bearer of the deed is the lawfully recognized owner of the land. He has the right to use the land as he sees fit, either for farming, settlement or extraction of resources (animal, vegetable and mineral). If the land lies within an area that is considered a territory of a country (but not within the patrolled borders of the country itself) the deed holder will often have to pay taxes on the property. As it is sometimes difficult for tax collectors to visit remote regions and collect from those responsible for the taxes, these land taxes in territories are often

Table 3L:
Inherited Weapons
Roll 1d10000

Roll	Weapon
1 – 2000	Hand or throwing axe
2001 – 2450	Sword, Short
2451 – 2850	Voulge
2851 – 3250	Military fork
3251 – 3625	Footman's mace
3626 – 3965	Sling
3966 – 4300	Sword, Broad
4301 – 4635	Halberd
4636 – 4955	Sword, Long
4956 – 5275	Knife
5276 – 5575	Sword, Bastard
5576 – 5850	Spear
5851 – 6100	Warhammer
6101 – 6267	Sickle
6268 – 6417	Dagger or dirk
6418 – 6567	Battle axe
6568 – 6717	Bardiche
6718 – 6867	Sword, Kopesh
6868 – 7007	Morning star
7008 – 7132	Sword, Scimitar
7133 – 7257	Guisarme
7258 – 7382	Glaive
7383 – 7507	Footman's fail
7508 – 7632	Fauchard
7633 – 7752	Staff sling
7753 – 7872	Spear, Great
7873 – 7992	Scourge
7993 – 8112	Quarterstaff
8113 – 8232	Javelin
8233 – 8352	Dart
8353 – 8472	Club
8473 – 8572	Bow, Short
8573 – 8672	Bow, Long
8673 – 8772	Whip
8773 – 8847	Spetum
8848 – 8922	Ranseur
8923 – 8992	Crossbow, Light
8993 – 9062	Crossbow, Heavy
9063 – 9120	Stilleto, bloodthorn
9121 – 9177	Trident
9178 – 9233	Sword, Rapier, petite
9234 – 9283	Crossbow, Hand
9284 – 9333	Partisan
9334 – 9383	Lucern hammer
9384 – 9433	Lance, Light horse
9434 – 9483	Footman's Pick
9484 – 9530	Horseman's mace
9531 – 9577	Awl pike
9578 – 9622	Horseman's pick
9623 – 9667	Bill-guisarme
9668 – 9710	Horseman's flail
9711 – 9753	Guisarme-voulge
9754 – 9796	Fauchard-fork
9797 – 9839	Bec de corbin
9840 – 9879	Sword, Two-handed
9880 – 9919	Hook fauchard
9920 – 9939	Mancatcher
9940 – 9959	Blowgun
9960 – 9969	Lance, Medium horse
9970 – 9979	Glaive-guisarme
9980 – 9986	Lance, Heavy horse
9987 – 9991	Lance, Jousting
9992 – 9996	Harpoon
9997	Bow, Composite short
9998	Crossbow, Peashooter
9999	Bow, Great long (elven)
10000	Bow, Composite long

Table 3M:
Inherited Armor
Roll 1d4,000

Roll	Armor
1–1500	Padded
1501–3000	Leather
3001–3400	Studded leather
3401–3565	Ring mail
3566–3715	Hide
3716–3835	Scale mail
3836–3910	Brigandine
3911–3960	Chain mail*
3961–3975	Splint mail
3976–3985	Banded mail
3986–3993	Bronze plate mail
3994–3997	Plate mail
3998–3999	Field plate
4000	Full plate

* elven if PC is an elf

Table 3N:
Inherited Helmet or Shield
Roll 1d400

Roll	Helmet/Shield
1–210	Helmet, Leather
211–265	Shield, Small
266–308	Helmet, Chainmail
309–338	Shield, Buckler
339–363	Helmet, Basinet
364–377	Shield, Buckler, spiked
378–390	Helmet, Great
391–399	Shield, Medium
400	Shield, Body

Table 3O:
Inherited Mount
Roll 1d6,000

Roll	Mount***
1–1000	Mule
1001–2000	Donkey or ass
2001–3000	Horse, Riding
3001–3800	Goat, Pack (trained)
3801–4333	Ox
4334–4733	Bull
4734–5000	Pony**
5001–5160	Camel
5161–5308	Horse, Light war
5309–5448	Horse, Draft
5449–5584	Horse, Medium war
5585–5704	Horse, Heavy war*
5705–5784	Llama
5785–5864	Ape, Pack (untrained)
5865–5904	Camel, Carrion
5905–5944	Elephant, Labor
5945–5960	Elephant, War
5961–5965	Lizard, Red Bellied Armored
5966–5970	Ape, Pack (trained)
5971–5976	Elephant, Sabre-toothed
5977–5981	Eagle, Giant
5982–5985	Dolphin, mount
5986–5989	Griffin
5990–5993	Hippogriff
5994–5996	Horse, Shirkmare
5997–5998	Killer Whale, Mount
5999–5999	Centisteed
6000–6000	Eagle, Gargantuan

* dwarven war if PC is a dwarf
** elven if PC is an elf
*** There is a 1% chance that any inherited animal is actually a Bolter.

Table 3P:
Inherited Deeds
Roll 1d100

Roll	Inherited Deed
1-5	Parcel of land in wilderness - harsh climate
6-10	Parcel of land in a wilderness inhabited by monsters
11-15	Parcel of land in a wilderness inhabited by humanoids or savages
16-20	Parcel of land in territory of country – farming
21-25	Parcel of land in territory of country – rugged terrain
26-30	Parcel of land in territory of country – forest
31-35	Parcel of land in territory of country – hamlet
36-40	Parcel of land in territory of country – village
41-45	Parcel of land in territory of country – village, home
46-50	Parcel of land in territory of country – village, business
51-55	Parcel in country borders – farm
56-60	Parcel in country borders – forest
61-65	Parcel in country borders – hamlet, home
66-70	Parcel in country borders – hamlet, business
71-75	Parcel in country borders – village, home
76-80	Parcel in country borders – village, business
81-85	Parcel in country borders – town, home
86-90	Parcel in country borders – town, home
91-95	Parcel in country borders – city, home
96-100	Parcel in country borders – city, business

Table 3Q:
Inherited Businesses
Roll 1d8,000

Roll	Inherited Business
1–20	Alchemist
21–130	Armorer
131–255	Bakers
256–541	Barbers
542–593	Bathers
594–665	Beer-Sellers/Bar
666–731	Blacksmiths
732–779	Bleachers
780–812	Bookbinders
813–828	Booksellers
829–992	Brewer
993–1063	Buckle Makers
1064–1146	Butchers
1147–1328	Carpenters
1329–1471	Chandlers
1472–1571	Chicken Butchers
1572–1714	Coopers
1715–1757	Cutlers
1758–1816	Doctor/healers
1817–1900	Fishmongers
1901–2300	Furriers
2301–2340	Glassblower
2341–2381	Glovemakers
2382–2431	Harness-Makers
2432–2537	Hatmakers
2538–2587	Inns
2588–2837	Jeweler - gemcutter
2838–2889	Locksmiths
2890–3089	Masons
3090–3092	Matchmaker
3093–3235	Mercers
3236–3435	Merchant, Food
3436–3735	Merchant, General
3736–3778	Merchant, Hay
3779–3978	Merchant, Livestock
3979–4078	Merchant, Musical Instruments
4079–4150	Merchant, Spice
4151–4400	Old-Clothes
4401–4467	Painters
4468–4667	Pastrycooks
4668–4738	Plasterers
4739–4829	Pursemakers
4830–4884	Roofers
4885–4937	Ropemakers
4938–4987	Rugmakers
4988–5087	Saddlers
5088–5205	Scabbardmakers
5206–5255	Sculptors
5256–5455	Shield maker
5456–5505	Ship builder
5506–6171	Shoemakers
6172–6371	Stable
6372–6771	Tailors
6772–6971	Tannery
6972–7221	Taverns/Restaurants
7222–7339	Watercarriers
7340–7389	Weapon maker
7390–7556	Weaver, Basket
7557–7806	Weaver, Cloth
7807–7917	Wine-Sellers
7918–7959	Woodcarvers
7960–8000	Woodsellers

easy to evade. This by no means absolves the PC from owing the money! Let it stack up and come after him when the bill is outrageously expensive to the point of bankruptcy. See also the discussion below on Repercussions for Defaulting on debt. Some deeds are granted for land that is truly considered a wasteland that lies outside the realm of where any civilized folk would desire to live. Some examples of this type of land include rugged mountains, deserts, swamps, arctic or jungle regions, or those lands that are known to be inhabited by savages, humanoids or monsters. These deeds are free from taxes.

Note that an inherited home is typically of the common wooden variety. 10% will be made of sturdy stone while another 10% will possibly have fortifications such as an outer stone wall and sturdy gate. Double these percentages for homes in hamlets or territorial villages.

Homes or businesses will always be on small parcels of land. Other inherited land parcels can be medium (80%) or large (20%). Small parcels range from about 1/32 to 1/3 of an acre with the smaller sizes being more common in cities and towns (if a random determination of the property size is required, roll a d12 and divide that by 32 to determine the size in acres). Medium parcels range from about 1/2 an acre to 10 acres (if a random determination of the property size is required, roll a d20 and divide that by 2 to determine the size in acres). Large parcels range from about 10 acres to 100 acres (roll 10d10 if necessary). The larger ends of each range are more common in unsettled territories or wilderness.

If a PC inherits a family debt, the possibilities are endless as to whom the debt could be owed (the claimant) and what the reason for the debt is. Tables 3R through 3T can be used to help define such things. Also note that Table 4M: Character Starting Money in the Player's Handbook indicates that if an initial roll on the Character Starting Money table shows a debt, one should reroll to determine the amount owed. If the second roll results in hereditary debt again or flat broke, the debt is 1d20 gp. Furthermore, a debt can be of a form other than money. A required amount of service, labor or the accomplishment of a specific task are all ideas a clever GM can substitute instead of letting a PC simply pay his bills and be done with it.

Repercussions for Defaulting

As stated in the Player's Handbook, inherited PC debts must be repaid within 1d12 months. This discussion applies to people who inherit debt or those who go into debt through their own foolish actions. Even if the PC is not personally at fault, the debt of his family can still be held against him if those directly responsible are unable to pay. For example, perhaps a PC's father ran up some massive bar tabs. Now it might so happen that Pappy Dugeld got himself a lame leg in an old battle with some Firdagordian barbarians. He is lame and cannot work a day to save his life. Thus, his able-bodied son (the PC) would be held accountable for his father's actions. He doesn't like it? Who would? Life's not fair in Garweeze Wurld, just like in the real world. So tell him to tough it out and hope he learned a lesson from his old man's thoughtless behavior.

If a PC should be so bold or unfortunate as to default on his family obligations, there can be some serious repercussions including problems with the law, hits to Honor, bounty hunters, alignment questions, religious excommunication and a poor credit rating. The most obvious problem of defaulting upon a debt is being wanted as an outlaw. In most civilized places on Garweeze Wurld, people consider overdue debtors as little more than thieves meant to be hunted, branded, disfigured and/or imprisoned. Those apprehended for unpaid debts will sometimes be pilloried and or flogged in public. They may also be mutilated (either tattooed or branded) to permanently identify them for their irresponsible act. Even after enduring these punishments, if a convict remains unable to pay the debt, he is thrown in prison until he is able to pay the debt (including any fines) or he dies, whichever comes first.

Authorities who truly wish to see a debt repaid will sometimes be strategic about which members of a debtor family they imprison. For example, they might imprison old Pappy Dugeld in the example above since he is unable to work to repay the debt anyway. Of course, if they want to bring ruin to the family, they might imprison the PC just KNOWING that old Pappy is not capable of working off the debt or making a living (so both Pappy and the PC get punished or perish). The need to release a loved one

Table 3S:
Occupation of Debt Claimant
Roll 1d1,000

Roll*	Claimant Occupation
1 – 2	Linkboy
3 – 11	Bearer/Porter
12 – 21	Pack Handler
22 – 31	Valet/Lackey
32 – 41	Prostitute
42 – 61	Fortune Teller
62 – 91	carpenter
92 – 101	Leather Worker
102 – 111	Limner
112 – 121	Mason
122 – 171	Tailor
172 – 191	Teamster
192 – 241	Alchemist
242 – 321	Armorer
322 – 351	Blacksmith
352 – 361	Engineer-Architect
362 – 371	Engineer-Artillerist
372 – 381	Engineer-Sapper/Miner
382 – 421	Jeweler-Gemcutter
422 – 431	Mercenary Soldier
432 – 441	Sage
442 – 451	Scribe
452 – 461	Sailor
462 – 471	Ship captian
472 – 481	Spy
482 – 521	Steward/Castellan
522 – 531	Weapon Maker
532 – 561	Doctor/Healer
562 – 611	Bartender
612 – 621	Brewer
622 – 631	Glassblower
632 – 661	Inn Keeper
662 – 671	Minstrel/Performer
672 – 681	Guide
682 – 691	Messenger
692 – 701	Tattoo Artist
702 – 751	Owner of an Adventuring Company
752 – 761	Barbarian
762 – 771	Fighter
772 – 791	Berserker
792 – 801	Cavalier
802 – 811	Dark Knight
812 – 821	Knight Errant
822 – 831	Monk
832 – 841	Paladin
842 – 851	Ranger
852 – 861	Magic-User
862 – 871	Illusionist
872 – 881	Battle Mage
882 – 891	Blood Mage
892 – 901	Cleric
902 – 911	Druid
912 – 921	Thief
922 – 931	Bard
932 – 941	Assassin
942 – 950	HackFighter
951 – 959	HackMage
960 – 968	HacKleric
969 – 977	HackSassin
978 – 986	Local Lord or Other Noble
987 – 992	Non-local Lord or Other Noble
993 – 1000+	Two Claimants, Roll Twice**

*Add the following modifiers, according to the size of the debt (100-500 gp: + 10, 500-1,000 gp +20. Over 1,000 gp: +30).

** Each additional time this roll comes up roll an additional time on the chart, i.e. if this result occurs twice, there are three claimants, etc. Each additional claimant will necessitate additional rolls on the Table 3R: Relation to Claimant as well as an additional roll on Table 4M of the PHB (to determine value of the debt).

from prison is sometimes a good incentive to get the rest of the family members who are better able to clear the debt to face up to the responsibility. This is the one advantage that PCs might have in their favor should they be shouldered with a family debt. On a first offense, if they are able-bodied and it appears they will be able to earn enough money to repay their family debt, they might be given some slack on imprisonment after a good public flogging.

For private debts between petty commoners, it might be difficult for the debt claimant to get the local law enforcement authorities to act. Many commoners do not understand or even have access to the court system. Those that do have some pull with local governments will sometimes be able to get a sheriff's deputy to apprehend the debtor. However, depending on how much pull the claimant has, law enforcement officers will rarely risk their lives to bring a debtor to justice. This is another advantage the PCs might have. If they can stay one step ahead of the law, they might be able to skate free for a while.

The real risk to a PC's life is hired bounty hunters and collection thugs. Collection thugs who are hired by a claimant will threaten the deadbeat PC with violence if they are not given the money to return to their employers. They will rarely kill PCs early on, as then there is no longer a chance to collect on the debt. But, after a good solid beating, they will often confiscate items of value including armor, weapons and mounts to be applied to the PC's family debt. Collection thugs are interested in one thing, bringing sufficient funds back to their employer to settle the debt. They are often paid a commission based on the total amount of the debt so they have a vested interest in seeing it collected. Some of them are corrupt and might be susceptible to bribery (if the price is right) in order to forget they ever saw the PC. These thugs do not often work in the collection business for long, though.

Bounty hunters are usually called in if the debt is large or if the PC could perform some service valuable to the claimant. Debt collection bounty hunters are hired to capture a debtor and return him in a healthy enough condition that he is able to perform work for the claimant. The claimant would essentially treat the captured debtor as a slave until he feels he has gotten a sufficient amount of work out of the debtor to clear the debt. While kidnapping is often technically illegal in civilized countries, the debtor has little recourse because even if he is freed from servitude by government authorities, he will still be charged as a debtor and thrown in prison. And no one really wants that.

Table 3R:
Relation to Claimant
Roll 1d100

Roll	Relation
1 – 20	Close relative
21 – 41	Distant relative
42 – 43	Best friend
44 – 55	Close friend
56 – 80	Acquaintance
81 – 100	Stranger

Honor adjustments associated with failing to pay debts can be devastating to a character. Those who fail to pay a debt for greater than one year (or the time allotted by the random die roll in Table 4M of the Player's Handbook, whichever is shorter) will suffer a –20% hit to their Honor. Those who remain in debt for greater than two years will suffer –50% to their Honor. In addition, word may spread about the PCs lack of trustworthiness on fiscal matters. This can lead to merchants, innkeepers or others refusing to do business with the PC.

Furthermore, there are matters of alignment and religion to consider. A lawful PC who is saddled with a family debt or otherwise goes into debt is morally obligated to pay off the debt or risk gaining alignment infraction points (AIPs). Furthermore, if the PC is of good alignment and the debt claimant has a significant need for the money, similar alignment infraction penalties can be imposed for failure to pay one's debts. In either of these cases, the GM should apply one AIP for every month that a PC remains in debt beyond the initial lawfully agreed upon grace period of the debt (1d12 months in the case of inherited debt). Furthermore, certain religions might look down upon those with chronic debt problems, particularly if they live the apparently opulent lifestyle of an adventurer. The church of Luvia is a prime example of this. As the Gawd of Justice, clerics of Luvia are required to excommunicate church members who remain in debt for longer than 12 months or the lawfully agreed upon grace period of the debt. This can be particularly devastating to a PC if he himself happens to be a cleric of Luvia.

Table 3T:
Reasons for Hereditary Debt
Roll 1d100

Roll	Reason
1 – 38	Gambling
39 – 42	Lost a valuable item that belonged to someone else
43 – 47	A valuable animal died while under debtor's care.
48 – 56	Family business failure
57 – 61	Victim was convinced to work on credit and is owed back wages
62 – 66	Liability for damage to property
67 – 69	Liability for accidental damage to a person
70 – 72	Sold faulty or false goods to victim
73 – 76	Tax evasion
77 – 86	Mandatory Religious tithe
87 – 88	Medical services
89 – 90	Debtor was assisted with surviving a natural disaster such as a fire, severe weather, flood, etc.
91 – 100	Roll twice*

* Each additional time this roll comes up roll an additional time on the chart, i.e., if this result occurs twice, there are three reasons, three times and there are four reasons, etc.

Chapter 4

Alignment, Honor, Fame

Alignment

The Player's Handbook briefly touches upon the nine basic alignments. However, as the GM, you need to have a fuller grasp of the subject matter so you can make fair, sound rulings when questions of alignment come up. In this section we will retread the ground covered in the PHB, but in much greater detail.

Alignment is one of the most abused and misunderstood provisions in the rules. Ask any player or GM and they will profess with utter confidence that they know and fully understand the alignment rules as set forth in HackMaster. Yet, many of these same individuals continually run aground when thrown into game situations that require their use. It is sadly true that even in officially sanctioned tournaments we see veteran players with years of HackMaster experience under their belts blatantly disregard their character alignment again and again. Who is to blame for this appalling situation? Certainly not I. The rules on alignment are quite clear. No, the blame can only be laid at the feet of the rank-and-file GM who apparently allows such behavior to persist at his table.

I cannot stress this enough: in order to be an effective GM you MUST have a firm grasp of what alignment is and more importantly what it is not. You must also be able to convey that knowledge to your players. This can only be accomplished by diligently making alignment adherence an issue at your table at ALL times. Keep in mind that I am a fellow GM, a friend. I am fully aware of what you are up against and that alignment is unpopular with many players who view it as a straightjacket. I also know that, faced with such opposition, there is a temptation to turn a blind eye to alignment infractions in order to placate such players and keep the peace. This must NOT be. To do so is no better than fudging dice rolls. You, sir, must stand your ground. Do not give an inch! The oath you signed demands you do no less. How appalling if the players were allowed to dictate or prod the GM to run his game a certain way simply because it does not suit them. A GM who lets his players run roughshod over him is as useless as a one-sided die. If you do not have the spine to uphold your obligations as a GM you should be honest with yourself as well as your peers and turn in your credentials and give up the shield. Otherwise, you risk the shame and embarrassment of having them forcibly taken from you by your local HMGMA.

Remember well, it is a player's job to try to push the rules envelope. He is honor bound to challenge you at every turn and you are to do likewise to him. That is what the GM-player relationship is all about. You owe it to each other to bring your best to the table. If a player senses you are soft on alignment he is going to lose any and all respect he had for you. He will sense your weakness and exploit it like a greedy dwarf does a platinum mine. So forget everything you think you know about alignment and read this section carefully with an eye-of-the-tiger attitude knowing full well that you are going to come away having learned something and will be a better man for it.

Alignment, my friend is not rocket science. It is a shorthand description of a complex moral code. The easiest way to think of alignment is to think of it in terms of a moral road map or better yet, a moral compass. Contrary to popular opinion alignment is not some devious game device thought up by the designers in order to deprive the players of their free will. Why on earth would the GM want a group of lobotomized robots who predictably respond in the exact same way to any given situation? You might as well play against the AI in one of those overrated swords & sorcery computer games. Utter nonsense! Such a notion goes against the very soul of HackMaster and has no place in this game. This is a game of escapism and heroism, after all. Such real life shackles and inhibitions are to be left behind by the player as soon as he steps into the shoes of his character and assumes the role.

Alignment is a tool. Simply put, it describes the broad ethos of thinking, and conflicting moral and ethical codes to which intelligent, reasoning beings adhere. In other words it guides both the GM and the player when deciding exactly what a character of a particular alignment would do in a given situation.

This is not to suggest the character's action or response is dictated to him. Not at all. It simply indicates what the character is likely to do (or not do). If a character's moral compass is set toward good it is not very likely that he will willingly do something evil. Years of upbringing, religious rearing, personal life experiences, etc., have all contributed to imprint the character's psyche with the parameters of his chosen alignment. It is not something he can shed like yesterday's stained underwear when it no longer suits him. Like paddling a canoe upstream it requires a conscious effort for a character to go against his alignment.

To go against the parameters of one's alignment is to go against one's nature. When faced with a moral dilemma the player must be careful to weigh his alignment against his list of options and decide which one is most indicative of what his character would do. The player is never forced to act a certain way or to do a specific thing because his alignment dictates it. Just as in real life the gap between black and white is filled with shades of gray. The right action may not always be readily apparent and the player (as well as the GM) will find himself having to make judgement calls. The important thing to remember is that the player may act freely while keeping in mind that there may be consequences for his actions if they go against his alignment.

Can the paladin murder the barmaid who mistakenly shortchanged him? Sure, he can. But he will have to suffer the consequences of his actions. Murdering an unarmed NPC will surely decimate his Honor and cause him to lose the favor of his gawd (as well as the loss of the powers and perks of the paladin class until he redeems himself). Are we to feel sorry for the player because his noble paladin is not allowed to go around slaughtering the innocent when it suits him? Of course not. He chose to play a lawful good character. It is the nature of a lawful good character NOT to do these sorts of things. When such a character goes against his nature he should understand there may be serious consequences and be prepared to face the music like a man.



Another thing to keep in mind concerning alignment is that it should never be confused with personality. To be sure, it shapes personality, but there is more to a person than just alignment. Such things as Honor, quirks, flaws and racial traits all contribute to a character's personality. It is also important to note that alignment does not necessarily dictate religious persuasion, although many religious beliefs will dictate alignment.

The overall behavior of the character (or creature) is delineated by alignment, or, in the case of player characters, behavior determines actual alignment. Therefore, besides defining the general tendencies of creatures, it also groups creatures into mutually acceptable or at least non-hostile divisions. This is not to say that groups of similarly aligned creatures cannot be opposed or even mortal enemies. Two nations, for example, with rulers of lawful good alignment can be at war. Bands of Orcs can hate each other. But the former would possibly cease their war to oppose a massive invasion of Orcs, just as the latter would make common cause against the lawful good kingdoms. Thus, alignment describes the worldview of creatures and helps to define what their actions, reactions, and purposes will be. It likewise causes a player character to choose an ethos that is appropriate to his profession, and alignment also aids players in the definition and role approach of their respective game personae.

Major Divisions of Alignment

With the usefulness of alignment established, definition of the subdivisions is necessary. There are four opposite points of view in the world: law, chaos, good and evil. All four are not mutually exclusive, although each pair is mutually opposed as follows:

Law and Chaos

The line of division here is simple and represents the opposition between organized groups and individuals. Lawful alignments dictate that order and organization are necessary and desirable, while the chaotic alignments hold to the opposite view. Now from this statement you should not draw the erroneous idea that alignment somehow dictates whether an individual is slovenly or has good personal hygiene. Alignment is the individual's view on life, not whether he likes to keep his sock drawer orderly. Thus, a chaotic character does not flip a coin to decide on an action, nor does he necessarily throw his dirty socks in the corner at night. The key to understanding the concept of lawful and chaotic points of view is this: law generally supports the group as more important than the individual, while chaos promotes the individual over the group. Think of the United States founding fathers as chaotic. They were interested in promoting personal freedom over the laws of England. Their actions and writings indicate chaotic good characters. I doubt they ever flipped coins to determine their actions, and I'm sure some of them kept neat closets – most likely Alexander Hamilton.

Good And Evil

Basically stated, the tenets of good are human rights, or in the case of HackMaster, creature rights. Each creature is entitled to life and the prospect of happiness. Cruelty and suffering are undesirable. Evil, on the other hand, does not concern itself with rights or happiness; purpose is the determinant.

There can never exist a lawful chaos or an evil good. These, and their reverses, are dichotomous. This is not to say that they cannot exist in the same character or creature if it is insane or controlled by another entity, but as general divisions they are mutually exclusive pairs. Consider also the Alignment Chart (Figure 4.1). If law is opposed to chaos, and good to evil, then the radically opposed alignments are lawful neutral -chaotic neutral, neutral good - neutral evil, lawful good - chaotic evil, and lawful evil - chaotic good. Lawful groups might, for example, combine to put down some chaotic threat just as readily as good groups would combine to suppress some powerful evil. Basic understanding and agreement, however, is within the specific alignment, i.e. one of the nine categories.

Each of the nine specific alignments is, of course, explained in Chapter 5 of the Player's Handbook.

NPC Alignment

Judicious and imaginative use of NPCs is what creates a believable fantasy world. Alignment is a quick guide to NPC and monster reactions. Just as a well-played character acts within the limits of his alignment, NPCs should also act consistently with their alignments. Alignment is most useful when you do not have the time to consult a page of tables and you have not devised a complete personality for every randomly encountered NPC. Non-player characters tend to act in accordance with their alignment. However, like players, they will try to skirt the parameters of their alignment if there is something to be gained. Thus, a chaotic evil grunge elf tends to react with threats and a show of might. He considers someone who appeals to him for compassion as a weakling, and he automatically suspects the motives of anyone who tries to be friendly. According to the grel's view of society, fear and bullying are the keys to success, mercy and kindness are for the weak, and friends are good only for the things they can provide – money, protection or shelter. A lawful good merchant, meanwhile, would tend to hold the opposite view of things.

The biggest mistake GMs make when running evil NPCs, however, is that they put all their cards on the table too quickly. Evil NPCs do not run around bearing a flashing neon sign that reads "I am evil!" In fact, it should be quite the opposite; evil creatures, by their very nature often have to be cunning and deceptive in order to get what they want.

They often look and behave like decent, likeable individuals. Think of the used car salesman who turns on the charm as he tries to unload a lemon on you. With a smile, he wins over your confidence and makes it seem like he is doing you a favor as you make out a check for your down payment. Some evil characters will go out of their way to be helpful. Take for instance the neutral evil NPC thief that runs across a PC who has been wounded and needs shelter. "Oh my, why not come back to my place. You can rest up there and I'll tend to your wounds." Only then, when the PC is fast asleep and there are no witnesses do the NPC's true colors suddenly show. Of course, some evil NPCs will undoubtedly be hotheads who have no control (low Wisdom), but the real challenge of playing an evil NPC is to do so with an eye to his survival and getting one over on the players.

Similarly, do not play good NPCs like they are wimps. Does the lawful good guard need to accept the surrender of the adventuring party who has just discovered they are outmatched? Yes. Does he need to bring them to justice? Yes. Does he need to bring them back to town for a trial? It depends. If he is outside of a local jurisdiction (e.g. in the wilderness or a few hundred yards from town), he can simply execute them right there on the spot. Surprised? Do not be. If the situation were reversed the players would not hesitate for a moment to do the guard in. Turn about is fair play.

The Limits of NPC Alignment

Once again, remember that alignment is not personality. If every lawful good merchant is played as an upright, honest and friendly fellow who is easily duped by his customers the players are going to become bored very quickly. NPCs should be unpredictable. Think of how many people you have met over the course of your lifetime. Were any two of those individuals carbon copies of each other? No. They were all unique individuals with their own character.

To create memorable NPCs, do not rely solely on their alignment. Add characteristics that make them interesting, adapting these to fit the character's alignment. That friendly merchant may very well have taken a shine for one of the female adventurers in the party and might offer her a very 'good price' on her room while the men in the party have to pay double. Or maybe he is openly rude to the adventurers while clearly being friendly to other patrons. Maybe he hates demi-humans and refuses to let them stay in his inn. The chaotic evil roadside vendor may refuse to serve bards because his daughter ran off with one.

Societal Alignment

Player characters, NPCs and monsters are not alone in having alignment. Since a kingdom is nothing but a collection of people, united in some fashion (by language, common interest or fear, for example), it can have an overall alignment. The alignment of a barony, principality or other small body is based on the attitude of the ruler and the



alignment of the majority of the population. The alignment of the ruler determines the nature of many of the laws of the land. (See Chapter 15: The Ongoing Campaign)

You, as GameMaster, must establish the meanings and boundaries of law and order as opposed to chaos and anarchy, as well as the divisions between right and good as opposed to hurtful and evil. For example the Dark Lands of Paltwar is a lawful evil region. One would expect these lands to be filled with cultures that adhere to a strict legal system where the individual has few if any rights and the ideals of evil are propagated. Suppose a farmer living in this region has a barn that is struck by lightning and burns to the ground. Having the neighboring community rush out in compassion to host a barn raising would be as ridiculous as the paladin who wuss slaps his squire for handing him the wrong weapon. More likely the townsfolk would rush to the farm to stand around and whoop it up as the barn burned and they savored his misfortune. Perhaps they would offer to help for looting rights if it turns out the barn cannot be saved.

Lawful societies will tend to be highly structured, rigid, well-policed and bureaucratically hierarchical. Class, rank, position and precedence will be important, so they will be strictly defined and adhered to. On the other hand, chaotic areas will have little government and few social distinctions. The governed will give their consent to government, acknowledging leaders as equals serving those who allowed them to assume leadership. Obedience and service in a chaotic society is given only by those desiring to do so, or by dint of some persuasion, never by requirement.

Lawful good rulers usually try to protect their territory and do what is best for the majority of their subjects. Chaotic good rulers try to help everyone in society, but not always effectively, being unwilling to enact sweeping legislation to correct a social ill if it might be to the detriment of some others. At the same time, the enforcement of the laws and the attitudes found in the country come not from the ruler but from the subjects. While a lawful good king issues decrees for the good of all, his lawful evil subjects could consider them weak and ineffective if they do not directly benefit those in power most of all. If the situation is reversed (a lawful evil king with mostly lawful good subjects), the kingdom becomes an unhappy place, filled with grumbling about the evil reign that plagues it. The king, in turn, resorts to severe measures to silence his critics, creating even more disquiet.

The general alignment of an area is determined by the interaction between ruler and ruled. Where the ruler and the population are in harmony, the alignment tendency of the region is strong. When the two conflict, the attitudes of the people have the strongest effect, since the player characters most often deal with people at this level. However, the conflict between the two groups – subjects and lord – over alignment differences can create adventure.

Using Area Alignments

Using a general alignment for an area allows a quick assessment of the kind of treatment player characters can expect there. The following section gives ideas for each alignment.

Lawful Good: The people are generally honest, law-abiding and helpful. They mean well (at least most of them do). They respect the law and follow the spirit of the law. Some such societies tend to dislike adventurers, since they often bring trouble.

Lawful Neutral: The people are not only law-abiding, they follow the law precisely. The people are concerned with following the laws to the letter, even if it may provide results that were unintended when the law was enacted. Following the spirit of the original law is secondary. If the letter of the law is not correct, the law should be changed using legally binding and proper channels to create a new, better law. But in all cases, the law should be followed regardless of end result.

Lawful Evil: The government is marked by its severe laws, involving harsh punishments regardless of guilt or innocence. Laws are not intended to preserve justice so much as to maintain the status quo and provide benefit to those in power or injure a certain class of individuals to the benefit of those in power. Adventurers, since they are outsiders who may be foreign agents, are viewed with great suspicion. Lawful evil kingdoms often find themselves quashing rebellions of oppressed peasants clamoring for humane treatment (clearly the lawmakers make laws that help themselves, most typically to the detriment of the peasants who are stuck on the lower end of the social spectrum).

Neutral Evil, Neutral Good and True Neutral: Areas dominated by these three alignments tend to adopt whatever government seems most expedient at the moment. The people cooperate when it suits their own general bent, be it evil, good or neutral. Such neutral territories often act as buffer states between lands of extreme alignment difference (for example, between a lawful good barony and a vile chaotic evil principality). They shift allegiance artfully to preserve their borders against the advances of both sides in a conflict.

Chaotic Good: The people mean well and try to do right, but have a natural dislike of social order and government. Although there may be a single ruler, most communities are allowed to manage themselves, so long as their taxes are paid and they obey a few broad edicts. Such areas tend to have weak law enforcement organizations. A local sheriff, baron or council may hire adventurers to fill the gap. Communities often take the law into their own hands when it seems necessary and the laws are applied unevenly and inconsistently. Lands on the fringes of vast empires far from the capital tend to have this type of alignment.

Chaotic Neutral: There is no government as personal freedom reigns even beyond individual rights. Anarchy is the rule.

Chaotic Evil: The people are ruled by, and live in fear of, those more powerful than themselves. Local government does not exist beyond the sight or influence of the one asserting his power. This usually amounts to a series of strong-arm bosses who obey the rule out of fear of being caught disobeying (and the consequences of such).

Within these broad alignments, of course, many different government types are possible. Furthermore, even within the same kingdom or empire, there may be areas of different alignment. Also note, that quite obviously differing outlooks (i.e. alignments) will occur among the populace living within any country.

Alignment of Religions

The beliefs and practices of a religion determine its alignment. A religion that espouses working as a team according to the rules and with others, understanding and good deeds is more than likely lawful good. Those that stress the importance of the individual, freedom, individual perfection and purification are probably chaotic good. The clerics of a religion must adhere to its alignment, since they are supposed to be living examples of these beliefs. Other followers of the religion need not adhere exactly to its alignment. Of course, a cleric will likely spend some goodly amount of effort helping to correct such a straying member of his flock.

Alignment of Magical Items

Alignment also applies to certain highly specialized magical items such as relics. Certain powerful magical items, particularly intelligent ones, have alignments. Alignment in the case of unintelligent items is not an indication of the moral properties of the item. Rather, it is a means of limiting the number and types of characters capable of using the item; the user's alignment must match the item's alignment for the magic to work properly. Aligned magical items, usually weapons, were created with a specific ethos in mind. Its creator attuned the item to this ethos. For example a dark knight would be unable to use a +5 Holy Avenger and would be obligated to destroy such an item if it came into his possession. Selling it would be an alignment violation since it might eventually find its way into the hands of a paladin.

Aligned items reveal their true powers only to owners who share the same beliefs. In the hands of anyone else, the item's powers remain dormant. An extremely powerful item may even harm a character of another alignment that handles the item, especially if the character's alignment is opposed to the item's. Aligned magical items should be rare. When an item has an alignment, it is a sign of great power and purpose. This creates opportunities for highly dramatic adventures as the player characters learn about the item, research its history, track it across the country, and finally discover its ancient resting place and overcome the guards and traps set to protect it.

Magical Alignment Changes

A second, more insidious, type of magical item is the one that changes a character's alignment. Unlike the usual, gradual methods by which a character changes alignment, magical alignment changes are instantaneous. The character's personality undergoes an immediate transformation, something like magical brainwashing. Depending on the new alignment, the change may or may not be immediately noticeable. However, you should insist that the player role-play his new situation. Do not allow him to ignore the effects the alignment change will have on his character's personality. Indeed, good role-players will take this as an opportunity to stretch their skills. If your player refuses to act according to his new alignment, it is within your authority to punish him by reducing experience points, Honor, level, hit points, abilities or any other type of reduction you think will do the trick. If he still refuses, simply convert the character to an NPC and make the troublesome player begin again at first level with a character he does want to play. Then kill him off with his old PC.

Detecting Alignment

Characters do not actually know or realize they have an alignment. I ask you, gentle reader, what is YOUR alignment? Chances are you do not know offhand, do you? Players know their character's alignment because they are role-playing a persona of a certain bent on life and thus need to know the alignment so they can role-play effectively. The characters themselves have no concept of alignment, per se. Sometimes characters try to use spells or magical items to learn the alignment of a player character or NPC. Philosophically speaking, spells such as Know Alignment simply tell the character what the subject's general moral fiber and take on life are. In game terms, we translate this to alignment to make the communication simpler. Because one's moral outlook on life is a highly personal matter, any attempt to discover the same through spells and items is considered a highly insulting, if not hostile, action. If an NPC or creature learns that a character is attempting to detect his alignment all hell should break loose.

Asking

Asking another character "So, what's your alignment?" is almost meaningless. The question should confuse most characters and players should NEVER be allowed to communicate alignments in such a manner (and neither will NPCs). To determine a character's alignment, you need to spend time discussing political and social matters, or observe their interactions with others, social commentary, how they behave themselves,

etc. Simply asking a person, "So, what is your moral take on life?" is not only a rude question but also the surest way to get your ass kicked. Would you go to a party and start asking guests, "So, what's your sexual preference?" as you mingled? If you met someone from the southern United States would you ask "So, are you in the Klan?" Of course these are outrageous questions which no sensible person would dare utter. And so it is with questions of alignment.

At best, any character who is boorish enough to bring up the issue of alignment is likely to receive a very icy stare (turning to shocked horror from more refined characters). Asking another character his outlook about specific topics is futile, anyway; without enough time to spend and gather information on a large number of topics there will be no way to determine alignment. Additionally, chaotic and evil characters are prone to lie. So will neutral and neutral evil characters if they think they can get something by lying.

In any case, player characters can only say what they think their alignment is. Once they have chosen their alignment, the GM is the only person in the game who knows where it currently stands. A chaotic good ranger may be on the verge of changing alignment, one more cold-blooded deed and over the edge he goes. But he does not know that. He may know he's had some transgressions, but he has no idea if or how close to the edge he has come. He probably still thinks he is chaotic good through and through.

Alignment Charting

During the game, you must pay particular attention to the actions of the player characters so that you can monitor how well they are role-playing their alignment. Note instances in which the character acted against the principles of his alignment. Watch for tendencies to drift toward another, specific alignment and track that drift on the character's alignment chart.

When a character begins, place a mark on the alignment chart in the exact center of the outer edge of his chosen ethos. From then on you should chart the character's infractions. Infractions occur when a character behaves in a way that is not exactly consistent with his alignment, e.g. a lawful good character behaves in a chaotic neutral manner. The character's behavior should be charted even when he behaves close to his alignment, but not precisely, such as a chaotic good character behaving as a neutral good character typically would. For an example of how to chart a character's alignment, see the Alignment Charting Example further on.

In general, any action a character performs that is not true to his professed alignment results in one or more alignment infraction points (AIPs). You are authorized to assign up to 10 AIPs for a single alignment infraction. The amount you award should primarily be based on the severity of the infraction. If the player is being an idiot or troublesome you can add a few more points for good measure to serve as a lesson. But do not arbitrarily award points to win a fight or to settle a score. That is not what AIPs are for. Let the player do himself in.

You are the final arbitrator and judge on assigning AIPs. There are no hard and fast rules on how much drift a specific alignment infraction should incur. You must weigh the infraction against such things as character class, extenuating circumstances, player intent, etc. Eight to ten AIPs should be assigned for the most severe infractions such as a lawful good cleric murdering a small child who simply mocked his robes. One to two AIPs should be given out for minor infractions. If a lawful good character pockets the tip money left for the barmaid by the other party members it should probably only result in a 1 AIP drift on the Alignment Chart toward neutral evil. If that same character waited for the tavern to close and rolled the proprietor as he walked home then 5 to 7 AIPS would be warranted. If the victim died from his wounds, however, the player should incur a much stiffer AIP penalty.

When charting drift, however, you need to take into account ALL the character's actions, including those that may push the character back toward his alignment. Actions that are consistent with a characters professed alignment represent alignment adherence and will tend to compensate for AIPs. For example a monk who goes on a drinking binge and wakes up in a brothel with blood on his hands might recognize his danger and quickly amend his ways, preventing any further alignment drift and preserving his monk status (if it hasn't been lost already, that is). If he immediately starts recommitting himself to lawful behavior he could bring his alignment back on keel and undo the harm. (However, if the monk does something so averse that it causes his alignment to automatically change he is screwed. The character eventually might be able to change back to lawful alignment, but he will never again be a monk.)

As explained in the Player's Handbook (Chapter 5) a player can drift up to four AIPs directly away away from his chosen alignment without any fear of immediate repercussions. Beyond this, however, he may be in big trouble if he is forced to undergo an alignment audit. Once nine AIPs of drift in one direction have been earned the outlook is indeed bleak. The character automatically breaches his alignment and shifts to the next alignment in the direction he drifted.

Note that using the alignment charting form, a character can rack up more than nine AIPs and still not change alignment. This would be the case if the AIPs tended to be in opposing directions such that the character remained within the zone of his professed alignment. It is only when nine or more AIPs are earned directly towards another alignment or sufficient smaller sets of AIPs are collected that bring the character into another alignment zone that a character changes alignment. But don't let the players know this. It's better for you if they think it is simply 'nine strikes and you're out.' The same holds true for potential alignment changes as a result of alignment audits. If the character has more than five AIPs but the AIPs earned have tended to balance each other out such that the character is still within the white or light grey area on the alignment chart, he is safe during an alignment audit.

Important Note: It must be pointed out that evil characters have one advantage over their 'good' counterparts. As long as a character has a hidden agenda he can 'pretend' to be a good character without it causing him to drift away from his alignment. For example, let's say that Joe Average is a chaotic evil fighter but he obviously does not want the other characters to know. He could do good acts such as giving to the poor or being kind to strangers in order to keep his cover. In this case, he is being shrewd and clever and pretending to be good in order to further his own good. If he can convince everyone he is a goodie two-shoes they might not suspect that it is HIM who has been rifling through their backpacks each night. A good character, on the other hand, would have a tougher time trying to convince others he is evil. Slapping a street urchin for no good reason or beating an elderly beggar would cause his alignment to drift regardless of his motives.

You need not warn a player that he is drifting unless it is obvious he is doing so unconsciously, in which case a gentle warning should suffice. Otherwise, you should assume the player knows full well what the risks of violating his alignment are and that he is testing you. Most players tend to do the alignment tap dance - constantly skirting the boundaries of their alignment in order to gain an advantage. They are gambling that they will not suffer an alignment audit.

If a character's class requires that he adhere to a specific alignment, you should caution him when a proposed action seems contrary to that alignment. Allow the player to reconsider or explain why he thinks his action is within the bounds of his alignment. But under no circumstances should you tell a player that his character cannot do something because of his alignment. The players control the player characters. The GM intervenes only in rare cases (when the character is controlled by a spell or magical item, for example). If the player chooses to ignore your warning then he has obviously dug his own grave and should be prepared to lie in it.

Be forewarned. When you announce to a player that his character's alignment has just changed all hell is going to break loose. It has been my experience that in such situations the player will always protest and accuse the GM of being unfair. Fret not. Stay calm and remember your training. The GM is always right. As in all points of disagreement with your players, you should listen to their arguments when your understanding of an alignment differs from theirs. It often helps if you pretend that you are carefully considering what they are saying and that you are taking their points into consideration when making your final decision. Nod a few times and say, "hmmmmm, I didn't really think of that." Or "Gee, that is a good point." Then lower the boom. It is your game. Whip out your carefully plotted chart as irrefutable proof of your correctness. This will also send out a loud and clear message to your players that YOU are in charge. Additionally, having a properly graphed alignment chart will defeat any ill-conceived appeals to the HMPA.

Alignment Charting Example

All the numbers noted in this example correspond to the circled digits on Figure 4.1: Alignment Charting Example. A blank copy of the charting form (for use in your own campaigns) can be found in Appendix H: GM Forms.

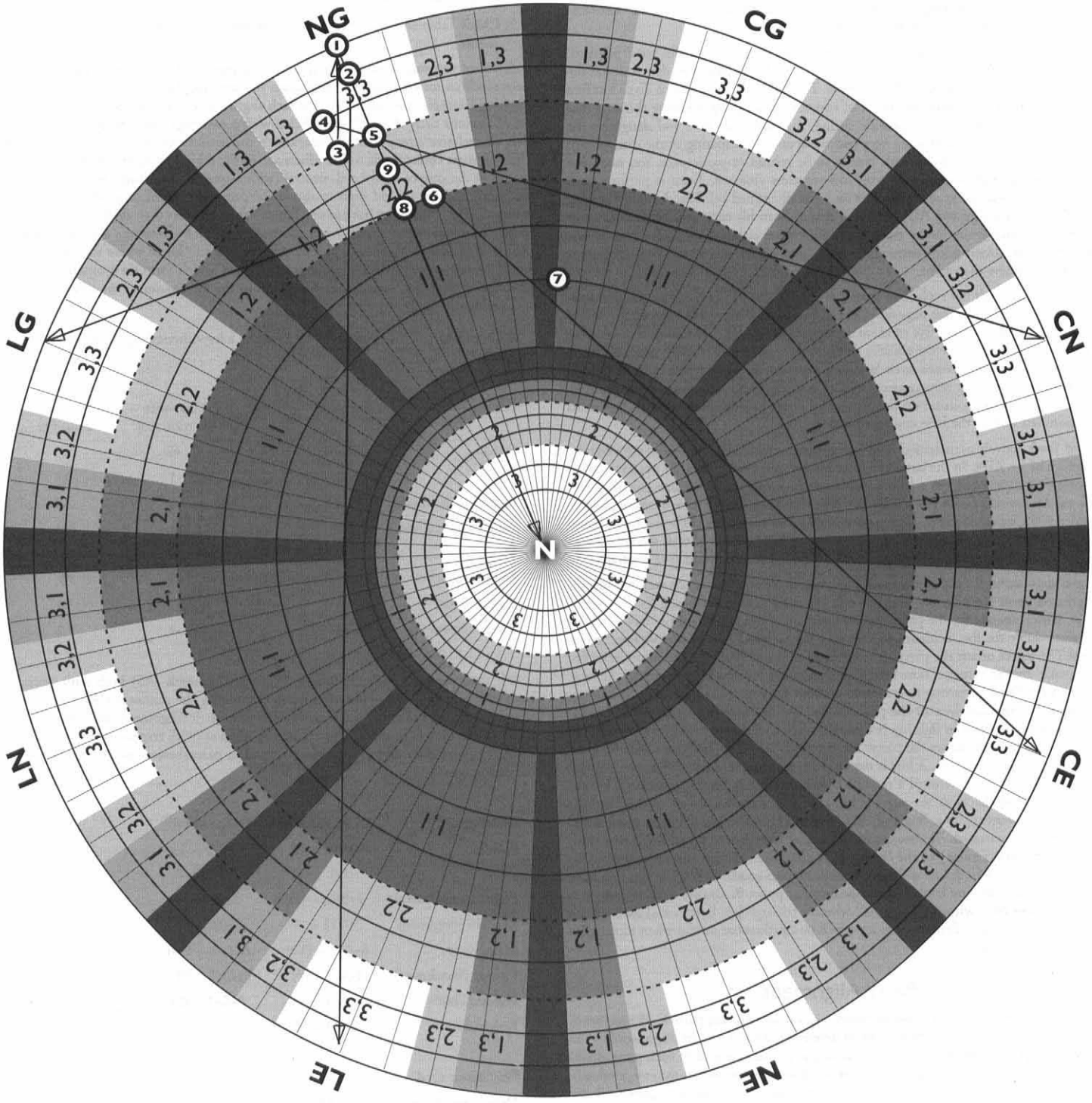
A player enters your campaign with a brand new cleric of Nudor (a neutral good gawd). His character, Tassit, is therefore neutral good as well. Since we assume Tassit to have been true to his alignment prior to becoming an adventurer, we start him at the center of the outermost ring of that alignment (**denoted by 1**). During his first game session Tassit performs a number of actions which necessitate plotting on his alignment charting form.

While wandering around town, Tassit is approached by a beggar. He wanders off pretending not to have noticed the solicitation. You note that he's just committed a true neutral act. It's relatively minor though so you decide to assesses only one AIP. You would then draw a line from his current alignment towards the center of the chart (true neutral). This line crosses the next innermost ring at the point **marked 2.** While his alignment is still neutral good, this becomes his new alignment starting point on the alignment chart.

After purchasing his armor and gear Tassit discovers that he's now heavily encumbered. Not wanting to suffer a 50% hit to movement, he looks for a way to lighten his load. He demands that the torchbearer carry his four wineskins. The torchbearer, already heavily encumbered, refuses to comply since that would make him severely encumbered. Tassit pushes him down and tells the mouthy NPC that he'd better shut up and carry his stuff or start looking for another gig. You secretly note this lawful evil act and assess two AIPs. A line is drawn from his **current alignment** [2] towards lawful evil. Bearing in mind that each circular line represents one AIP while each radial line represents two AIPs, follow the line towards lawful evil (where the letters 'LE' are shown) until the line has crossed either two circular lines or one radial line. From that point choose the nearest intersecting point between the two radial or circular lines (**in this case noted by 3**). This is his new alignment starting point.

As Tassit is leaving town, he encounters another beggar. Feeling a bit guilty about his previous encounter with one, he gives the poor wretch a few gps and continues on his way. By being faithful to his neutral good alignment, he has compensated for (or erased) one AIP from his record. You would then draw a line from his **current alignment** [3]

Figure 4.1
Alignment Charting Example



back towards NG. Follow the line until you hit a circular line and then follow the circular line to the **closest radial line** [4]. This is his new alignment starting point.

The party later reaches a secluded hamlet populated by a tribe of orcs. Since there are too many of them for the party to take on using their typical banzai charge tactics, they decide to get clever. Tassit notices a well nearby that is clearly their drinking water supply. He sneaks up to it and casts Putrefy Food and Drink upon it. Sure enough, the orcs drink from it. While they're doubled over with intestinal cramping, the party attacks. You decide this was a chaotic neutral act and assign two AIPs to Tassit. A line is drawn from his **current alignment** [4] towards chaotic neutral. Follow the line towards chaotic neutral until it crosses either two circular lines or one radial line. From that point choose the nearest intersecting point between the two radial and circular lines. The closest point of intersection is at **point 5** - his new alignment.

As the party travels back to town, they encounter a group of lawful good pilgrims. Having been somewhat wounded in the encounter with the orcs, they demand that the pilgrims cast whatever healing spells they have. The kind pilgrims agree to do so but first they begin to sermonize with the intent of converting the party. Viewing this as a ruse to renege on their agreement to provide curing, the party goes nuts and slaughters the pilgrims. Tassit knows that this is a very bad thing and participating in the carnage will seriously damage his credibility with Nudor so he refuses to participate. You note that just by refusing to do anything to stop this senseless violence, Tassit is performing a chaotic evil act (but not as severe as if he had actually joined in). You decide to go easy on him and only assign two AIPs. A line is drawn from his current alignment towards chaotic evil. Once again, follow the line until it crosses either two circular lines or one radial line. The closest point between crossing one radial line and two circular lines is **marked 6** - his new alignment.

At this point Tassit has racked up a total of 6 AIPs (1+2-1+2+2). If he were subjected to an alignment audit (see page 89 in the HackMaster Player's Handbook), he would be found unfaithful (having five or more uncompensated AIPs). If the audit came from peer scrutiny he would lose the abilities of his class until he has properly atoned. If the audit came from other means such as divine scrutiny, he would immediately change alignment and suffer the consequences of such a change. His new alignment would be true neutral since his position on the **alignment chart** [6] indicates the majority of his infractions led him in the true neutral direction.

Had Tassit actively participated in the massacre you would be justified in assessing the maximum of ten AIPs. In the latter instance, his new alignment position would be given by **point 7** and he could kiss a level good-bye as he immediately became chaotic good. His total AIPs would be 14 (1+2-1+2+10) Since he has exceeded nine or more uncompensated AIPs, he is subject to alignment change. His alignment shifts to chaotic good because his **new position on the chart** [7] shows he has 10 steps of drift towards chaotic good (five radial lines) and only seven steps (circular lines) toward true neutrality.

Later that evening, a patrol overtakes the party. Since they've already seen the slaughter inflicted upon the pilgrims, they're on heightened alert and looking for the perpetrators. Unfortunately for the party they've made no effort to conceal the fact that they were responsible for the incident - in fact they have a good deal of the pilgrims' goods in tow! The patrol orders the party to surrender but naturally they'll hear none of it. For gawd's sake, they're heroes. Those orcs they eliminated posed a huge threat to the area. Battle ensues. Tassit is starting to get nervous about his alignment (assuming he had not participated in the slaughter of the pilgrims and did not undergo an alignment audit) and thus aids the patrol in fighting his erstwhile allies. A timely Hold Person turns the tide and the patrol overcomes the party. You rule that Tassit has performed a lawful good act and award him two AIPs. A line is drawn from his current alignment towards lawful good. Following the line until a radial line is crossed puts him at **position 8** on the chart. Bound and shackled, the party is brought back to town to face justice. Tassit is given a light sentence [public flogging] and released. The other surviving party members are drawn and quartered. To assuage his guilt and clear his name with his superiors, Tassit donates all his money to the church of Nudor. You rule that this neutral good act is deserving of one AIP. A line is drawn towards neutral good. Following that line until it crosses one circular line lands his **new position at point 9**. Tassit's final alignment is fortunately now back within the five AIP window (though just barely) and he need not fear an alignment audit. Perhaps next time he'll be a little more careful when picking his adventuring buddies...

Party Alignment

Just as regions and societies have alignment, so do adventuring parties. When two or more characters form a party the GM must determine what the 'party alignment' is. To determine party alignment you need to determine the relative pull of each party member and average the results along both the lawful-chaotic axis as well as the evil-good axis. By breaking down the party into the two major divisions of alignment (good/evil and law/chaos) you will quickly be able to determine the overall alignment of the party. The relevant factors are each character's alignment (obviously), alignment modifier (see below), Charisma reaction adjustment and character level. To determine each character's alignment strength (AS), use the following procedure:

1. Add the character's level [highest individual level if multi-classed] and Charisma reaction adjustment.
2. Add this total to his alignment modifier for good/evil and lawful/chaotic.
3. For chaotic or evil characters multiply the AS calculated in step 1 and 2 by -1.
4. Add the AS scores of each character for both law/chaos and good/evil (ignoring the neutrals) to form the numerator in the party alignment ratio. (For those of you who fell asleep in math class too much, the numerator is the number that goes on top.)
5. Add the absolute value of each AS score for each character for both law/chaos and good/evil (including the neutrals) to form the denominator in the party alignment ratio. Absolute value in this process means you should treat any negative numbers as positive.
6. Divide the numerator by the denominator to calculate the party alignment ratio for both law/chaos and good/evil.
7. Check Table 4A: Party Alignment Determination to find the party's average alignment.

A few of you might have some questions at this point. What is a character's alignment modifier for good/evil and law/chaos you may ask? Let us return to the Alignment Charting Example. You will recall that each alignment's area was subdivided into a number of sections each of which was labeled with a two digit coordinate. This coordinate gives the relative strength of the character's conviction towards his chosen alignment. The first digit corresponds to his adherence to the ethical component of his alignment [lawful in the case of lawful evil, neutral (with respect to law/chaos) in the case of neutral good] and the second digit to the moral component [evil or good in the previous example]. True Neutrality has but one figure – this measures their drift from the absolute center. This alignment modifier is a component of each character's alignment strength [AS] so it is vital to chart each player's AIPs in order to know where they stand on the graph. Note that subdivisions encompass the lines which form their outermost border. Therefore a character with 3 AIPs is still within the 3,3 alignment modifier.

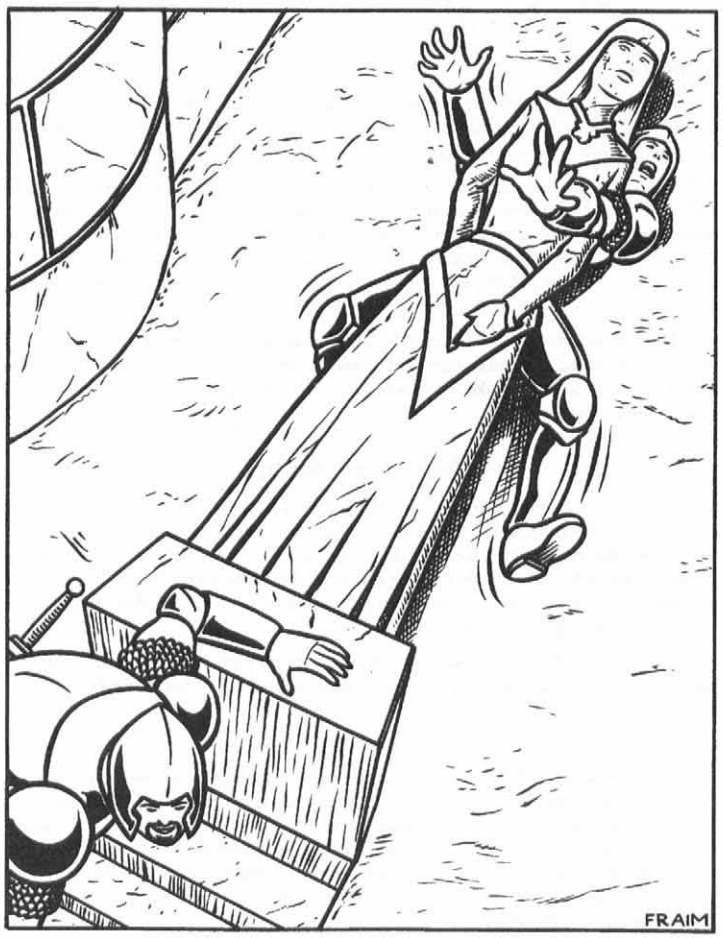
As an example of this procedure, let us create a hypothetical eight member adventuring party.

Character	Alignment	Level	Charisma Reaction Adj.	Alignment Modifier
Paladin	LG	4	+6	3,3
Cleric	NG	5	-1	2,3
Fighter (henchman)	NG	2	+3	2,2
Assassin (disguised)	CE	3	0	1,3
Magic-user	N	6	+1	3
Fighter (henchman)	N	1	-3	2
Fighter/Thief	CN	4/5	+2	3,1
Knight Errant	CG	4	-2	1,1

We then compute each character's Alignment Strength [AS] both with respect to law/chaos and good/evil. Note that when computing the numerator for the following equation, those aligned for chaos and/or evil have their Alignment Strength multiplied by –1 in the respective score. Those neutrally aligned (with respect to law/chaos and/or good/evil) have their alignment strength listed in parentheses since it only factors into the denominator.

Character	AS (law/chaos)	AS (good/evil)
Paladin	4+6+3 = 13	4+6+3 = 13
Cleric	5-1+2 = (6)	5-1+3 = 7
Fighter (henchman)	2+3+2 = (7)	2+3+2 = 7
Assassin (disguised)	3+0+1 = -4	3+0+3 = -6
Magic-user	6+1+3 = (10)	6+1+3 = (10)
Fighter (henchman)	1-3+2 = (0)	1-3+2 = (0)
Fighter/Thief	5+2+3 = -10	5+2+1 = (8)
Knight Errant	4-2+1 = -3	4-2+1 = 3
Numerator total	-4	24
Denominator total	53	54

The AS scores for both law/chaos and good/evil are totaled (ignoring the neutrals) to form the numerator. This number is then divided by the sum of the ABSOLUTE VALES of each AS score. The resulting figures, for lawful/chaotic and good/evil respectively, are then compared to the listing in Table 4A: Party Alignment Determination to yield the party's alignment. In this example, the law/chaos value is (–4/53) = **-.075** and the good/evil value is **.444**. The party is therefore Neutral Good.



Remember that whenever a member leaves the party or a new member joins you must redetermine the party's alignment. You must also do this whenever a member's alignment changes for any reason. Party alignment is very sensitive to such changes and can shift easily.

Effects of Party Alignment on the Individual

As already noted, characters of differing and even opposing alignments may find it to their mutual advantage to work together toward some common goal or aim. The professional adventuring party is a perfect example of such an enterprise.

Each member, regardless of his alignment has his own agenda. The cleric wants to raise money to build a temple. The fighter wants to raise a grub stake so he can build a keep, attract chicks and have his friends over for ale and darts. The magic-user wants to gain entry to one of the secret magical societies. And the thief wants to overthrow the master thief and rule the local thieves' guild.

None of these individuals has the means and ability to achieve their goals on their own. Skilled adventurers are often in short supply and finding a party comprised completely of members of the same alignment is difficult. So, the end result is that compromises are often made. The lawful cleric looks the other way when the party burns a village of innocents and professes his hands are clean since he didn't take an active role.

Of course players wish it were only that easy. Certain character classes do not allow the luxury of such compromise no matter how beneficial it may be to the character's well-being or career. For example, under no circumstances could a paladin adventure with an evil character (unless he was unaware of that character's outlook on life). Issues involving parties of mixed alignment, to be sure, gray areas fraught with peril. Players should tread lightly and be wary of entering a party of mixed alignments, since adventuring with those of differing outlook can be riddled with unexpected perils and risks.

Table 4A:
Party Alignment Determination

	Results	
	Lawful/chaotic	Good/evil
Lawful good	>.33	>.33
Lawful neutral	>.33	.33 to -.33
Lawful evil	>.33	<-.33
Neutral good	.33 to -.33	>.33
Neutral	.33 to -.33	.33 to -.33
Neutral evil	.33 to -.33	<-.33
Chaotic good	<-.33	>.33
Chaotic neutral	<-.33	.33 to -.33
Chaotic evil	<-.33	<-.33

One of those risks is alignment drift. Just as an individual's Honor is pulled toward the group average of those with whom he associates, so it is with alignment. Never has your mother's advice in high school been more accurate than in HackMaster, for "you are who your friends are" rings true. For every game session that a character adventures with a group whose party alignment is different than that of his own, he drifts one alignment infraction point (AIP) toward the party's alignment. This reflects the tendency for adventurers to bond and become like-minded as they face trial after trial as a team over the course of time. The challenge for the player is to constantly do things that counter this tendency to drift in order to maintain his alignment.

A similar risk is that a character whose alignment is opposed to that of the party is far more likely to see shifts in his alignment based on inaction rather than action. A lawful good fighter adventuring with a party of chaotic evil alignment and standing by silently as his fellow party members wreak havoc on the countryside is not going to remain lawful good for long. Silence implies consent and, unless he actively protests or has a very valid reason for his inaction, he will soon find his alignment shifting toward evil and chaos.

As a general rule, parties comprised of characters with diametrically opposed alignments, while not restricted, is a bad idea. Neither the player nor GM should preclude the establishment of player parties of mixed alignment. If a player wants to play a chaotic evil character and everyone else is playing lawful goods he should still be allowed to do as he pleases. You should take a "let the chips fall where they may" attitude and see what develops. HackMaster, after all, is about interaction and conflict. Some wonderful role-playing opportunities can be generated from such mixed-groups. After all, how many novels and movies have you read that dealt with good and not-so-good characters working together toward a common (albeit short-term) goal?

Whenever a group of two or more individuals has a common goal or where there is something to be gained by working together, members of different alignments can and do work together well. Take World War II, for example. The British and Soviets had drastically opposing philosophical views [and nearly went to war in 1905] but when faced with a powerful common enemy they were able to work together (more or less effectively). To be sure each party had it is own agenda and reasons for cooperating. And when the common enemy was vanquished, the partnership quickly disintegrated and the former allies quickly became enemies again. So it is with adventuring parties. If a character can justify adventuring with another character of an opposing alignment, there is no reason he should not be allowed to do so. But he should realize there might be repercussions for doing so over the long haul.

To be sure, parties comprised of characters of different alignments are going to have a host of problems. The party members each possess radically varied worldviews that make cooperation and group cohesion extremely difficult. For example, a strict lawful good and a chaotic neutral would find their adventuring marked by animosity and mistrust. A true chaotic neutral would make just about anyone trying to work with him crazy. Are they different enough to break the party apart? Will this interfere with the planned adventure or campaign? It all depends on what the group is working toward. Wildly different characters can find ways to work together without compromising their moral values, while at the same time making adventures amusing (at least) and maybe even successful in spite of the group's problems.

One party member may be in favor of killing a prisoner of war while another member is opposed to it. Let the players debate the issue and work it out for themselves. While some lesser GMs may see this as a potential campaign wrecker the veteran GM sees it as an excellent opportunity for role-playing. Such in-character debates help flesh out characters and establish identities. What will happen when the cleric realizes that his association with the party comes with a price and that his own worldviews are now in question? If things come to a head the cleric may realize he has to leave the group or risk changing his alignment. Perhaps he will recruit more followers of his religion in an attempt to swing the balance.

Again, there can be some differences with party alignment that cannot be overcome. Paladins (as well as clerics serving certain gawds) cannot knowingly pal around with evil characters under any circumstances. The key word here is 'knowingly'. There's nothing wrong with a 'say nothing—know nothing' approach where players keep their alignments secret. Let players role-play their characters and discover and deal with party member alignment problems on their own. Again, this is an excellent tool for encouraging role-play. Keep in mind that players will continue to be pulled toward their party alignment regardless of this policy.

Changing Alignment

Sooner or later, a player character will change alignment. More than likely it will be due to his own stupidity. For some reason players think they can violate their alignment and not worry about audits. Sometimes, however, a PC has been forced to change his alignment due to magic or circumstances beyond his control. Sometimes the player has simply had change of attitude. Maybe he becomes bored playing a lawful good PC. Or perhaps the personality he created for the character has caused him to drift his alignment in a certain direction. Such natural changes are to be expected.

Alignment can change deliberately, unconsciously or involuntarily. This is one of those things that makes the game fun. Players are free to act as they want to and the GM decides if (and when) a change goes into effect and what the consequences are. This calls for some serious adjudication. There are several factors to consider.

Deliberate Change

The player engineers deliberate change. He decides he does not want to play the alignment he originally chose. Perhaps he does not understand it, or perhaps it is not as

much fun as he imagined or it is clear that the player character will have a more interesting personality with a different alignment. All the player has to do is have his character start acting according to the new alignment. Depending on the severity of the actions and the determination of the player, the change can be quick or slow. You should simply track his drift on the Alignment Chart to determine when the point of no return has occurred and act accordingly. You are under no obligation to warn such a player that he is in danger of changing alignment. If the drifting character has the 'nagging conscience' quirk, however, and you are feeling charitable, you could inform him that his character is finding it hard to sleep in light of his recent actions. This should serve as a huge red flag that he is about to shift alignment and needs to get his act together.

Effects of Changing Alignment

Although player characters can change alignment, it is not something that should be approached lightly, since there are serious consequences. When a character changes alignment, he does more than just change his attitudes. He is altering his perception of the world and his relationship to it. Much of what he learned previously was flavored by his alignment. When the philosophical foundations of his life change, the character discovers that he must relearn things he thought he knew. He now must question everything.

Immediately upon alignment change actually occurring, the character concerned will lose one level of experience, dropping experience points to take him to the very beginning of the next lower level, losing the Hit Die and/or hit points, and all abilities which accrued to him with the lost level. He also loses 50% of his Honor. A character can change alignment any number of times. But for each instance he loses an additional level of experience along with any hit points/powers/abilities he held for the level lost.

If the alignment change is involuntary (such as that caused by powerful magic, a curse, etc.), then the character can regain all of the losses (level, Hit Die, Honor, etc.) upon:

1. returning to his former alignment as soon as possible,
2. making atonement through a cleric of the same alignment, and
3. sacrificing treasure to the gawds that has a value of not less than 10,000 gp per level of experience of the character. The sacrificial amount is variable and it is left to the GM to be the final judge in these matters. Typically, such atonement and sacrifice can be substituted for by a quest.

Characters who intentionally or unconsciously change alignment, however, can only regain the lost level and Honor by putting their noses back to the grindstone and climbing the EP ladder once again. If a character is reduced to level zero his adventuring career is forever over. Once he has hit rock bottom his spirit is broken and the PC becomes an NPC forevermore.

There are other, more immediate effects of changing alignment. Certain character classes require specific alignments. A paladin who is no longer lawful good is no longer a paladin. A cleric who has shifted in alignment is now in great disfavor by the gawd he served and from whom he had acquired his spells. (Note: clerics and paladins who were forced to change alignment involuntarily must STILL roll on Table 5D in the Player's Handbook before getting their powers back once returning to their original alignment.)

A character may have magical items usable only by specific alignments (intelligent swords, etc.). Such items do not function (and may even prove dangerous) in the hands of a differently aligned character.

Characters who knowingly or unknowingly change alignment through forethought or actions permanently lose the experience points and level due to disfavor among the gawds. They must also accept a severe disability in alignment language during a one level transitional period. Until the character has again achieved his former level of experience held prior to change of alignment, he will not be able to converse in the former alignment's tongue nor will anything but the rudest signaling be possible in the new alignment language. Although it is possible for a character to allow himself to be blown by the winds as far as alignment is concerned, he will pay a penalty that will effectively damn the character to oblivion.

News of a character's change in behavior will certainly get around to friends and acquaintances. His Honor will be trashed. People will talk about him and whisper ugly stories. "Did you hear about Jake the Strong? Oh my…"

Although some people he never considered friendly may now warm to him, others may take exception to his new attitudes. A few may even try to help him "see the error of his ways" and pester him with annoying flyers and offers to go away to relearning camps. The local clergy, on whom he relies for healing, may look askance on his recent behavior, denying him special services (while at the same time sermonizing on his plight).

The character who changes alignment often finds himself unpopular, depending on the attitudes of the surrounding people. People do not understand him. If the character drifts into chaotic neutral behavior in a highly lawful city, the townspeople might decide that the character is afflicted and needs close supervision, even confinement, for his own good! Ultimately, the player is advised to pick an alignment he can play comfortably, one that better fits in with those of the rest of the group, and he should stay with that alignment for the course of the character's career. There will be times when the GM, especially if he is clever, creates situations to test the character's resolve and ethics. But finding the right course of action within the character's alignment is part of the fun and challenge of role-playing.

Penance

Clerics and paladins are held to a higher standard than most character classes because they have a special relationship with their patron gawds. It is very important that you hold such players to a higher standard.

Both classes gain special abilities and spells as a reward for being in good standing with their gawd. They have taken vows to live their lives in a certain way and have resolved to uphold the virtues of their class. Therefore, both classes risk losing the abilities bestowed by their class if they are forced to undergo an alignment audit and found lacking. If a cleric or paladin violates his alignment, there is a chance he will lose ALL his abilities (including spells) until he has made atonement.

Whenever a cleric or paladin has been found unfaithful as the result of an alignment audit (or was forced to change alignment involuntarily and later changed back to his former alignment) he must make atonement with his patron gawd before his powers and abilities are restored.

Alignment Audit

The nice thing about alignment adherence is that players feel they have a large degree of freedom to dance around their professed alignment. As long as they do not breach the barrier, they reason, they are fine. They approach the game with an "eat, drink and be merry" attitude, doing as they please if it is to their advantage. If they violate their alignment a few times they just do a few appropriate deeds here and there to pull their alignment back in good standing.

Ah, if it were only that simple. One of your greatest tools for curbing such abuse is the unannounced alignment audit. Get to know it and use it, for it can be your best friend.

Alignment audits can arise in any of the following ways:

1. **Peer Scrutiny:** Paladins and clerics are able to scrutinize other paladins and clerics of the same alignment and bring them into judgement. When this happens, an immediate alignment audit takes place. In THIS type of instance, if the audited paladin or cleric has five or more AIPs, he is determined to be unfaithful and immediately loses the powers and abilities of his class (including spells). The only way to get his class abilities and powers back is by performing penance (see Chapter 5 of the Player's Handbook) and getting back into good graces with his gawd. (Note that dark knights can scrutinize other dark knights and clerics of evil alignment.)
2. **Clerical Scrutiny:** Any cleric (and 7th level or higher paladins) can scrutinize a character of the same alignment and call for an alignment audit. This can even be done on a dead character. (Clerics usually insist upon an alignment audit before performing various services such as Raise Dead or Resurrection.) If the character has five or more AIPs, the cleric will refuse to perform any requested services or spells on the character. Also, the character found lacking must make an immediate Honor check or immediately change alignments and suffer the consequences.
3. **Divine Scrutiny:** Any character meeting a gawd, or the agent of a gawd (such as an Angel) and even certain types of devils, face-to-face must undergo an immediate alignment audit. Such beings insist on scrutinizing those in their presence to discern their true alignment and intent. If the character so audited has five or more AIPs, he is forced to change alignments immediately and suffer the consequences for doing so.
4. **Scrutinizing Magic Items:** Some magic items perform an alignment audit on a character before he can wield or use the item and make use of its powers.
5. **Scrutinizing Creatures:** Some creatures can cause a character to undergo an alignment audit. For example, a Unicorn will only allow a female virgin character of chaotic good alignment to ride it. Other details of the Unicorn audit are beyond the scope of this manual.

Honor

The notion of Honor runs deep to the very heart and soul of HackMaster. Honor is very different from the alignment-based code of honor to which a paladin must adhere. It is a reflection of his character as well as the character of his bloodline. It is a measure of his worth in his society, his dependability, his personal character, his trustworthiness, his decency and much more. The Honor of a family affects the Honor of a character and vice versa. With Honor comes respect, power, influence and position. Without it, characters can expect disrespect, humiliation and insults.

Honor is not a judgement of good and evil. Individuals of high Honor are not necessarily good and those with low Honor are not necessarily evil. A cruel tyrant may very well possess high Honor, while a goodly knight, through unfortunate circumstances, might possess a miserable Honor. Honor is more a measure of the deeds accomplished by both the individual (and sometimes his bloodline/clan) as well as those individuals with whom he associates himself (his party, peers, etc.).

Honor is an indication of such things as success in combat or politics, obedience to the parameters of one's character class, loyalty, talent and success; qualities that can be held by any individual regardless of alignment. Adherence to one's alignment and patron gawd does factor into Honor, but it is all a matter of context. A character worshipping an evil gawd can do some pretty nasty things without reflecting on his Honor (or even improving it). Honor is more about staying true to one's self and beliefs.

In many ways, Honor is about respect and how others view the character. This is why Fame ties in so closely with Honor. Your Honor causes your Fame to rise and fall. A lowly zero level blacksmith in a backwater town cannot have Honor no matter how great he is at his job. However, Honor will still be very important to that individual and he may very well refuse to do work for someone he deems to be dishonorable.

To have Honor is to command respect. When a character loses Honor, he loses face. Honor is so essential to the hero that it is reflected in his very countinence. People and even monsters can sense how much Honor a PC has just by standing in his presence. And sometimes (if his Honor is through the roof) just by looking at him. So much gravity is placed on individual and group Honor in HackMaster that characters have been known to commit ritual suicide when it is deemed their Honor has been trashed and is irreparable.

Honor is something the character earns through his actions, much like experience points (EPs) or alignment infraction points (AIPs). Moreover, Honor can also be lost, depending on the actions of the character. In fact, Honor is easier to lose than to gain, so characters must carefully consider the consequences of their actions. Breaking faith, treachery, cowardice and unavenged insults result in a loss of Honor. Valiant deeds, self-sacrifice, mastery of skills and keeping faith earn the character Honor.

Types of Honor

Like alignment, Honor comes in several varieties; Group, Individual and Family.

Individual (Character) Honor

Individual Honor is what players tend to be more concerned about because they have more direct control over it. If you are doing your job, your players will find it an ongoing challenge to maintain their Honor and to try to find that 'sweet spot' that yields them the best Honor Die and benefits. A character's Honor only changes (rises or falls) between gaming sessions. During a game session it remains fixed until the end when new Honor points are added or penalties are deducted. Adjustment points gained or lost during a game are called 'temporal Honor' and are simply tallied by the GM. After the game you convert temporal Honor adjustments to actual Honor adjustments and apply them to each character's Honor.

Group (Party) Honor

Whenever two or more characters team up and begin spending time together, you will be required to calculate a Group Honor for them. This information should be recorded on the adventuring party record sheet along with other pertinent information about the party (including party alignment). Group Honor includes the Honor of any henchmen, sidekicks or cronies in the group (hirelings and followers do not figure in). Group Honor also applies to military units, thieves' guilds, secret organizations, etc.

Group Honor is an average of the Honor values of those characters comprising the group. Each month the party adventures together, you must recalculate the Group Honor Factor. You must then also take each character's individual Honor and permanently adjust it one point closer to the new average. This means those characters with low Honor will benefit by being part of the group and having their Honor raised. Those with high Honor will find their Honor being slowly dragged down by the others. Remember that any henchmen, sidekicks or cronies who are part of the group also move one point toward the new average.

Group Honor is symbolized in a device called an Honor Token (see Honor Tokens, below). Group Honor Tokens take many forms such as battle standards, flags or crests. They are publicly displayed when the group travels or goes into battle. Such tokens physically represent the group's Honor. They are usually designed so that they can be folded or disassembled and stored in a special pouch or case when not in use.

Group Honor Tokens must be prominently displayed whenever the group is engaged in mass combat (on the field of battle, not in dungeon situations). If displayed while travelling, the group and all it is members (including horses) automatically double their Fatigue Factor when force-marching. If it is lost, stolen or defiled in any way, each party member's Honor drops by 50%. Members of a group (together for more than a month in the case of new groups) without an Honor Token cannot increase their Honor until the group/clan acquires one (or regains or replaces the one they lost). If a group loses its Honor Token through theft or carelessness, it may not create a new one unless it finds evidence that the original one was destroyed or it recovers the original and retires it with an appropriate ceremony.

Group Honor categories are determined by taking the average level of the group and selecting the categories that apply as if the group was a single entity of the average level of the group (round fractions). For multi-classed characters, consider their average experience level to be based on their maximum class level plus 1/2 level for each level of experience in their classes with the lower level. Members of a group with Great Honor going into mass combat under a Group Honor Token get +1 to all their combat to-hits and damage rolls regardless of their individual Honor. (Those characters with individual Great Honor would get a +2. One for their personal great Honor and one for the Group Honor Token).

If the group/clan's Honor is in the dishonorable window everyone fighting in the group gets –1 regardless of their individual Honor. (Those characters with individual Great Honor would have their +1 canceled out.) Note that if a dishonorable group or party decides to leave their battle standard behind and simply not carry it into combat they would still suffer the –1 since without an Honor Token the group's Honor is automatically dishonorable when engaged in mass combat.

Family (Clan) Honor

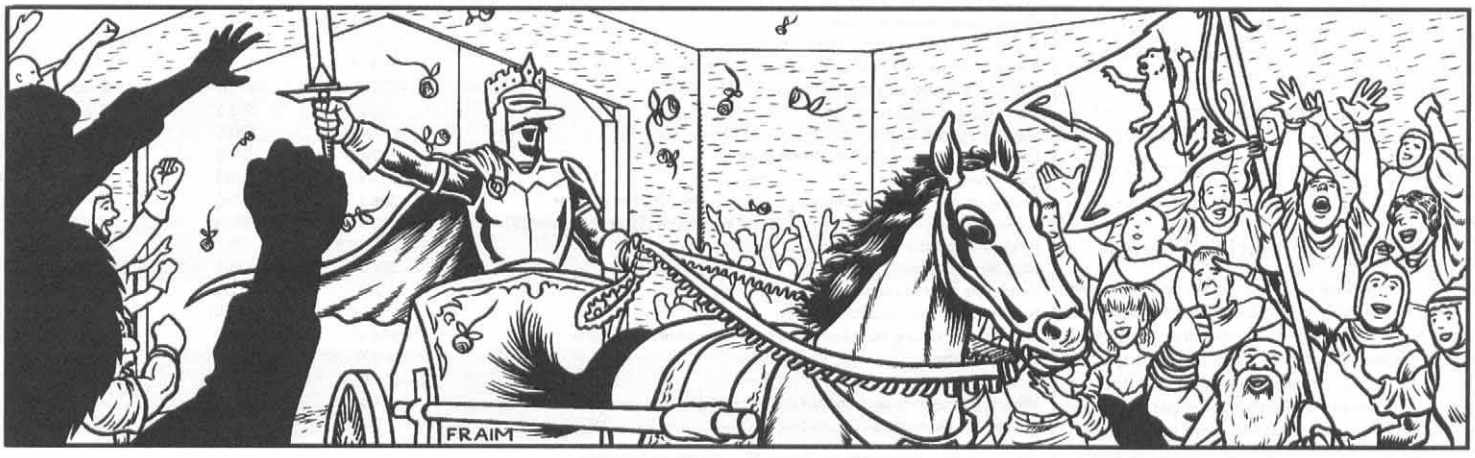
Clan Honor is only important to those characters that are reared from an established clan. See the section on Families, Clans and Bloodlines for more details (Chapter 3: Priors and Particulars). A family's Honor is physically symbolized by an Honor Token. Family Honor Tokens take many forms such as battle standards, flags, family crests/heralds or statues of family ancestors. Unlike Group Honor Tokens, which must be publicly displayed, Family Honor Tokens are usually large and immobile. They are secreted away in family temples or shrines where enemies cannot get hold of them. This is certainly understandable since if the Family Honor Token is lost, stolen or defiled in any way, the family's Honor immediately drops by 75% and all members of the family immediately suffer a 75% loss of Honor.

The Family Honor Token itself must be specially prepared and sanctified by a cleric of 9th level or higher in a special ceremony (500 gp for the ceremony and an additional 500 gp for the Honor Token itself). Only after the ceremony is complete does the Honor Token become official and allow a clan to advance in Honor. Once the ceremony is complete the Honor Token becomes a physical representation of the clan's Honor.

If the Clan goes into battle, they carry a Group Honor Token with them specially prepared for that purpose (Group Honor is calculated as it would be for any group based on its members). The Group Honor Token would represent the clan in battle. Such an Honor Token need not be prepared with the same exacting requirements as a Family Honor Token.

Temporal Honor

Temporal Honor is just that, a temporary tally of Honor gained or lost during the course of a campaign. At the beginning of every game session, a character's Temporal Honor is zero. During a typical game session you will award (and dock) Honor points left and right as your players run rampant across your campaign world. These con-



stant changes do not impact their Honor factor; Honor only rises or lowers between game sessions.

Temporal Honor only affects Honor permanently at a ratio of 25%. To wit, at the end of each session, you must tally the final Temporal Honor for each individual, multiply by 25% and award (or penalize) each character's Honor. In addition, you have the right to adjust (add or deduct) a character's actual Honor up to 10 points per session based on his actions. Use this right with great care and respect. It is there for you to adjust a character's Honor, should the temporal tally not accurately reflect what happened overall during that session.

This could easily happen if you miss an opportunity to award a few points here or take a few points there in the heat of battle and only realize later that you neglected to adjust a character's temporal Honor. It is not the end of the world. Honor should only be awarded or taken when a character or party does something that really grabs your attention. So chances are if you feel something slipped by you it probably didn't warrant an adjustment to temporal Honor anyway.

As long as you consistently make Honor an issue in your campaign, your players are going to give it the proper respect it deserves. Face it, that +1 to all die rolls for having Great Honor is a huge carrot and players are not going to give that one up easily.

Honor Dice

One of the big advantages humans and demihumans have over the other denizens of Garweeze Wurld is the fact that they can earn and use Honor Dice. All but the most ignoble characters have an Honor Die. The Honor Die can sometimes sway the outcome of who gets initiative, how NPCs and monsters react to you and a myriad of other things.

There's only one way to improve your Honor Die and that is to earn it. Honor Dice are awarded according to Table 5C in the Player's Handbook. Any player caught using any physical die other than his declared Honor Die for an Honor Die roll immediately loses 10 points of Honor. The same penalty applies for a player that uses his Honor Die for anything other than use as an Honor Die.

Honor Dice are explained in detail in the Player's Handbook. The following is a summary of Honor Dice uses.

- Making Honor checks (as the result of failing an alignment audit, for example).
- Resolving Honor Duels.
- Establishing pecking order among a group or party.
- To improve skills and increase the likelihood that training/schooling is successful.
- To improve Fractional Ability Scores when going up levels (see Chapter 1 of the PHB).
- Sway critical outcomes (see Chapter 5 of the Player's Handbook).

Gaining and Losing Honor

When awarding or docking Honor you must consider both the individual actions of a character and the actions of the adventuring party as a whole. When the party decides to take a specific action as the result of group consensus (or the party leader simply decides what the party is going to do and no one objects) the party is treated as a character and awarded/docked the points appropriately.

Table 4B:
Honor Point Awards – Combat-related Actions

Action/Event: Combat Related	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Allowing a disarmed opponent to pick up his weapon	1/1/1	1/0/-1	1/-1/-1
Allowing the enemy to draw first blood	2/1/0	2/-1/-2	2/-2/-2
Allowing the enemy to remove their dead/wounded from the field	1/0/0	1/0/0	1/0/0
Attacking an unarmed or obviously inferior opponent	-1/-1/0	-1/1/0	-1/1/1
Being taken prisoner	-3/-3/-6	-3/-1/-6	-3/0/-6
Capturing a battle standard, flag or crest during combat	5/5/5	5/5/5	5/5/5
Defeated by someone of a lower social class	-2/-1/0	-2/-1/0	-2/-1/0
Defeating someone of a higher social class	2/1/0	2/1/0	2/1/0
Delivering death blow to a helpless opponent	-1/-1/-1	0/0/0	1/1/1
Delivering a Critical Hit	1/1/1	1/1/1	1/1/1
Dirty Fighting (9)	-1/-1/0	-1/1/2	0/2/3
Entering into mortal combat sans shield and armor (5)	5/5/5	5/5/5	5/5/5
Exercising your 'bragging rights' at a tavern or inn	1/1/1	1/1/1	1/1/1
Fighting a 'worthy adversary' or battle-hardened adversary	1/1/1	1/1/1	1/1/1
Fleeing a fight with an equal opponent	-2/-2/-1	-2/0/-1	-2/0/-1
Fleeing a fight with a superior opponent	-1/-1/0	-1/1/0	-1/1/0
Fleeing a fight with a weaker opponent	-2/-2/-3	-2/-1/-3	-2/-1/-3
Fleeing a battle that's obviously going poorly	-1/-1/-1	-1/0/1	-1/0/1
Fleeing a battle that's still in question	-2/-2/-2	-2/-1/-1	-2/-1/-1
Gloating over a victory	-1/0/1	0/1/2	1/2/3
Heroic death	5/5/5	5/5/5	5/5/5
Humiliating a diametrically opposed enemy (8)	3/3/3	3/3/3	3/3/3
Landing the killing blow on a superior opponent in a combined attack	1/1/1	1/1/1	1/1/1
Losing a contest	-1/-1/-1	-1/-1/-1	-1/-1/-1
Refusing a fair contest/challenge	-2/-1/0	-2/0/1	-2/1/2
Refusing medical treatment for the good of the party ***	2/1/0	1/0/-1	0/-1/-2
Saving the life of another at great risk to own self	0/1/2	-1/0/1	-2/1/1
Unjustly slaying a prisoner or unarmed opponent who has yielded	-5/-5/-5	0/0/0	5/5/5
Surrendering	-5/-5/-10	-5/-2/-10	-5/0/-10
Surviving a Critical Hit (12)	severity level	severity level	severity level
Taking a prisoner(s)	1/1/1	1/0/0	1/-1/-1
Taking an arrow or hit for someone else	0/1/2	-1/0/1	-2/-1/-1
Taunting an enemy into fighting	-1/-1/-1	0/0/1	2/1/2
Urinating on a fallen enemy's corpse in full view of his compatriots	-3/-2/-2	0/0/0	2/2/3
Victorious against overwhelming odds (1)	2/2/2	2/2/2	2/2/2
Walking away from a challenge (3)	-2/-1/0	-2/0/1	-2/1/2

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

Table 4C:
Honor Point Awards – Social/Encounters

Action/Event: Social/Encounters	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Accused of crime (innocent or not)	-5/-4/-3	0/0/0	-1/3/5
Admonishing another PC when he wrongs you	1/0/-1	1/0/-1	1/1/1
Allowing a personal slight/insult to go unchallenged (2)	-1/-1/-1	-1/-1/-1	-1/-1/-1
Allowing an inferior to disrespect you (4)	-2/-2/-2	-2/-2/-2	-3/-3/-3
An outsider laughing/mocking you or a fellow party member	-1/-1/-1	-1/-1/-1	-1/-1/-1
Being admonished by another PC for a wrongdoing.	-2/-2/-2	-1/-1/-1	-1/-1/-1
Being publicly insulted or disparaged by an inferior (lower level)	-2/-2/-2	-2/-2/-2	-3/-3/-5
Being publicly insulted or disparaged by an superior (higher level)	-1/-1/-1	-1/-1/-1	-1/-1/-1
Breaking a blood oath	See Table PHB 5B	See Table PHB 5B	See Table PHB 5B
Failing a skill course	1/1/1	1/1/1	1/1/1
Challenging a slight to one's Honor	1/1/1	1/1/1	2/2/2
Convicted of crime	-5/-3/-1	-4/-2/-1	-3/0/+3
Failing an alignment audit	-5/-5/-5	-5/-5/-5	-5/-5/-5
Fulfilling a blood oath	1/1/1	1/1/1	1/1/1
Falsely claiming the 'bragging rights' that belong to another or outright lying (16)	-1/-1/-1	0/0/0	2/2/2
Going down a level in social class	-2/-2/-2	-2/-2/-2	-2/-2/-2
Going up a level in social class	2/2/2	2/2/2	2/2/2
Killing a host who has provided you food or shelter	-4/-4/-4	-2/-2/-2	-1/0/2
Letting someone take advantage of you (6)	-1/-1/-1	-1/-1/-1	-2/-2/-4
Marrying into higher social class	2/2/2	2/2/2	2/2/2
Neglecting to properly bury a member of one's own race	-1/-1/-1	0/0/0	1/1/1
Paying off an extortionist or shake-down	-3/0/0	0/0/0	1/1/1
Perpetrate humiliating prank on enemy	-1/1/1	2/2/2	3/3/3
Picking up the funeral expenses of someone you slew in combat	5/4/3	0/0/0	-3/-4/-5
Publicly humiliating a creature/character of a higher level or Honor (7)	1/2/3	3/3/3	3/4/5
Rash or improper social behavior	-2/-1/0	-1/0/0	0/0/0
Reaching name level (15)	5/5/5	5/5/5	5/5/5
Rendering an attitude adjustment (see Skills)	2/2/2	2/2/2	2/2/2
Requesting a favor/charity	-1/-1/-1	-1/-1/-1	-2/-2/-3
Snitching or ratting out player character to authorities/enemy	2/0/-1	1/0/0	3/2/3
Taking a bribe	-1/0/0	0/0/0	4/1/1
Treason	-5/-3/-2	-2/-2/-2	-4/0/2
Wearing expensive equipment (25% chance per item per day, see Ornamentation in Chapter 16: Goods and Services)	1/1/1	1/1/1	1/1/1

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

Different actions afford different Honor points or penalties based on the alignment of the actor. In other words, characters of one alignment may gain Honor for the same action that cause a loss of Honor for another character of different alignment. A dark knight, for example, can earn a fat five Honor points for slaying an unarmed opponent who has yielded to him in hand-to-hand combat. If a lawful good character were to do the same thing, he would actually LOSE five points of Honor. Thus, Honor is relative to one's alignment. For example, a lawful evil character can raise his Honor to stupendous levels by crushing innocents beneath the heel of his boot as he strives for power.

Typical Honor point awards are listed on Tables 4B-4G. The awards listed are guidelines only and are by no means complete. It is impossible to cover every situation that might occur in a typical game session. The GM must rely on his judgment, using this list as a guideline, in situations that are not covered.

Table 4D:
Honor Point Awards – Personal Achievements/Failures

Action/Event: Personal Achievements/Failures	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Acquiring land (per transaction)	2/2/2	2/2/2	2/2/2
Advancing a level of experience	2/2/2	2/2/2	2/2/2
Master Teacher offers to take on Character	+10%	+10%	+10%
Claiming territory from an entity of opposing alignment	5/5/5	5/5/5	5/5/5
Completing a personal quest	5/5/5	5/5/5	5/5/5
Dying only to be raised again	-1/-1/-1	-1/-1/-1	-1/-1/1
Entering into debt	-1/-1/-1	-1/-1/-1	-1/-1/-2
Failing a personal quest	-5/-5/-5	-5/-5/-5	-5/-5/-5
Gaining mastery level in a skill (101%+)	4/4/4	4/4/4	4/4/4
In possession of a HackMaster class item (per item)	8/8/8	8/8/8	8/8/8
Losing a level of experience	-2/-2/-2	-2/-2/-2	-2/-2/-2
Losing a magic item/weapon	-1/-1/-1	-1/-1/-1	-1/-1/-1
Winning a contest	1/1/1	1/1/1	1/1/1

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

Table 4E:
Honor Point Awards – Class/Professional

Action/Event: Class/Professional	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Assassins			
Assassinating a character/NPC of a higher level	n/a	n/a	50% of character's Honor
True identity discovered	n/a	n/a	-3/0/3
Clerics			
Healing, curing or restoring a PC/NPC (13)	1/1/1	1/1/1	-1/-1/-1
Removing a curse (13)	3/3/3	2/2/2	-3/-3/-3
Raising/Resurrecting a PC/NPC (13)	5/5/5	3/3/3	-5/-5/-5
Fighters			
Bragging and showing off battle scars	2/2/2	2/2/2	2/2/2
Per trophy taken from a fallen foe (14)	1/1/1	1/1/1	1/1/1
Magic-Users			
Creating a new magic item which bears MU's name	5/5/5	5/5/5	5/5/5
Creating a new spell which bears MU's name	5/5/5	5/5/5	5/5/5
Monks			
Overindulgence in food or drink	-2/-2/-2	-2/-2/-2	-2/-2/-2
Thieves			
Being discovered by police	-2/-2/-2	-2/-2/-2	-2/-2/-2
Being caught in the act	-4/-4/-4	-4/-4/-4	-4/-4/-4
Losing an item of value to another thief	-6/-6/-6	-6/-6/-6	-6/-6/-6

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

Table 4F:
Honor Point Awards – NPC and Player Related

Action/Event: NPC Related	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Initiating an Honor duel with one of lower Honor	-1/-1/-1	-1/-1/-1	-1/-1/-1
Giving a gift of value to NPC	1/1/2	0/-1/1	-1/-2/-1
Granting a favor to NPC	2/1/1	1/0/0	-1/-2/-1
Saving an NPC's life	1/1/2	0/0/1	-1/-2/-3
Action/Event: Player (out of character) Related**			
Attempting to act on knowledge his character doesn't have.	-5/-5/-5	-5/-5/-5	-5/-5/-5
Volunteering to make a snack run for the group	1/1/1	1/1/1	1/1/1
Performing pizza duty (10)	1/1/1	1/1/1	1/1/1
Taking the last soda/Last piece of pizza without dicing for it (11)	-1/-1/-1	0/0/1	0/2/1
Repeatedly making bad jokes/lame sound effects etc.	-1/-1/0	-1/0/0	-1/-1/-1

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

Always keep in mind that you are not required to announce when you are adjusting a character's Honor. You are only required to inform the player of his modified Honor at the end of each game session. This is particularly fun when a PC's Honor is being whittled away by a sneaky NPC and the player is at his wits end trying to figure out why his Honor is plummeting. For example, suppose a player finds a cursed ring that he mistakes as a Ring of Good Omens. The ring is actually a Ring of Bad Bargain Sense and causes the character to believe that everything offered to him for sale is an incredible bargain. As he moves through the marketplace he is astounded that there are so many 'great buys' and decides to grab up everything that he can, hoping to resell elsewhere for a hefty profit.

Meanwhile, the merchants are laughing behind his back because he is paying premium coin for crap. The character's Honor begins to drop as he is mocked and ridiculed behind his back. The player is clueless until after the game when you inform him he has lost 10 points of Honor (after consulting Table 4C: Honor Point Awards – Social/Encounters, of course).

Never forget that Honor is largely based on the perception of those who view the character. False rumors and misperceptions can taint such perceptions. Suppose, for example a character enters an inn just moments after thieves have robbed the place and murdered the proprietor. The character rings the bell at the counter and when no one is summoned forth decides to leave and seek lodging elsewhere. It is his bad luck that a town guard on roving patrol sees him leaving the inn. Later when the body of the murdered victim is found the guard remembers seeing the character. The character is immediately arrested, charged with the crime and his Honor drops because he is perceived to be guilty (and likely convicted because of it!).

Effects of Honor

As a character gains and loses Honor, certain advantages and disadvantages automatically come into play. Some of these are quite beneficial while others are extremely grave.

- All characters who fall into the dishonorable window (DH) receive a -1 to all die rolls and suffer a 10% experience point penalty while they are in such state. They must also pay a 10% premium for any training required to advance to the next level.
- Characters that fall in the dishonorable window (DH) may suffer from bad karma (see below).
- All characters in the great honor window (GH) receive a +1 to all die rolls and gain an additional 5% experience point award. They also pay only 90% of the normal fees for any training required to advance to the next level.
- All characters who fall in the great honor window (GH) receive a mulligan - one free re-roll per game session which he can use for any die roll (combat, damage, Honor check, initiative, whatever).
- Characters who are in the 'too much Honor' window (TH) will draw the ire of any hostile creatures encountered. They are counted twice for purposes of determining who gets attacked by monsters (if a random determination is called for).
- Characters who are in the 'too much Honor' window (TH) attract random and wandering monsters more often (-1 on the die roll for wandering monster and random encounter checks).
- Any character, no matter what race or character class, who allows his Honor to fall to zero immediately becomes an NPC. The gawds so disfavor such a disgraced individual that his adventuring days are effectively over. The character immediately comes under the GM's control. You should place such disgraced PCs in your NPC hireling pool so that they can serve as examples to other players.
- As noted in the section on clans, a character's Honor can affect the base Honor of his family. A character of any class whose Honor falls below his family's Honor incurs a -20% modifier on all NPC reaction rolls with members of the his clan. This negative modifier remains in effect until the character's Honor again equals or exceeds the family's base Honor.
- For every 10 Honor points a character possesses above that of his Family or Group Honor, that character gains a + 5% bonus on NPC reactions with members of the same family or organization. Remember however, that as the character's Honor increases his family's or group's Honor also increases, so it becomes harder and harder to impress them.
- When a character earns 50 Honor points for the first time, he receives a gift from a powerful member of his clan. The gift is appropriate to the level and class of the character. A 6th level knight errant might receive an ornate sword scabbard, while a 12th level battle mage might be given a miscellaneous magical item. In no case will characters be given gifts that might pose a threat to the

Table 4G:
Honor Point Awards – Clan Related

Action/Event: Clan Related	Points Awarded Based on Alignment Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Avenging murder of family member	+5 per level	+5 per level	+5 per level
Banished by Clan *	-5	-5	-5
Member of Clan dies with great Honor (and stays dead)	+1	+1	+1
Defeating/Vanquishing a hereditary enemy	10/10/10	10/10/10	10/10/10
Family Honor Token (herald, flag, crest) lost or stolen.	lose 75% of Honor	lose 75% of Honor	lose 75% of Honor
Forming an alliance with another clan	2/1/0	2/1/0	2/1/0
Fulfills family debt	4/4/4	4/4/4	4/4/4
Losing a birthright or an inherited item	-6/-6/-6	-6/-6/-6	-6/-6/-6
Murder of a family member	-8/-7/-6	-6/-5/-4	-3/0/3
Refusing one's Patriarch (Clan leader)	-5/-5/-5	-5/-5/-5	-5/-5/-5
Recovering or Avenging a stolen or destroyed Honor Token	+25% of Honor	+25% of Honor	+25% of Honor
Action/Event: Party Related *			
Banished/Ousted by Party	-5/-5/-5	-5/-5/-5	-5/-5/-5
Completing a Quest	10/7/4	10/7/4	10/7/4
Completing an adventure	+2 per level	+2 per level	+2 per level
Death of a fellow party member with High Honor	-1 per level	0/0/0	-1 per level
Failing a Quest	-10/-7/-4	-10/-7/-4	-10/-7/-4
Group Honor Token (battle standard, flag, crest) lost or stolen.	lose 50% of Honor	lose 50% of Honor	lose 50% of Honor
Unnecessary deaths in course of mission	-2/-4/-6	0/-2/-4	0/2/0

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

NPC clan lord. The player character, of course, is expected to return the compliment somehow.

- When a character reaches 100 Honor points he is invited to serve one of the most powerful lords of the land (the GM decides who). Refusal angers said lord and the character thereafter suffers a -10% penalty on all reaction rolls with that lord and his followers.
- When a character with an Honor of 90 or more dies (and is not subsequently raised), his final Honor factor is divided by 10 and added to the family Honor. If the character was 10th level or higher and was in the great honor window (or above), he becomes an 'ancestor' of the family and becomes an object of worship. (See the supplement covering gawds and demi-gawds for more details).
- The final benefit of family Honor comes into play when a character dies and the owning player introduces a new character who represents the old character's heir. Instead of rolling on Table 4J of the Player's Handbook, the player uses the heritage result that corresponds to the Honor level of his clan. The Honor categories for clans are listed in Table 4I: Honor Levels for Clans.

Table 4H:
Honor Point Awards – Footnotes
(For Tables 4B to 4G)

* Party Honor awards/penalties are given for those actions the party performs as a group or through group consensus. Points are added to and taken directly from the group Honor and not from the individuals. At the end of the session each party member's Honor will be pulled one point toward the group Honor factor before individual Honor is refigured per the Temporal Honor rules.

** The GM can award/dock Honor points based on a player's out-of-character actions at the table as an incentive to bring a troublesome player in line (or to award a player for good behavior.) As a general rule of thumb it is best to use the awarding/docking of experience points toward this end but since so much weight is given to Honor many GMs find it a more effective tool.

*** (so others may be treated first or so the adventure isn't delayed or hindered.)

1. Paladins, dark knights, cavaliers and knight errants earn double Honor points this action.
2. Includes stares, rude comments, disapproving glances, being 'eye-balled', etc.
3. Remember that perception often belays intent. A character who offers to buy a drink for someone who has just challenged him to a fight could be construed as "backing down from a fight" .
4. Includes tolerating bad service or rude behavior from merchants, waitstaff, barkeeps and hirelings.
5. ONLY if the character's class or race allows the use of such items.
6. For example, losing a haggle exchange or paying good money for bad or shoddy product.
7. Includes authority figures like guards, nobles etc. Award Honor points only if the figure being disparaged is in a position to do something about it. For example publicly ridiculing a duke who is imprisoned behind bars does NOT warrant points.
8. If the character is witnessed humiliating an honorable character it could backfire resulting in the heckler taking a hit on Honor as well.
9. Penalties for dirty fighter do not apply if the other guy 'dirty fights' first.
10. Includes determining what the other players want on their pizza, collecting the money, making the phone call and meeting/paying the pizza man when he arrives. By shouldering these tasks a player allows the game to move on uninterrupted and thus a reward is often appropriate.
11. Note this includes using the last of the toilet paper (without letting anyone know).
12. Critical Hits to the groin actually cause a loss of Honor equal to the amount indicated.
13. Where applicable, an evil cleric gains Honor and a good cleric loses Honor for the reverse of these actions, i.e. cause wounds.
14. The token must be from a foe of equal or greater level/hit dice and be a significant portion of the foe like a head, shield, armor, weapon, etc.
15. See definitions of Name level in Chapter 17 Schools and Training
16. Evil characters must make an Honor check to establish the believability of the lie and thus gain the Honor.

Honor and Human or Demi-Human NPCs

Honor is just as important to human and demi-human non-player characters as it is for player characters. No self-respecting PC fighter is going to take lip or back-sass from the guy standing next to him in the bar. The same holds true for most NPCs. If they feel their Honor has taken a dent you can be sure they are going to come up for air and attempt to settle the score.

Honor for NPCs is dealt with in two different ways depending on how important the NPC is to the adventure or campaign. For those important NPCs that the players will encounter over and over on a routine basis (such as hirelings, henchmen or major villains), refer to the tables in Chapter 11: Non-Player Characters.

For those random NPCs who enter and exit the stage in relatively short order, however, there is really no need to determine the exact level of Honor or to even keep track of it. For example, it is not important for you to know that the halfling thief who was caught rummaging through the party's saddlebags has exactly a nine Honor.

All you really need to know is which window his Honor falls in: dishonorable (DH), average honor (AH), great honor (GH) or too much honor (TH). This will tell you which type of Honor Die the NPC has (in case an Honor check is called for) or if he is subject to a +1/-1 modifier to his die rolls for having great Honor or being dishonorable respectively.

Whenever a random NPC (human and demi-human only) that has a character class comes into play, roll on Table 4J: Random NPC Honor (Human/Demi-human).

Honor and Monsters

Honor is important to intelligent monsters as well. Orcs, for example, are renowned for stealing Honor from their enemies on the field of battle by hurling insults (and bodily waste) at their foes. There are even monsters that specialize in stealing Honor or attacking characters of great Honor.

Unlike humans and demi-humans, however, monsters do not earn Honor Dice or derive the benefit of such dice. They do, however, get the +1/-1 modifier to die rolls for having Great Honor. They can also steal Honor from PCs/NPCs and PCs/NPCs can steal Honor from any intelligent monster that possesses it.

When designing dungeons or adventures you should decide which Honor window each intelligent monster falls in. For random intelligent monsters use Table 4J: Random NPC Honor (Human/Demi-human) just as you would for an NPC.

Honor Descriptions

The current Honor category of an NPC or monster can suggest a lot. It is a good indication of just how important Honor is to such an individual and can sometimes be used to determine how he or it reacts to the party. For example, a dishonorable NPC knight errant has obviously been having a tough time of it. More than likely he is in a foul mood and looking for a way to raise his Honor. What better way than to pick a fight or attempt to steal Honor from someone else? **Do not** make the mistake of reading too much into Honor, however. Remember Honor and alignment are not indicative of personality. But they can suggest a character's intent and motivation when considered with other factors. Honor is simply another tool you can use to define an NPC or monster and make him more interesting.

Table 4I:
Honor Levels for Clans

Clan Honor	Honor
Great Dishonor	<10
Dishonor	11-20
Average Honor	21-75
Honorable	76-125
Great Honor	125+

Table 4J:
Random NPC Honor
(Human/Demi-human)

Result	Honor	Effects
1 – 25	Dishonorable (DH)	-1 to all die rolls
26 – 75	Average Honor (AH)	no effect
76 – 95	Great Honor (GH)	+1 to all die rolls
96 – 100	Too Much Honor (TH)	no effect

Modifiers	Effects
NPC is chaotic	-5
NPC is lawful	+5
NPC is an Elf	+2

Implementing Honor into the Campaign

Honor is an excellent role-playing device but it is only as good as the GM who enforces it. To make Honor work in your campaign you must implement it and then enforce it. If you do not take the time to deal with it, why would your players bother doing so? If alignment can be considered the road map showing what a character's general behavior should be, then Honor can be considered the vehicle the character uses to traverse that map.

There are a lot of reasons why it is important for players to carefully maintain his character's Honor. All you need do is remind them of those reasons.

- Dishonorable characters are more likely to invoke negative reactions from NPCs and monsters when encountering them.
- Dishonorable characters must earn more experience points before going up in level than characters with Honor.
- Characters with great Honor tend to gain experience levels quicker and at less cost.
- Characters with too much Honor tend to attract random monsters more frequently.
- Characters with too much Honor tend to attract monsters/NPCs who want to slap them down a few pegs.
- Certain powerful magic weapons can only used by characters with a certain level of Honor.
- Certain breeds of war horses will not allow someone beneath a certain level of Honor ride them.

Bad Karma

Whenever a character drops from being an honorable character to a dishonorable one there is a chance he will be hit with bad karma. Bad karma tends to hold a character down and cause his Honor to spiral out of control. It is the bane of characters and is to be greatly feared because it could be a character wrecker. After a game session is over and Temporal Honor is applied to a character's Honor with the result that his Honor has dropped from a position of Honor to Dishonor he must immediately make an Honor check to see if he is stricken with bad karma (using the appropriate Honor Die for his new Honor level). If he succeeds, he can count himself lucky. Other than the normal penalties for having a dishonorable Honor factor, no further penalties apply unless he fails to pull his Honor back up to honorable within a reasonable amount of time. For every month of game time a character is dishonorable, he must continue to make an Honor check to see if he experiences bad karma. If he fails his Honor check for bad karma, he is stricken with bad karma and the following applies to him:

- Capped Honor: The character's Honor is immediately capped. He cannot raise his Honor factor until he has broken his bad karma. Temporal Honor is tallied as normal for the character but at the end of the game session, if his bad karma has not been broken, only negative Temporal Honor is applied to his Honor Factor. Any positive temporal Honor is lost and has no effect.
- Spiraling Honor: The character's Honor is cast in a downward spiral. Each game week his capped Honor is lowered by one point driving his Honor further downward.
- NPCs and monsters can smell bad karma like stink on a monkey. Everyone the character meets will instinctively treat the character with disdain. A –25% modifier is applied to all reaction rolls for the character.
- Merchants will automatically charge characters with bad karma 2d20% more for their goods. Barroom bullies are likely single out such characters (there's a 1 in 4 chance that a bully will approach him in any bar or tavern he enters). Innkeepers are 25% likely to tell such a character they have no rooms. It is like having a black storm cloud hanging over his head. As the GM, you should make a character's life miserable if he has bad karma. Even stray dawgs have no respect or pity for such miserable wretches.
- Perhaps the worst effect of having bad karma is the impact it has on the rest of the party. Characters with bad karma are counted TWICE when figuring Group Honor. For example, a party has six members. Normally Group Honor would be figured by adding everyone's Honor and dividing by 6. If one member of the party has bad karma, his Honor is added to the total twice and the result is divided by 7. This means his bad Honor is pulling the entire party's Honor down, which means he is not going to be very popular even among his friends.

Breaking Bad Karma

Bad karma can only be broken by attempting a dramatically heroic act. Examples include a character using himself as a living shield to protect the princess from dragon's breath or diving to gently catch the Glass Statue of Buwanami (the item the players were sent to retrieve from the enemies of Luvia) just before it falls off the pedestal and into a 30 foot deep pit (and perhaps consequently falling into the pit himself and dying). Generally, the action must be an effort to save the party, the quest or his clan. The action need not succeed completely or even at all in some cases, as long as the ultimate goal succeeds. Note that the character need not survive the ordeal.

Stealing Honor

Stealing Honor involves a character (or monster) taking Honor from another character and adding it to his own. It is also possible for one group to challenge another group thus stealing group Honor. This is essentially how the world works and generally explains all the bravado, smack and posturing that is exchanged between two groups about to engage in a fight. It just makes good sense. The idea is to take as much Honor from your enemy before blows are exchanged to hopefully rob him of any advantages due to Honor while at the same time enhancing your own.

There are four standard ways to steal Honor: Honor duels, counting coup, admonishment and open competition. Keep in mind that Honor can be stolen both on an individual basis (dealing with individual Honor) and on a group/party basis (dealing with group Honor).

Honor Duels

To steal Honor by the first method a character must proclaim that he is challenging the target character to a Duel of Honor. If the challenged character refuses the challenge, his Honor immediately drops and the challenger gets a percentage of his Honor to add to his own. The percentage stolen is a base 20% of the challenged character's Honor. You should modify the percentage stolen based on the circumstances involved. If the challenger has five of his buddies backing him up and the challenged character is alone then obviously you should only knock off 10% or so.

If the challenged character accepts the challenge the two must engage in combat. The first one to yield or drop loses the duel and loses a percentage of his Honor to the victor. The percentage stolen is a base 10% of the loser's Honor. Again, you should modify the amount stolen based on the circumstances. If the winner somehow cheated (for example his magic-user buddy cast a spell on his opponent blinding him temporarily) or had an unfair advantage you should adjust the amount of Honor stolen accordingly.

Terms of the Duel: There is a tradition behind Honor Duels and other contests of 'gentlemanly means' for certain rules or terms to be applied. It is traditional for the challenged person to decide what weapons are allowed (including whether or not magic weapons or armor are to be allowed). If the challenger refuses to allow the challenged to dictate the terms, the duel may proceed but any Honor stolen is halved.

Counting Coup

This method works a bit differently and involves striking a superior, armed opponent in close quarters with the blunt side of a weapon (or with a stick or similar harmless object no more than three feet in length). In order to count coup a character must be engaged in mortal combat (i.e. the opponent the character is attempting to count coup on must be actively attacking the character trying his best to lay him out.)

Counting coup is to merely 'tap' the opponent rather than delivering real damage. Each time a character declares he is 'counting coup' on an enemy and makes a successful to-hit roll he has succeeded in stealing some Honor. No damage roll is made and no damage is dealt to the target. Instead, the targeted victim of the coup-tap rolls the optimal Honor Die for his level (regardless of what his current Honor Die or Honor level is). The resulting number is the number of Honor points the character counting coup takes from his opponent to add to his own Temporal Honor.

If the opponent subsequently slays the character that counted coup on him, and there are no witnesses, he gets all his Honor back. If the opponent kills the character that coup-tapped him and there ARE witnesses, than his Honor remains tapped and it is simply lost.

Admonishment

If one character (NPC or PC) wrongs another NPC or PC (i.e. he steals an item from him or refuses to render him aid) in the same party, the offended character can announce that he is "admonishing" the wrongdoer. The admonished character must immediately make an Honor check and the admonishing character modifies the die roll with his own Honor Die. If the admonished PC fails his Honor check, he immediately forfeits 10% of his Honor to the other PC. The admonished character can Apologize (see Apologies/Forgiveness in Chapter 5 of the HackMaster Player's Handbook). If successful, he gets his Honor back.

Open Competition (a.k.a. Street Rules)

Open Competition begins similarly to admonishment, with one character wronging another. Such competition is not combat (that would be an Honor Duel) but rather involves challenges to Honor. It can take place in full view of others (providing for larger Honor swings) but such competition can take place between just two parties or in complete secrecy (e.g. pickpocketing or urinating in his canteen at night). In fact, it is entirely possible for one character to wage an open competition on another character that does not even know such a competition is taking place. Anything goes, thus the nickname "Street Rules," as in "He was dis'n me with Street Rules in secret, but I caught on and replaced his Potion of Extra Healing with acid and crumbled poison ivy into his herbalism kit."

Depending on the nature of the act, the wronged character receives a deduction to Honor while the wrongdoer receives half the points lost from the wronged PC or NPC. There are no hard rules on how much to award – just use your best judgment based on the amounts listed on the Honor Award tables.

If the wronged character determines that he is being targeted by an Open Competition and can identify the perpetrator, he can admonish the wrongdoer as above. But sometimes the act is just too embarrassing or the wronged individual simply chooses to react in kind, deducting Honor from the other and gaining points at a ratio of one for every two deducted. For example by deducting 6 Honor Points from the wronged individual the wrongdoer would receive 3.

Fame and Infamy

Fame/Infamy is an indication of how widely known (and spoken of) a character's deeds and exploits are in the campaign milieu he is adventuring in. Evil characters have Infamy, good characters have Fame and neutral characters have either Fame or Infamy, depending on their fancy (choice).

Fame or Infamy is linked with a character's Honor and level of experience, and can modify such things as how easy it is for him to find hirelings, how many followers he attracts, raising armies (for a war or a cause), rises in social status or reactions from creatures or NPCs he encounters.

As a character's Fame or Infamy rises he will soon discover that his reputation literally precedes him as his moves from area to area. If he is greatly feared and has a reputation for burning and looting villages, he may find that his enemies are fleeing long before his arrival (or making preparations to defend themselves against him). Intelligent creatures and monsters get a –1 penalty to morale when facing a character that has a Fame greater than 60. Each further increment of 60 in Fame causes another cumulative –1 modifier.

- A character's Fame influences all rolls on hireling tables and NPC or monster reaction adjustments. The amount adjusted is a percentage equal to Fame divided by ten (all fractions truncated). The reaction adjustment is modified positively for characters of a lesser rank and similar alignment (sharing one alignment component or no opposing alignment components) and negatively for those of greater rank or differing alignment.
- When a character's Fame reaches 60 for the first time, his name begins appearing in popular songs and stories as a minor or local hero (or villain) of mention. In addition, there is a 10% chance per week that a notorious foe (human or otherwise) starts boasting of his ability to vanquish the character. Such boasts automatically reach the character's ears. Should the character refuse to seek out and defeat the foe, he suffers a loss of 20% of his Honor points.



- When a character's Fame reaches 210 he is considered a great hero, suitable material for epic songs, lengthy folktales and the like. The character automatically gains an additional + 10% bonus on all reaction rolls with characters of lesser rank [Fame] and a –10% penalty with those creatures of opposite alignment or belief. Essentially, those who might like the character are more disposed to treat him with respect, while those who dislike the character are even more likely to hate or detest him for his superior qualities. Also, there's a 25% chance the character will be set up with an arranged marriage by his clan. The character is under no obligation to accept the offer but refusal will anger his clan and result in a –10% penalty on all reaction rolls with members of the clan.

Table 4K:
Fame Advancement due to Social Class Movement

Advancement	Fame
LLC to ULC	no fame modifier
Lower Middle Class	+1 Fame
Middle Middle Class	+1 Fame
Upper Middle Class	+2 Fame
Lower Upper Class	+4 Fame
Middle Upper Class	+8 Fame
Upper Upper Class	+16 Fame

Group (Party) Fame

Group or party Fame can be calculated in much the same way as Group Honor. Likewise, it also causes the adjustment of the Fame of individual members of the group on a periodic basis. Follow the same process for adjusting individual Fame due to Group Fame as you would for Honor.

Adding to Fame

Besides obtaining more Honor and experience, there are other ways one can increase his Fame. These methods are described below.

Rising in Social Class – As one advances in social class, one's Fame tends to increase. This is an upward spiral because as one's Fame increases, it helps him increase his social class. Table 4K: Fame Advancement due to Social Class Movement lists the Fame benefits associated with each social class. However, the opposite can occur (negative modifiers to Fame) in rare cases when one's social class goes down. This might happen if an upper class fighter suddenly decides he wants to become a dual classed character and takes up thievery. His social class would then go down to the appropriate level for a first level thief [LLC]. Had he previously been LUC, he would suffer an immediate loss of 4 Fame points.

Pulling off Outrageous or Heroic Stunts – This one is pretty much left to the discretion of the GM. If a player has a character who pulls off some incredible feat of combat, spell use, skill use or the like either by some incredible die rolls or careful planning and your players end up marveling at the exploit in real life that's a pretty good indication that the character deserves an increase in Fame because of it. Use a range of 1-10 points of Fame as a guideline with one being a minor stunt and 10 being something really uncanny. There should be witnesses but even if there aren't, the character may still gain the Fame by trying to spread the word via bragging rights or other methods described below.

Rumor Dissemination – One can exercise bragging rights to increase Fame. This can be done by the character frequenting inns or taverns and telling his story to anyone who will listen. In order to increase Fame, the character must make a successful Honor check after the bragging has taken place. If successful, he can increase his Fame by one point. If the story is false, the character will receive a negative modifier of 1d12 to the Honor check. (This modifier can be reduced if it is only embellished a little at the discretion of the GM.) Those caught in such a lie do not lose Fame but they are subject to possible Honor loss as described in the Honor Award Table.

In addition, one can try to squeeze out additional Fame by hiring bards, criers or posting notices about his exploits. Costs for such professional activities are covered in Chapter 9 of the HackMaster Player's Handbook in Table 9O. For each outlet used in an attempt to increase Fame, one can make an Honor check to determine success. If it works, the character can gain another point of Fame for each outlet used. Certain methods of spreading news are more effective than others. Hiring a local crier (messenger) allows +1 to the character's Honor check. Hiring a minstrel allows +1 to the Honor check if at least two performances take place. Posting notices is done at –1 to the Honor check. Messengers may be sent to other villages, towns or cities but each mile they travel applies a –1 modifier to the character's Honor check. However each successful successive attempt at spreading news of his exploits adds +1 to the Honor check for subsequent attempts. If a character succeeds at spreading news of his exploits twice in a row, his third attempt will be at +2. But if his third attempt fails, he will lose that modifier on further attempts.

Clan Honor – A Character who is a member of a clan of great Honor may add one point to his Fame score if he successfully boasts about his family in public. This is similar to exercising bragging rights. A successful Honor check is required to earn the Fame point. This can only be used once per month. More frequent attempts will be ineffective.



Quirks and Flaws

Quirks and flaws are a way for your players to give their characters (and you to give your NPCs) a little personality and uniqueness and generate a few building points in the process. However, players who think they're somehow more clever than the designers of this game will inevitably try to twist the rules in their favor. A clever player can generate over 100 building points, significantly boosting his abilities, talents and skills, all without sacrificing any ability scores or taking any penalties to hit or damage. These players invariably smile giddily to themselves during the character creation process, then brag relentlessly about how great their new first level characters are.

"Look at my kick-ass character! He's got a 24/87 strength and a 19 Dex!!"

They believe they have beaten the system by taking numerous "harmless" flaws. They would be greatly mistaken. And you're just the guy to show them just how wrong they are while enjoying every minute of it.

A player who min/maxes their character with flaws and quirks believes he is improving his chances of being successful and of surviving. Not so! In fact, it couldn't be farther from the truth. The great irony is that they have done just the opposite. A character with many quirks and flaws has published his weaknesses. No longer do you have to put effort into finding a character's blind spot. The player has already road mapped the way for you. Thus, the key to discouraging excessive voluntary exploitation of quirks and flaws during character creation is the ruthless exploitation of them.

Cherry Picking

There are two basic reasons why a player would choose to cherry pick his flaws instead of rolling for them. The first reason is that the player wants specific flaws. If he is doing this to complement his background or because it makes sense for his character, this is perfectly acceptable. You should still force this character to play his flaws, but the probability that he will do so without prompting is greatly increased. You should look favorably upon such a player, and not punish him to the same extent as the other types (solely based on the flaws - feel free to punish him for other appropriate reasons as discussed in the various chapters of this exalted tome).

The second variation is a little more sinister. A player may want specific flaws because he believes them to be beneficial in some way. For example, a player of this sort may take the sound sleeper flaw and the less sleep talent. This allows him to heal two points of damage on only four hours of sleep. No quarter should be given to such a character. A character that is a sound sleeper does not wake up unless he takes at least a point of damage. If the application of the one point occurs at the same time as 30 or 100 other points of damage, those are the breaks. Perhaps some wandering bandits would like to slit his throat in his sleep? He won't hear them coming.

The second main reason for cherry picking is fear. Players are afraid of the more extreme flaws or quirks, and are willing to take fewer building points in order to protect their characters. Most of these players will take quirks or flaws that are very hard to exploit. That is fine, because their characters are probably wusses anyway. Those that actually seem likely to survive beyond an acceptable timeframe should be punished in the same way as described above.

Rolling for Quirks and Flaws

Rolling for quirks and flaws is where the real abuse can occur. Because you can spend a BP to re-roll any result on any of the tables, as long as you have BPs, you have some control over the quirks and flaws you receive. In addition, since the minimum a flaw will give you is five building points, even spending three building points per flaw is worthwhile numerically. This will prompt players to roll for eight or nine flaws and use their racial building points to manipulate the results (and make darn sure they use nothing but the racial points available to them; the BPs earned from flaws are not available until AFTER the player is done rolling for quirks and flaws). They will likely end up with fifty to a hundred building points, and this will allow them to purchase many skills and raise their abilities.

These characters may seem invulnerable initially. Fighters that are min/maxed in this way can deal out massive amounts of damage and turn your hardest encounters into cakewalks. The effect of min/maxing in the other classes is less readily apparent, but ultimately equal in power in the long run. Don't be discouraged when these characters appear at your table. This is the time to make an example out of someone. Just smile knowingly because you will enjoy the upcoming events. Every flaw can be exploited in some way, and the more building points the character receives, the more deadly their flaws. Characters min/maxed in this way will tend to have at least one fatal flaw, if not half a dozen. And the tougher the player thinks his character is, the greater the shock when it dawns on the player that you OWN his useless character. Before you know it, he'll be begging to roll up a new one and start afresh.

Curing Quirks and Flaws

Players may see this as a way to buy initial building points by taking flaws and curing them later. There are several ways to deal with this. As the GM, you control how much access the PCs have to anyone with the abilities to cure flaws. You also control the price of such cures. Both of these things can be varied in such a way that the characters will have to go to great lengths to cure the flaw. In addition, curing physical flaws may result in disfiguring scars or other side effects. Your job as a GM is to make sure that the players "pay" for every flaw they take. If they are going to find a way to cure themselves somehow, make it hurt.

Acquiring Quirks and Flaws over Time

Not all flaws are gained during the character creation process. Some flaws are developed over time as the player grows into his character and his personality emerges. In the case of physical flaws, this is usually obvious, and is the case of some kind of trauma. Losing a leg to a Hammerhead Bulette would be an easy way to acquire the flaw "amputee, leg." However, mental and personality quirks can also be gained during the adventuring career of a character. This is often directly under the control of the GameMaster. For example, the pixie fairy thief Rasifer's player has had several characters killed by the GameMaster. As a result, Rasifer does not enter combat unless she is sure to survive without taking any damage. In most cases, she flees and hides behind a tree until the combat is over. After a couple sessions of this behavior, her wise GM decides that Rasifer has developed the wuss-of-heart flaw, and is now subject to all its restrictions. Rasifer's player records the information on her character sheet. Note that Rasifer's player does not receive any building points for this.

Stacking Quirks and Flaws

Eventually the situation will arise when one of your players, while rolling for quirks and flaws, rolls the same quirk or flaw twice. Depending on the quirk or flaw, the effect may be compounded, it may transform into another flaw, or it may require a reroll. Each type of quirk or flaw has its own stacking rules.

If having two instances of the quirk or flaw makes sense, then the effects take place for each quirk or flaw. Quirks and flaws that stack in this way include: loss of ear (maximum two times); scar, facial; trick knee (maximum two times); enmity toward monster; psychotic aversion to monster; multiple personality disorder.

If taking a flaw twice is the equivalent of another quirk or flaw, the two quirks or flaws are immediately transformed into the new quirk or flaw, generating the BP total of the new flaw. For example, if the flaw "blind, one eye" is rolled twice, the player would combine the two rolls and record the flaw "blind" on his character sheet and would receive 20 BPs. Quirks and flaws that stack in this way include: amputee, arm becomes amputee, both arms; amputee, leg becomes amputee, both legs; blind, one eye becomes blind; loss of eye becomes blind; missing finger becomes missing fingers.

Quirks or flaws that have sub-tables generate another roll on the appropriate sub-table. If the same entry on the sub-table is rolled, you reroll again on the same sub-table. Exception: If the quirk or flaw has severity levels, and you are rolling for minor severity, a duplicated roll on a sub-table indicates the quirk or flaw is now major. The BPs gained are adjusted to the value for a major quirk or flaw. Quirks and flaws that stack in this way are the following: acute allergies; animal antipathy; maimed; animal phobia; delusional; enmity toward class; enmity toward race; obsessive/compulsive disorder; psychotic aversion to class; psychotic aversion to race; superstitious.

Quirks or flaws that have major and minor severity levels behave in a special way. If a duplicate of a minor level of the quirk or flaw is rolled, it is converted to the major version of the quirk or flaw, and the BPs gained are adjusted. If a duplicate of a major level of the quirk or flaw is rolled, reroll. Quirks and flaws that stack in this way include: seizure disorder; depression.

Quirks or flaws that are unique and do not stack are simply rerolled. This covers all quirks and flaws not covered by any of the previous categories.

Additional Detail on Flaws (physical)

Accident Prone: This one is almost too easy. You can extend the fumbling penalty to all checks the character makes. On a skill check, the character has an accident on roll of 91-00. When the character makes an ability check he fumbles on a 19 or 20. On attacks, he fumbles on a 1 or 2. And when he does fumble during melee and percentile dice are rolled for severity, do not call which die is the tens-digit. Instead, always use the higher of the two ten-siders as the tens-digit (e.g., if percentile dice are rolled and the two dice indicate a 2 and a 7 the result is automatically 72). When you describe the blunder, make it more dramatic, more painful, and more embarrassing. An accident prone character will pull the wrong lever, will sit in the broken chair, will trip and fall down the stairs triggering the spiked pit on the landing, etc. Whenever the character performs an action that he is not familiar with, make him save vs. accident (Paralysis/Poison save). Finally, whenever misfortune strikes the party, triple the chance that it happens to the character that is accident prone.

Acute Allergies: Flaws of this type require a certain substance or thing to be present to trigger. An acute allergy is a prime example. Your job, as GM, is to make sure the necessary thing or things appear only at the most important and crucial moments. If the character is allergic to a food type, make sure it is present in abundance at the very important private dinner with the king. If the character is allergic to cats, make sure the magic-user villain has a cat familiar. You get the idea.

Hives, blurred vision, sneezing attacks and swelling are all allergic reactions that can result in penalties to physical Ability Scores such as Strength, Constitution, Dexterity, Comeliness or Charisma. If you determine that the PC has been exposed to an allergen, have the PC attempt a Constitution check. If he fails, check Table 5A: Allergic Reaction Severity to determine the result. The effects will continue for as long as the character is exposed to the allergen and for 1d6 hours thereafter. All penalties are cumulative, such that a character with an intense reaction will also get the penalties associated with lesser reactions. Finally, if the character is exposed to additional allergens, make a separate roll for each with a +20% penalty to the roll for each extra allergen.

Albino: Many players think that Albino is a "safe" flaw to take. However, the effects of sunburn can be terrible. Albino characters must cover all parts of their skin any time they are out in the sun. They must apply special oils and ointments to their skin every four hours they are outside to prevent burning and peeling. These oils cost 50 gp for each month's worth of oil (and the wrong oil applied can result in half the allowable exposure time or two hours and double the ill-effects detailed below). An albino character that neglects to apply the oil will get a severe sunburn and gets a -1 or -5% penalty to all rolls for the next 24 hours for every increment of four hours of exposure without oil. They also temporarily lose 1 point of Comeliness and Charisma because of their red coloring. For every five serious burns, the loss of one point of Comeliness and one point of Charisma is permanent. In addition, an albino character doubles the effects of any blinding spell or spell-like effect used against them, and they can never hold a lit torch without blinding themselves. Normal people will react with suspicion to albinos, and children will taunt them, lowering Honor appropriately. All demi-human albinos, except pixie-fairies and gnomelings, are shunned by their peoples. Such albino-pariahs will be turned out as evil or an ill-omen. Approaching those of your race will incite anger and immediate hostility.

Amputee, arm: The effects of this flaw are serious enough that little extra work is required from the GM. However, there are extra ways to exploit this flaw. An amputee's pockets are much easier to pick on the side without an arm (+25%), and any critical hit to the side without the arm has a much greater chance of hitting a vital area. If the amputated arm is rolled on the critical hit location table (located in Chapter 8: Combat), roll instead on the torso location. Don't forget that shield use is impossible (unless a weapon is foregone). Finally, any time falling damage is calculated, an amputee takes an additional 1d6-3 damage.

If this result occurs for a pixie fairy, he must roll 1d4 to determine lost member: 1 = left arm, 2= right arm, 3 = left wing, 4 = right wing. A pixie fairy can suffer this flaw up to four times. A pixie fairy that loses one or both wings cannot fly, but can wear better armor.

Amputee, both arms: There is really very little reason to add to the suffering of a character with this flaw. Without either arm, they are essentially useless as a player character. However, if you are feeling particularly cruel, you can double the penalties listed under amputee, arm with the exception of the extra falling damage, which is tripled.

If this result occurs for a pixie fairy, he must roll 1d4 twice (ignoring same results and rerolling) to determine lost members: 1 = left arm, 2= right arm, 3 = left wing, 4 = right wing. A pixie fairy can suffer this flaw up to four times. A pixie fairy that loses both wings cannot fly, but can wear better armor.

Table 5A:
Allergic Reaction Severity

d100 roll	Reaction	Penalty
01-10	slight	+1 to initiative
11-40	mild	-1 to Con and Com
41-60	moderate	-1 to Dex and Cha
61-80	severe	-1 to Str, -1" to movement, -25% to vision distance
81-00	intense	-1 to Con and Dex, +3 to initiative

Amputee, leg: Initially this does not seem like such a bad flaw. This is not the case. In order to avoid receiving any movement penalty, the character must purchase a custom built peg-leg. The total cost of carving and fitting of a peg-leg is 75 gp. In addition, any time a character fails a saving throw against such effects as fire, acid, lightning or similarly destructive event, the peg-leg must make an item saving throw against the appropriate attack type (see the Saving Throw Matrix for Magical and Non-Magical Items in Chapter 8: Combat). If it fails, the peg-leg is destroyed and, during that encounter (if not the rest of the adventure) that character is in a world of hurt. Finally, movement with a peg-leg varies dependent on the terrain condition. Table 5B: Peg-Leg Movement Modifiers regulate movement over different types of terrain. A character with a peg-leg has a maximum move of 1.5 times his movement rate when running, and he receives a -15% modifier to all swimming checks.

Table 5B:
Peg-Leg Movement Modifiers

Terrain	Multiplier
Grass, dry	1
Grass, wet	.75
Dirt	1
Mud	.5
Sand	.5
Stone, dry	1
Stone, wet	.5
Snow, 1-3"	1
Snow, 4-6"	.5
Snow, 7-12"	.25
Ice	.5

Many of these movement modifiers can be negated with the use of certain types of specially customized peg-legs. For example, a snow shoe peg leg would negate the movement multiplier for snow assuming the character wears a comparable device on his other foot. If your campaign sports one or more peg-legs merely up the frequency of mud, slime stone corridors, ice and very dry, fine beaches or dunes.

Amputee, both legs: A character with this flaw has a hard enough life as it is, and will face a significant amount of adversity. However, if you are feeling particularly cruel, or the character has abused this flaw, there are a few things you can do. First, all falling damage taken by a double amputee is doubled, even if they are using peg-legs. Second, all penalties associated with one peg-leg are also doubled. A person with two peg-legs can never move faster than their movement rate, even when trying to run. Pixie fairy double amputees have a -2 to their flying movement because they are not balanced properly. They must also crash into something (like the ground) in order to land and must receive help or fall off an edge to take flight (they have no legs to leap up as the typical pixie fairy does).

Animal Antipathy: Because the animals listed in the Player's Handbook do not usually present much of a threat to adventurers, a little more effort is required from the GM than simply placing the appropriate animal. It will be worse for the character if an important NPC or difficult monster have a pet of the appropriate kind. Fighting a common snake probably isn't too bad, but fighting the same snake while trying to avoid the attacks of a dragon is much more difficult.

Also, over time this flaw tends to get worse. For every year a character possesses this flaw, other animal types begin to sense the negative vibes emanating from the PC and he must make a Charisma check. A failed result means you should roll again on the Animal Antipathy Table in the player's handbook and add another animal to the character's antipathy list. No building points are awarded for this.

Anosmia: This is another seemingly harmless flaw that is easy to exploit. A character with anosmia cannot taste or smell, thus any eating or drinking establishment can use this to their advantage. A character with anosmia will be served water and charged for wine. His food will never be cooked or spiced or prepared in any way, though he will pay for the most expensive delicacy. If you have a character with anosmia in your campaign, remember to use lots of poison gas traps and ingested poisons.

Asthmatic: An asthmatic character should have asthma attacks at all the wrong times. Since dust, pollen or stress triggers an attack, there is a wide range of important situations in which an asthma attack would be very bad, the most common being combat. Combat is very stressful and often includes the kicking up of dust. Dungeons, typically dank and filled with mold and fungus spores, are also perfect places for an asthma attack. Anyone having an attack will alert all creatures within 100 yards of the character's presence. However, there are several places the character might not expect to have an attack. A barn, an old house, a library, a stable and a wine cellar are all candidates for asthma attacks. Often it is these unexpected attacks that will do the most harm to the player and catch them off guard, so use them wisely. Any time that a character is in a situation that might result in an asthma attack, have him make a Constitution check every other round. A failed result indicates an attack has begun.

Blind: A character who is blind will probably have a hard enough time doing things normally that exploiting this flaw will require little effort on your part. However, there are several ways to make the character's life even more miserable. Everyone enjoys practical jokes, and blind people are always the butt of these jokes. People will put chairs in front of them to trip over, tap them on the shoulder and run away or attach notes to their backs saying "Hack Me." In addition, unless the character is warned, he will run into low hanging branches or door frames. A blind character cannot identify what he is eating or drinking until he smells or tastes it, thus odorless poisons pose a particularly dangerous threat and passing the smelling salts in place of the salt is always great fun. Finally, against blind characters everyone is invisible. All attacks (by thieves and assassins) against them count as backstabs and don't forget the combat penalties associated with blindness.

Blind, one eye: In addition to getting a -1 to hit when using ranged weapons, the character has a blind side. Pick Pockets attempts get a +10% bonus on the blind side and a flank attack can also be considered a backstab. In addition, anyone using Hide in

Shadows gets a +5% on their check in relation to someone who is blind in one eye. Similar sight related skills suffer a -5% penalty. They also suffer all the penalties associated with the No Depth Perception flaw.

Blind, color: Color blind characters have more problems than just drinking potions. Distinguishing between anything with different color types, such as plants or animals, can be hazardous. In addition, since most people are illiterate, color is used in signs and other important information. A color blind character will have trouble following directions or finding the right inn. The best way to thwart a color blind character is to use colors in important places such as levers and buttons in the dungeon. Note: characters with infravision rely on colors to determine the size and type of heat/cold source. They must get very close to the source to tell details. Thus, a color blind character's use of infravision is always considered myopic. Furthermore, color blind infravision users (including humans using magic) cannot differentiate between undead (cold sources appear blue) and living (heat sources appear red) so ghouls appear to be old beggars, etc.

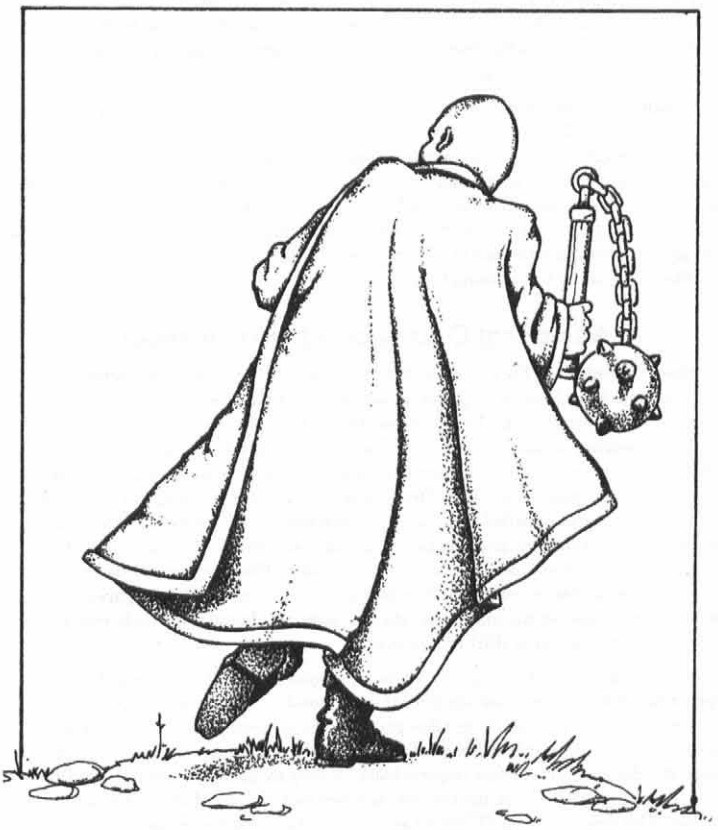
Chronic Nosebleeds: As the GM, you control when a character gets a nosebleed. This is a very powerful weapon, so it is necessary to use discretion. In general, any time of stress or heavy breathing is a good time for a nosebleed to occur. In addition, a character's sense of smell is greatly diminished for 2d4 hours after a nosebleed. During this time, the smell of blood still hangs around the person, and any creature with an excellent sense of smell will be able to detect it from 100 yards away.

Deafness: A deaf character is at a severe disadvantage when it comes to adventuring. Such a character will be unaware of anything that happens outside his line of sight. In addition, he will be unable to hear anything said, sung or shouted at him. A deaf character is easy to abuse, and will be surprised twice as often (1-6 on 1d10). Most (75%) deaf characters are deaf from birth. The other 25% are deaf as a result of some sort of occurrence later in life. There is a 10% chance that a character born deaf will have a deaf parent. Roll for each parent. For each parent that is deaf, there is a -30% modifier to the character's chance to know how to speak.

Deaf characters are at a disadvantage when communicating, but they can still be functional in this respect. If the character is able to read and write, then they can communicate through written notes. Characters who become deaf later in life have a 90% chance of knowing how to speak their native language, and a 50% chance to know any other languages. These characters can speak without trouble, but they typically do so loudly having gained this bad habit as their hearing faded. Characters who are born deaf have a harder time, but 75% will be able to speak their native language. These characters that can speak will also have the reading lips skill at a mastery level of 75%.

Do not let others talk to the player of the deaf character at the table unless he has 'read lips' and is looking at them. If he cannot talk, do not let him speak.

Excessive Drooling: A character with this flaw will constantly moisten his clothing and other possessions. He will wake up every morning dehydrated, and will have a -1 to all of their die rolls until they can drink a quart of water. Items on which this character rests his head while sleeping will be wet and will need ten minutes of drying for every hour it was used for sleep. In addition, a character that drools excessively requires an extra quart of water per day, and his clothes will degrade at twice the rate.



Drooling characters will always get the most important documents wet, they will ruin the king's nicest sheets and linens, and will slobber on people's most prized possessions. On the other hand, people are much less likely to borrow or steal things from a drooler.

Flatulence: If a character takes this flaw, make sure that their flatulence only occurs at the most crucial moments. Perhaps the character is trying to sneak past a guard or negotiate a peace treaty between warring dwarves and elves. The important thing to remember is that flatulence can alert or offend people with both sound and smell. 50% of flatulent characters will wake themselves up in the middle of the night with their own flatulence while the other 50% will wake up their companions. There is also a 3% chance that a flatulent character will ignite any torch within 10 feet of the character. If there is an explosion of this sort, the flatulent character takes 1d6 points of damage, and every one within 10 feet takes 1d3 points of damage, half if they save vs. breath weapon. There is no save for the flatulent character.

Hearing Impairment: This flaw is similar to deafness, on a slightly lesser level. However, in combat and other noisy situations the effects can be the same. This is a great tool for the GM. If the character is in battle, he will be hard pressed to hear his companions or those around or behind him. An Intelligence check is required to understand any communication attempt made in combat or any other similarly noisy situation, such as galloping on a horse or in a large crowd. Do not let others talk to the player of the hearing impaired character during combat, unless he has 'read lips' and their characters are facing one another. If he cannot talk, do not let him speak. A hearing impaired character is also surprised more often (1-5 on 1d10).

Hemophiliac: This flaw is one of the most deadly available to a player character and will take little effort on your part to exploit. In fact, if a character in your campaign takes this flaw voluntarily, he is asking to be killed. He takes twice as much damage from attacks, and heals half as fast. In addition, if a critical hit turns up a bleeding result, he suffers twice the after effects (i.e., not double the initial damage, but double any later damage and/or penalties). It requires twice the amount of material, i.e. bandages, etc., to bind the wounds and the dressings must be changed every half hour. If the bandages are not changed, there is a cumulative 3% chance of infection (see Disease, et. al., herein).

Lisp: A lisp will impair the character's communication, and in some cases, change the message intended. In noisy or stressful situations, any character attempting to understand a character with a lisp must make an Intelligence check. If the check roll equals or exceeds twice the checking character's Intelligence, he believes the character is telling him the opposite thing intended, within reason.

Loss of Ear: While loss of ear does not affect general hearing, it can affect certain instances when a noise is coming from a particular side. The player should choose or roll to determine which ear was lost (1-3 left, 4-6 right). In noisy or stressful situations, the character must make an Intelligence check to understand anything said to him at a distance greater than 15 feet from someone on the side without an ear.

Loss of Eye: The main disadvantage of this flaw is that it is much easier for a one-eyed character to be blinded. Attacks that target the eyes, such as eye gouge, and other blinding effects are twice as effective against a one-eyed character. In addition, the character suffers all the ill-effects of having no depth perception.

Low Threshold of Pain: Simply put, this character is a sissy. Therefore, you should punish the character like you would a sissy. Have people push them around, bump into them, drop things on their feet, etc. As they lose Honor, have their hirelings and other NPCs disrespect them. What's worse, when the character suffers damage, it counts as double for the purpose of Trauma (see Chapter 8: Combat, Trauma Damage). In other words, this character need suffer only 25% of his starting hit point total to initiate a threshold of pain check. Furthermore, the save versus death for Trauma Damage is at a –3 penalty.

Maimed: The effects of this flaw depend upon the type of maiming the character has. A severe facial burn, scarring, webbed hands or an extra finger will have little effect other than being hideous. A misshapen head will increase the damage taken to the head by 1, and will add +20% to all critical hit severity rolls on his head. A missing nose will reduce a person's sense of smell by half. A misshapen body reduces movement by 1, gives a -1 to all to-hit rolls, and increases the cost of all clothing and armor by 150%. If a pixie fairy suffers from misshapen body, he has an imperfect wing that hampers flying as well as an awkward torso. This reduces flying movement by 75% and the pixie fairy must rest for 10 minutes for every hour spent flying. In all cases, the character will be shunned and ridiculed, especially by those to whom the character wants or needs to talk. An important NPC will rarely grant the request of a maimed character.

Male Pattern Baldness: This flaw does little other than decrease the attractiveness of the character in 80% of the cases. However, a bald character suffers twice the effects of extreme cold if their head is uncovered. Dwarves who take this flaw lose their facial hair as well as the hair on their head. Similarly, halflings lose the hair on their toes. Gnome titans lose their goatees, but are 85% likely to have gained bushy sideburns as a gnomeling. Elves and half-elves suffering from this flaw, lose their beautiful locks but grow scraggly, sparse beards shedding question as to whether their family tree has an Orc hiding among the branches. Half-orcs and half-ogres lose all facial hair and take on a fairy-like appearance, while grels grow tufts on their foreheads not unlike pre-pubescent pixie fairies growing in their antennae. Drow lose all hair, except their groin, armpit and chest hair grows uncontrollably (as a dwarf). Gnomes go completely hairless.

This result for most demi-humans therefore affords a permanent –10 adjustment to their Honor, and often means they can never hold a position of importance within their home society (though they may be more welcome by their typical racial enemies or those typically exhibiting the unusual features). Humans and gnomelings merely lose their hair as per normal male pattern baldness and thus suffer no ill-effects aside from the initial modifier.

Migraines: Exploiting this flaw simply requires diligence on the part of the GM. A character with migraines will be unable to do anything once a week. Therefore, it is your responsibility as a GM to choose the most inconvenient day of the week for this to happen. Since the occurrence of the migraines is within your control, you can use it to control the character. Use the power wisely. Remember, timing is everything.

Missing Finger: There is little you can do as a GM to affect a character with this flaw, as it is entirely dependent on the character's rolling. Missing fingers always increase the chance of fumbling, even if they are on the character's off-hand. The reasons involve physics and other complex things that you couldn't possibly understand, but trust me on this one. This was exhaustively researched (using a half dozen unwilling interns in the name of science) and we now know that it greatly affects the use of a weapon.

Mute: When a mute character first meets someone, the person he meets has no idea that the PC is mute. Thus, when the mute character does not verbally respond to someone's speaking, that person often becomes angry. This can be a great way to smack down a character. In addition, the player of a mute character should not be allowed to communicate verbally with the other characters at the table during important situations such as combat. These characters make lousy sentries and night-watchmen.

Narcolepsy: This is probably the most fatal flaw in all of HackMaster. A character with this flaw falls asleep in times of stress, and if your game isn't absolutely chock full of stress, then you're playing wrong. The character will not wake up unless he is shaken for a full round. Waking a character takes a full round, and no other actions may be taken. As the GameMaster, you are in control of when the character encounters stress. Thus, you control when he falls asleep, and therefore, you are in control of the character. Use this to your advantage, and you can have the character do whatever you want.

Nervous Tic: The key to exploiting this flaw is making the tic mimic a normal action in a situation that has unfortunate circumstances. If the player does not specifically state what their nervous tic is, then the GameMaster's job is much easier. For example, if the king makes a request, the character's nervous tic might make him shake his head. The consequences of such an action are up to you, and they can be as strict as you desire.

No Depth Perception: This is a pretty serious flaw, because it prevents the character from judging distances. Firing missile weapons is out of the question as the character cannot determine range. You can abuse this if the character is not careful. Walking along a precipice or other risky maneuver could prove deadly: the character must make a successful Intelligence check to distinguish where he is going. An Intelligence check is required whenever the character's depth perception is challenged. Note that this character is not actually blind and can see perfectly fine, he just cannot determine depth. It's like living in a two dimensional world. Since this flaw comes with some hefty BPs we really laid it on thick in the PHB. A character with this flaw will not bump into walls unless he's running and the corridor turns. Nor does he suffer a –2 to hit in melee beyond the initial round that an opponent approaches. Note that charging is impossible without running into the foe in question, and any cautious approach due to this flaw automatically results in an initiative of the latter of the actual result, 10, or the opponents result +1. Finally, lacking depth perception virtually negates infravision, ultravision and other types of low-light vision. Excellent depth perception is needed to see any kind of detail with the various dark sights, otherwise figures and objects simply appear as amorphous blobs at an indeterminate distance. Because depth perception is so important with these types of vision, a lack of depth perception reduces them to a maximum of 10 feet.

Scar, Facial: This flaw is rather hard to exploit, since it has little effect on the character other than a decrease in Charisma and Comeliness. However, people are quick to notice a large facial scar, and such a character would be recognized and remembered by the authorities, witnesses, snitches and false witnesses in league with criminals looking for a scapegoat. Also, facial scars are connected with evil, so most people will react negatively to such a person. Depending on the nature of the scar, the character may suffer ridicule and potential Honor loss therefrom.

Seizure Disorder: This flaw pretty much takes care of itself, as long as you remember to roll for every day of game time. If the character has a Grand Mal seizure, there is a 50% chance that he will swallow his tongue and suffocate. If another person provides aid to the character, he can prevent this from happening. A minor seizure can be equally as deadly if an enemy is in position to take advantage of it.

Sleep Chatter: This flaw is fairly easy to exploit. As it explains in the PHB, a character with this flaw will reveal things he might not otherwise reveal. As the GM, you can determine what a character with this flaw will reveal. You can use this power to control the actions of these characters, as they are much less likely to steal or deceive their fellow party members. However, this flaw provides an additional benefit to you, the GM. One of the most feared encounter types is the attack in the middle of the night, when most or all of the characters are asleep and unarmored. A character with sleep chatter doubles the chance of a random nighttime encounter while sleeping. His opponents might also know all about the party's strengths and weaknesses if he's had enough time to chatter. Nighttime camp thieves are always on the lookout for chatter victims because they often reveal where they've hidden, or their friends have hidden, their valuables.

Sleep Walker: If a character in your campaign takes this flaw, count yourself lucky. He has just given you a free, legal way of killing off his character. Unless the party specifically states they are tying down the sleepwalker, you can easily put the character in harm's way. He might walk off a cliff or into the campfire. He may impale himself on a sharp stick or wander into that dark cave the party is intent on exploring. The possibilities are endless, so use your imagination. It will make the character's death that much more painful for the player and mirthful for you and the others.

Sound Sleeper: This is one of the flaws you are likely to see a good deal of, primarily because it has the benefit of healing an extra hit point of damage. This should warm your heart, because this is one of the easiest flaws to exploit and one of the deadliest. A character with this flaw will not awaken unless damaged, so any intelligent enemy would simply slit his throat and kill him. Thieves can rifle through his stuff and even strip him to his skivvies and he wouldn't awaken. If his companions manage to get to him first, the character must make an Intelligence check at -3 to avoid attacking the person who woke him up. He must make an Intelligence check each round until he succeeds. Until then, he must attack the person who woke him up until he or his target is dropped. Each round the penalty decreases by 1, so the check would be at -2 for the second round, -1 for the third, 0 for the fourth, +1 for the fifth, and so on until the character succeeds.

Strange Body Odor: A character with this flaw smells really bad. In addition to making social situations very awkward, it tends to attract unwanted attention. This doubles the chance of a dangerous random encounter in the wilderness, as wandering monsters are attracted to the strange smell. Humanoids and giants of the same or opposite sex will find this character attractive in a primal (and ultimately painful) sort of way. A player that thinks he's getting one over on this game by voluntarily taking this flaw will likely have his Honor in the tank and after a bad encounter, may walk kinda funny.

Stutter: A character with a stutter tends to annoy people because it takes them significantly longer to say something. It will take a stuttering character 2d10 extra seconds per minute of speaking to communicate something. In stressful situations, such as combat or when being interrogated, the extra time is doubled. A character with a stutter can manage at most four words per combat round.

Tone Deaf: For non-bard characters, this seems like a harmless flaw. However, if a character in your campaign takes this flaw, it is up to you, the GM, to make them pay. To do this, music should be integrated as much as possible into your campaign. There should be an abundance of traps that rely on different tones to function, or prayer chants could be ineffective if sung incorrectly. If the ability to distinguish musical tones becomes important to survival, the character will "pay" for their flaw.

Trick Knee: This flaw is deadly. The GM completely controls when the trick knee might give out, and as such, controls whether the character lives or dies. When used heavily (lifting, crawling, sprinting), heavily-laden or in combat, a trick knee will give out on a 1 in 12, and will cause the character to lose his balance and fall to the ground. If the character is making sharp cuts or twisting about (dancing, dodging, etc.), the chance increases to 1-3 on 1d12.

Visually Impaired, Farsighted: The best way to abuse a farsighted character is with written materials. Whenever they try to read something, they must hold the text at arms' length or farther. Thus, some text on the wall might be a great way to get the character to back right into a spider's web or into a pit.

Visually Impaired, Nearsighted: A character with this flaw cannot distinguish things that are far away. Perhaps they think the waving troll is their companion or the friendly cave is the gaping maw of an enemy. Sometimes objects just 15 feet away will completely blend into the surroundings. These characters should always mistake faraway objects in the most harmful way possible. Note also, that this character may need to hold objects slightly closer than others when examining them. You may be able to use this against a myopic character by making him stick his head where he probably shouldn't (like in a hole with a scything blade).

Additional Details on Quirks (mental)

Absent Minded: This is a great flaw to exploit. Any time a character wants to retrieve something from his supplies or use an item that is not in his hands, he must make an Intelligence check. Failure means he left the item at the last place he stopped, be that a campsite or tavern or store. If the character stated and recorded on his character sheet the location of each item he possessed as he was leaving each place he stopped, he may ignore this check. Items he recorded in the morning and did not move do not need to be re-recorded. Similarly, an Intelligence check must be made to remember anything that the character did not specifically state he was writing down. If he did write it down, he must make an Intelligence check to find the piece of paper. Failure means he was unable to remember the information or locate the piece of paper or parchment. A string tied on the finger gives the character a +2 bonus, but marks him as a target to follow for any local thief that notices.

Acrophobia: This character will refuse to go anywhere or do anything that requires open areas that are more than six feet off the ground. This is easy to exploit. Perhaps the secret meeting with the king takes place on his personal patio overlooking the city, or the characters must ride the back of a griffin to the ancient temple. In either of these cases, the character must refuse to participate. If they are somehow forced, they will suffer a -3 or -15% penalty on any die roll, and will look for any chance to escape the situation. This flaw is particularly brutal against pixie fairies as they refuse to fly more than two feet off the ground (essentially his height).

Agoraphobia: A character with this flaw will avoid open spaces at all costs. This is very similar to Acrophobia, but even easier to exploit. Large scale battles, overland travel and water travel all involve large open spaces. The character with this flaw must refuse to participate in any of these activities. If they are forced to enter an open space, they will suffer a -3 or -15% penalty on any die roll, and will look for any chance to escape the situation.

Alcoholic: In addition to the disadvantages described in the PHB, an alcoholic character must purchase a drink whenever the opportunity presents itself. There is no save associated with purchasing the first drink; it must be done. Thereafter, after each drink including the first, the character must roll below 8 on a d20 or buy/secure another drink. If the character has no money, he will attempt to befriend another patron. If that fails, he will resort to more sordid and violent means until he secures a drink or is restrained by his companions. See also the effects of alcohol and intoxication in the Taverns section of Chapter 12: The Adventure.

Animal Phobia: This quirk is one of the easiest to exploit, for all it requires is the placement of the appropriate animal. It could be the pet of a powerful person the character needs to talk to, or the guard animal of the character's enemy. Loss of Honor from this is almost too easy. In addition, the phobia applies to all types of that animal, regardless of size or rarity.

Chronic Nightmares: In addition to waking up screaming and healing at half the rate, sleeping next to a character with nightmares can be dangerous. A character with this quirk flails and thrashes at night, doing 1 point of damage to anyone whom sleeps within 5 ft. for more than four hours. There is a 25% that this character will disturb items within 5 ft. of himself and possibly breaking said items (save vs. normal blow to negate damage).

Claustrophobia: In addition to the saving throw required for finding oneself in or entering a tight space, a saving throw is required any time the character comes under stress while in such quarters. Stressful situations include (but are not limited to) combat or using a skill that has dangerous consequences. If you are doing your job as GameMaster, a claustrophobic character should be constantly making saving throws. Eventually he will fail, and panic. This means he must devote all his energy and efforts to escaping the enclosed area. If that is impossible, he will huddle in a corner or run around in circles, suffering -3 or -15% penalty on all die rolls and will be unable to take any actions.

Delusional: Delusions are pretty easy to exploit, since they often require the character to do ridiculous things. However, it is up to the GameMaster to make sure the player role-plays their delusion. If you give players an inch, they'll take a mile, so make sure they are delusional when it really counts. Once you've taken care of that, make sure you role-play the NPCs with the appropriate amount of disgust and hatred. Remember, no one likes a delusional person running around, and they will take action to "cure" them.

Depression: When a character takes this flaw, you should have them specify whether it is due to a chemical imbalance or a traumatic event. If they choose a traumatic event, make sure they specify what the event was. A person with minor depression will have a 20% chance of having an episode each day. During an episode, the depressed character will not move or act in any way, but will sit on the ground, not responding to his companions. An episode lasts for half an hour. A person with major depression has a 40% chance of having an episode each day. 75% of the time, the episode will be the same as for a minor depression, only an hour long. The other 25% of the time the character will needlessly risk his life doing something extremely dangerous or hazardous.

Enmity toward Class: Exploiting this flaw is as simple as making the hated class much more frequent in your campaign world than any other. Of course, this works well if members of that class are also of higher level than the average. A great way to smack down an annoying player with this flaw is to have a powerful NPC of their hated class be a key to the adventure. When they meet them, the character must attack, and then it's game over. When the character inevitably loses, have the NPC humiliate his Honor as well (preferably as publicly as possible under the circumstances). Note that it is necessary only for the character to think the person is of the offending class; they do not actually have to be a member of that class.

Enmity toward Monster: The key to exploiting this flaw is choosing the appropriate monster type. There are several avenues open to you. You can choose a weak, useless monster, like a kobold or a rat, and then present the party with a dragon and a hundred rats. This forces the character to attack the rats and ignore the dragon. This is best used if you believe the character will make it to higher levels. The other choice is to choose a very powerful creature that the character would not normally want to attack. Thus, if the character has enmity towards dragons, the major NPC of your campaign might be a lawful good gold dragon. This is probably better for characters you want to kill off right away. Either way, your job as GM is to make sure the character runs into the appropriate monster.

Enmity toward Race: Similar to the other enmity quirks, the important thing to remember when exploiting this flaw is to place the necessary race in places where it will most hurt the character and hamper their party. This includes powerful enemies, important NPCs and high-level bystanders. Often the player will do your work for you.

Gambling Addiction: If a character with this flaw is offered a bet, he cannot refuse. As a GM, this is a powerful weapon to add to your arsenal. If you need to relieve your party of some of their valuables, just place some bets in front of the gambling addict and slant the odds in your favor. When they go through their own possessions, they will quickly move on to their companions. A carefully rigged game can rid a party of all their loot. A character with gambling addiction will always gamble until they are out of funds.

HackFrenzy: Many characters will take this flaw because they think its cool, or believe it gives them an advantage. The important thing to remember when exploiting this flaw is that the damage does not need to come from one source, it only needs to occur in one round. If you have a character with HackFrenzy, have all available enemies attack him to provoke his frenzy. Then, have them escape or get killed off quickly. This will make the HackFrenzied character turn on his companions. When this happens, someone is bound to go down.

HackLust: Similar to HackFrenzy, this quirk is a little harder to initiate, because it is dependent upon the characters actions, and not yours. However, sending a large number of targets his way is the best way to provoke him. When this happens, he will probably run out of enemy targets sooner, and will turn on his own. Then the fun begins.

Inappropriate Sense of Humor: To abuse this quirk requires diligence, for the GM must keep it in mind in any situation. Any time he thinks the player could play a practical joke or make an inappropriate comment, he should tell the player what he has just done. It is important not to exercise this power too often, but only when the consequences are really severe.

Kleptomaniac: Whenever a kleptomaniac character sees something that he could steal he must make a Wisdom check, with failure indicating that he must attempt to steal the item. This theft attempt must be made immediately. It includes items that may be trapped or guarded, or items that are currently under surveillance. Once the theft is made, the character will not have the urge to steal another item until he believes the first item is secure, whether hidden on his person, back in his room or on his mount, etc. A character with this flaw will get into plenty of trouble if you give him the opportunity.

Nagging Conscience: Any time a character with this flaw commits an unlawful act or loses Honor, he must make a Wisdom check. If he fails he must remedy the situation. Until he does so, he suffers a -1 or -5% penalty on all his die rolls. These effects are cumulative, so if the character has three acts he must atone for, he suffers -3 or - 15% penalty, and so on.

Obsessive/Compulsive Disorder: This flaw hurts the player the most when NPC reactions are well played out by the GM. A character with this quirk will act in a very strange manner, and this should disconcert the people around him. They will try various things to "cure" him such as incarceration or pillory.

Paranoid: A paranoid character is always looking for those who are out to get him. Thus, the way to torment this character is through the placement of harmless but suspicious looking NPCs. In addition, paranoid characters do not sleep well at night; they receive only half the amount of hit points for a full night's sleep. They receive no hit points if they are sleeping in an inn, tavern or other establishment.

Psychotic Aversion to Class: Similar to the enmity quirks, this quirk is best exploited through the judicious placement of the offending class. This will greatly hinder the player and will annoy his fellow party members. Eventually, they will "deal" with him. If a character is forced to be near a person who is of the offending class or the character perceives to be of the offending class, he suffers a -1 or -5% penalty to all his die rolls and will focus all his energy on escaping the situation.

Psychotic Aversion to Monster: Similar to the previous quirk, the presence of this quirk should cause the GameMaster to populate his world with the offending monster. The more the character is forced to flee from these monsters, the more Honor he will lose and the more upset his party will be. If a character runs away from a monster with hit dice less than or equal to his level, he loses Honor points equal to his level minus the creature's hit dice plus one. Consider choosing common monsters like Giant Rats, Large Spiders, Kobolds, Goblins, Bats, bovines, equines, etc.

Psychotic Aversion to Race: Like the two preceding quirks, this character will avoid a humanoid race at all costs. If he is forced to be near the race, he will suffer a -1 or -5% penalty to all his die rolls, and will focus all his energy on escaping the situation. In some cases, the populace will react violently to the character's blatant racism. Their reaction can range from verbal abuse to lynching.

Pyromaniac: Whenever a character with this flaw sees a flame he must make a Wisdom check. Failure means he grabs the nearest 1d8 items and throws them into the fire one at a time (most flammable or interesting items first). Similarly, whenever a pyromaniac passes a large structure or item made of flammable or potentially flammable material, he must make the same Wisdom check or immediately try to set the structure or item on fire. The pyromaniac suffers a -1 to any fire related Wisdom check for every day he has gone without starting a fire, and a -2 if he has never set a similar item or structure on fire.

Sadistic: You should abuse this quirk by making the character perform sadistic acts in public whenever he has the opportunity. This could be playing a painful practical joke on a companion or bystander or resorting to animal cruelty. Regardless of the specific infraction, a good GM will have the local townsfolk or authorities come down hard upon the player and dish out some severe punishment.

Short Term Memory Loss: A character with this flaw must make an Intelligence check any time they want to remember something that happened within the last 4 hours of game time. If the check is successful, they have a good, but not perfect, remembrance of the thing or event. If the check fails, they have no memory or merely partial memory of the thing they were trying to recall. The same check must be made if the character wants to use an item or other piece of equipment that they used within the last four hours. This check need not be made for items that are carried in their hands or on obvious places on

their person, but does include anything put in any type of storage device the character might possess. This check can be avoided if the player states out loud that his character records the location of the item used.

Superstitious: As long as you control the situation and make the player roleplay the situation, this is an easy flaw to abuse. Whatever the superstition is, you can find a way to incorporate that into the adventure in a way that makes it very difficult for the character. This will annoy the character and his party, which is, after all, great fun for you.

Temper Tantrum: The key to this quirk is enforcing the temper tantrums. Whenever you see the player getting upset or feel the character would be upset, you need to control the action. Have the character throw a tantrum and cause a lot of damage. This will be a good excuse for your NPCs to come over and administer a smackdown. And if that is not frustrating enough for the player, you can have all the other NPCs treat them like a child from that point forward.

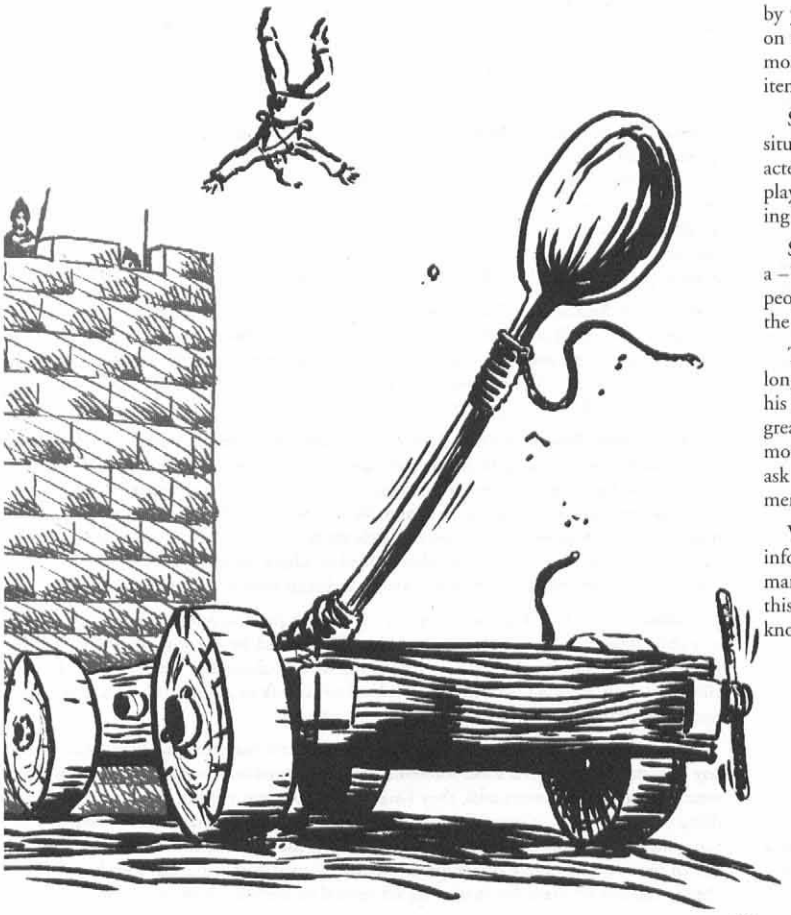
Wuss-of-Heart: This is a very dangerous flaw for a character to take, for it will ultimately result in them taking a lot of damage. The interesting part is that the damage will not come from you. In order to regulate a wuss-of-heart character, simply make sure that they always run away from important combats. Their companions, who have taken considerably more damage as a result, will likely do all the regulation for you.

Additional Detail on Quirks (personality)

Chronic Liar: A character with this flaw is going to get himself into enough trouble by himself that all you need do is make sure he never tells the truth. Once that happens, all it'll take are a few angry NPCs and someone is going to need three six-siders and a new character sheet. Note that characters that have spent a lot of time with a chronic liar or know of his problem learn to never trust him.

Clingy: If you really need to regulate a character with this flaw, the key is choosing the right person for him to cling to. A player character or NPC that dislikes the character is a perfect choice. As long as you make sure the clingy player role-plays his character correctly, there should be some inter-party tension very soon, and it won't be long for the violence to break out, or at least the annoyance levels to reach an enjoyable (for you) maximum.

Glutton: A gluttonous character requires twice the amount of food as a normal character to function. If he does not get his required amount of food, he suffers a –1 or 5% penalty to all his die rolls. In this state, he will do anything in his power to find more food, including stealing from his companions or others. When food is placed in front of him, he must make a Wisdom check after finishing. If he fails his check, he must order another dish. He also gains 0-1 pounds per week of adventuring time, 1-2 per week in which he doesn't engage in physical activity.



Greedy: A greedy character will never willingly split treasure evenly, and will never allow his fellows to keep their money. He may steal the money slowly or may do so quickly, but his intentions are always to take all of his companions' money. The best way for you to exploit this is to prevent large amounts of coinage or other easily stolen treasure for the party to fight over. Totals that are not divisible by the number of party members is another solid tactic.

Gullible: A character with this quirk will believe anything he's told. As the GM, you can use this power to exert tremendous influence over the actions of this character. Your power is so great, it's laughable. An NPC bard or other character can be your vessel to pass false information to the character. Even if the player knows it to be false, his character must follow it. In addition, a gullible character will pay 2d10% higher than the listed price for any item he purchases, and will not know the difference between quality and crap.

Jerk: To abuse this quirk, you must make sure that the character is a jerk to his companions and anyone they might try to befriend or get information from. In this way the character will hinder his own and his companions progress, until eventually they get fed up with him. At this point, all it takes is a little prodding and a full scale melee should break out. Then your mission is accomplished. Another tactic is to continually run city-based adventures and especially ones involving court intrigue, law enforcement allies or others in positions of power and deserving of respect. Then just let his flaw do the work.

Loud Boor: Similar to the jerk, the loud boor must be made to annoy his companions or important NPCs. This should provoke some type of retribution, hopefully in the form of an attack. As the GM, you should role-play your NPCs accordingly and make sure the player plays his character in an annoying way. Soon the characters in his party and their players should turn against him. See 'jerk' for more ideas.

Misguided: This quirk might not seem to have a bad side to it, so you should use that to your advantage. The fact is, it allows you to make the character get into trouble regardless of what he does. Even if he has the best intentions, he should screw something up or piss someone off in the process. If you handle it correctly, he could piss off someone important, and that could soon be the end of him.

Multiple Personality Disorder: As the GM, it is your job to determine when a player's extra personality takes over. This will happen usually during times of stress, such as engaging in combat or negotiating peace treaties, but can technically happen anytime. Thus, you should wait to invoke a player's extra personality until the most detrimental time, such as an important social engagement or battle. Depending on what the extra personality actually is will help determine what time would be best.

Obnoxious: Like the jerk and the loud boor, the key to the flaw is making the character's companions turn against him. The easiest way to do this is to force the player to always role-play his character as being obnoxious, and to make sure all your NPCs always take his comments in the worst way.

Pack Rat: A character with this quirk must have his encumbrance diligently checked by you. When you do this, you should also conduct a party-wide encumbrance audit on his companions. More often than not, it will be the other players who are hurt the most by this. This will cause them to turn on their fellow. Disgusting items, infected items and cursed items are also great ways to hurt a pack rat.

Self-Absorbed: A self-absorbed character should have great difficulty in any social situation, and should be less likely to help someone else in need. A self-absorbed character must make a successful Wisdom check before he may be allowed to help another player or NPC in any way. This includes binding wounds, providing healing or assisting in combat.

Socially Awkward: In addition to losing a point of Charisma, this character suffers a –1 or –5% penalty to all his die rolls when he is in a large group of people or is with people with whom he is not familiar. Of course this means your job as GM is to put the character in as many of these situations as you possibly can.

Truthful: This character must always tell the truth, no matter the consequences. As long as you enforce this rule, the character should get himself into enough trouble with his companions and NPCs. This quirk not so much as harms the PC as hinders him greatly. Not being able to connive or spin a situation can typically be quite baneful and, more often than not, extremely painful, financially or otherwise. NPCs always tend to ask the truthful character questions when choosing randomly from among the party members. That's just how fate is.

Value Privacy (Reclusive): This character will never willingly reveal any piece of information he feels is the least bit personal. This includes how healthy he is (i.e. how many hit points he has), how he is feeling or what his family is like. A character with this quirk must make a Wisdom check before volunteering any information that he knows is not already known to every other member of the party.



Skills, Talents and Proficiencies

Skills, talents and proficiencies, or STPs, are what set individuals apart from archetypes. They allow your players to customize the abilities of their character while at the same time adding personality and uniqueness. They also determine how players will react to certain situations. Are they skilled at diplomacy and speaking, or are they trained in several different weapons? Is this character particularly sneaky or are they tough to hurt? Through their choice of STPs, players can prepare themselves for the rigors of adventuring and give themselves an advantage in problematic situations.

Of course, they cannot prepare themselves for every situation, and this is where the smart GM takes notes. When a character chooses his skills, talents and proficiencies, he is favoring certain situations over others. Characters cannot be experts at everything, nor can they prepare themselves for every possibility. Instead, they try to guess at which situations are most likely to occur. Some situations, like combat, are bound to occur, and you can bet your characters will have made some preparations while choosing their STPs. Don't worry about these situations, for there are plenty of other ways to abuse them. When looking at the STPs chosen by your players, you should pay attention to the situations for which they chose **not** to prepare. These are situations that you should note so that you can include them somewhere in your adventure. Remember, the players are forced to show their hand in advance, so do not waste the opportunity to put them at a disadvantage.

Before we proceed to the more intensive material, you must understand the difference between skills, talents and proficiencies. Do not be fooled into thinking this is material that is only useful to players. You are master of the game, and your knowledge must exceed that of your players.

Skills represent knowledge or training a character received outside of any training or learning specifically related to his class. Skills cover a wide range of subjects and situations, and generally are available to any race and class. Skills that are only available to a subset of the races and classes are called restricted skills.

Talents are special abilities available to certain races. Each race has a subset of all the talents from which it can choose. Talents are more powerful than skills, and represent special abilities that a character has because of his specific racial background.

Proficiencies represent a certain level of training in a particular weapon. They are granted to each character based on their class, and they are gained at a constant rate.

Skills

To recap, skills are areas of knowledge or training that a character has received outside of any abilities granted by class or race. Skills cover a wide range of subjects and situations, and can range in complexity from very basic (Shaving/Grooming) to very complex (Civil Administration). They are organized into four general categories: Arcane Skills, Academia Skills, Language Skills, Task/Arts Skills.

Arcane Skills are skills that cover the magical disciplines.

Academia Skills represent knowledge that the character knows. These skills do not cover procedures, tasks or tools, but they can easily be combined with such skills to produce a desired result. A character with an academia skill can rattle off facts about the specific subject. Only when recalling a very specific and obscure fact is a skill check necessary.

Language Skills: Each language skill that a character possesses represents a unique language that the character can speak. A character's Intelligence score limits the total number of languages in which he may gain fluency. All characters can speak their native tongue at no building point cost. Learning to read and write a language is a separate skill, and must be purchased separately for every language, including a native language of a character. Language skills only require a skill check when conversing about highly technical subjects.

Task/Arts Skills comprise all other types of skills, including any skill that covers actions or procedures. Task/Arts skills are further broken down into several categories: Musical Instrument Skills, Tasks: Mundane, Tasks: Combat Procedures, Tasks: Artisan and Performing Arts, Tasks: Sophisticated, Social Interaction Skills and Skills, Tools.

Musical Instrument skills govern the playing of various musical instruments. There is a different skill for the different types of instruments. Each time a skill is taken, it applies only to a single instrument. Musical Instrument Skills usually only require a check when attempting a particularly challenging piece (such as playing a Jimmy Page solo on the lute.)

Tasks: Mundane fit the title pretty well. These are mundane tasks that do not necessarily require much skill, but require some measure of training to do correctly. Tasks: Mundane skills are automatically successful and do not have a mastery die.

Tasks: Combat Procedures are special maneuvers that can be performed during combat or skills that are combat related. They are used to augment or replace the standard melee attack. These combat procedures can be devastating in effect, and may be used by NPCs as well as PCs. Some combat procedures require a skill check while others function automatically as long as the necessary preconditions are met.

Tasks: Artisan and Performing Arts skills cover the fine and performing arts. Ordinarily, performance skills do not require a skill check to achieve success. The fine arts do, however, necessitate a skill check.

Social Interaction Skills are a class of skill that covers any interpersonal interactions, from actual social engagements to interrogation. These skills often require a skill check to determine the level of success achieved.

Tasks: Sophisticated includes the bulk of the skills in HackMaster. Any skill that deals with tasks or procedures that does not fall into one of the other categories can be found here. A skill check may be required to gauge the level of success achieved.

Skills, tools govern the use of task specific tools. While academia or task skills describe how to use the tools to accomplish something, tool skills govern usage of the tool in question.

Acquiring Skills

Skills can be acquired in two ways: during the character creation process and as a function of ongoing play. Skills acquired while creating a character are purchased with building points. (For more information on building points, see the HackMaster Player's Handbook.) These skills are a character's initial repertoire, and they represent the sum of knowledge the character gained before he began his adventuring career.

When a skill is purchased in this manner, the player spends the building points and records the name of the skill on his character sheet. He then references the relevant ability or abilities for the skill, and adds one (1) roll of the mastery die and one (1) roll of the Honor Die. This is his mastery level for the skill.

For example, Jorge is creating a human fighter named Balearas. He wants Balearas to be able to interrogate his fallen enemies effectively, so he chooses the skill 'art of beating'. He finds the skill in Appendix F of the HackMaster Player's Handbook and subtracts the building point cost of the skill, two (2), from his total building points. He then writes the skill on his character sheet. Next he returns to the skill listing and finds the relevant ability. In this case, the ability is (STR+INT)/2. Balearas is quite strong and has a Strength of 18/35. However, he is not very bright, and has an Intelligence of 5/44. Jorge averages Balearas' two abilities (18+5)/2 and gets 11.5, which he rounds down to 11. This is Balearas' relevant ability for this particular skill. Once again referencing the skill appendix, Jorge notes that the mastery die for the 'art of beating' skill is 1d4. He rolls a d4 and gets a 3. He adds this to the relevant ability and gets 14 for his mastery level. Balearas has average Honor, so he rolls his Honor Die, a d3, and gets a 1. He adds this to his mastery level and records 15% next to the skill name on his character sheet.

Following the previous example, players will buy skills for their characters. In general, this will mean that a character's initial mastery levels will be between 15% and 25%. If a player wishes to have his character be more skilled at a certain skill or skills, he may spend extra building points on the skill. Each time he pays the skill's building point cost in addition to the initial cost, he receives one more roll each of the Mastery Die and his Honor Die.

Furthermore, it is possible for a character to gain special insight when developing skills. This is represented by the results of his skill mastery die and Honor Die rolls. Skill insight works much the same way as penetration damage does as described in the combat section. On any roll of either the mastery die or the Honor Die for skill mastery purposes, a maximum result on the die may be rerolled with the second roll minus 1 being added to the total. Theoretically, this special insight roll can continue as long as a player continues to roll a maximum on either his mastery die or his Honor Die.

Table 6A:
Weather Modifiers

Weather	Modifier
Rain	
- Rain: Drizzle*	-5%
- Rain: Steady*	-15%
- Rain: Heavy*	-25%
- Rain: Endless*	-35%
Other Precipitation	
- Rain: amphibian	-15%
- Rain: feline	-20%
- Rain: canine	-25%
- Rain: feline and canine	-35%
- Rain: Blood**	-25%
- Rain: Body Parts: Extremities**	-20%
- Rain: Body Parts: Torsos**	-40%
- Sleet	-5%
- Hail: Small	-10%
- Hail: Large	-15%
- Hail: Fist-sized***	-25%
- Snow: Light Cosmetic	+5%
- Snow: Moderate	-5%
- Snow: Heavy	-20%
- Snow: Blizzard	-50%
Wind	
- Wind: Breeze (1-15 mph)	+5%
- Wind: Brisk (16-30 mph)	-5%
- Wind: Stiff (31-60 mph)	-15%
- Wind: Heavy (61-90 mph)	-25%
- Wind: Gale Force (91+ mph)	-50%
Temperature****	
- Cold: Extreme (below 0°)	-30%
- Cold: Severe (0°-32°)	-20%
- Cold: Moderate (33°-50°)	-10%
- Cold: Light (51°-60°)	-5%
- Temperate (61°-79°)	0%
- Heat: Light (80°-85°)	-5%
- Heat: Moderate (86°-95°)	-10%
- Heat: Severe (96°-110°)	-20%
- Heat: Extreme (111°+)	-30%
Other	
- Thunder: Booming	-10%
- Thunder: Ominous	-5%
- Thunder: Portentous	+5%
- Thunder: Background	0%
- Lightning: Cinematic	-5%
- Lightning: Ominous	-5%
- Lightning: Illuminating	+5%

* Acid Rain has an additional - 5% modifier and doubles the degradation rate of any armor and weapons.
** In addition to the skill penalty, rain of this nature forces all witnesses to save vs. paralyzation or cease all actions to vomit.
*** Fist-sized hail does 1d4-1 damage to anyone caught without cover.
**** These modifiers assume that the character does not have the appropriate clothing and accessories (i.e. water, fan, etc.) to deal with the temperature. Those with the appropriate clothing suffer no penalty for light and moderate temperature, and only half for severe and extreme temperatures.

Table 6B:
Lighting Modifiers

Lighting	Modifier
Light: Complete Darkness	-75%
Light: Mostly Darkness	-50%
Light: Twilight	-15%
Light: Dim	-5%
Light: Normal	0%
Light: Good Lighting	+5%
Light: Bright*	-5%
Light: Very Bright*	-10%

* The modifier is doubled if the character is working on an object or person with a significant amount of metal.

Table 6C:
Noise Modifiers

Noise	Modifier
Noise: Violent	-10%
Noise: Surprising	-15%
Noise: Embarrassing	-20%
Noise: Ominous	-5%
Noise: Loud	-5%
Noise: Annoying: Loud	-10%
Noise: Annoying: Soft	-15%
Noise: Annoying: Constant	-10%

Table 6D:
Other Modifiers

Situation	Modifier
Using improvised tools	-30%
Unfamiliar tools	-5%
Unfamiliar workmen/hirelings	-15%
Unfamiliar subject	-20%
Restrained	-25%
One-handed	-35%
Rushed: one half normal duration	-20%
Rushed: one quarter normal duration	-45%
While otherwise occupied	-20%
Familiar subject	+5%
Familiar situation	+5%

Let's return to Jorge and his character Balearas. George really wants Balearas to be good at beating suspects, so he decides he will spend extra building points on the 'art of beating' skill. He decides to pay four (4) more building points to gain two more rolls of the mastery die. He then rolls 2d4 and gets a 4 and a 1. With the result of 4 (maximum) on his skill mastery die, George may reroll. He gets a 4 again on his second roll and earns another reroll! He finally gets a 2 and gets ready to tally the results. He adds nine (4 + 1 + 4 + 2 –1 –1) to the current mastery level of the skill, 15, and ends up with a new mastery level of 24%. He records the new mastery level on his character sheet next to the skill name. Note that when he is tallying the results, Jorge subtracted one for each extra time he rolled the mastery die due to special insight.

Another way to acquire skills is by enrolling in and successfully completing the relevant course. These skills are purchased with gold pieces instead of building points. The rules and procedures for training at schools are covered in Chapter 14: Experience, Schools and Training. Finally, one can acquire skills by learning from one's peers.

Peer-to-Peer Training (P2P)

Peer-to-Peer training is a special form of training. It can be pursued at any time (not just when advancing in levels) and only requires that one or more characters agree to terms and devote the appropriate amount of game time. Terms and fees are left to the characters involved. There is no need to roll on the Training Tables when resolving P2P training.

In order for one player to teach another he must be qualified as follows:

1. Be of the same class and alignment as the character he is attempting to teach. This reflects the fact that characters of similar class and alignment have much more in common and train in a similar fashion.

2. The character attempting to teach another character must also be two levels higher than the character he is teaching.

3. The character attempting to teach a skill must have at least an Advanced (51%+) skill mastery in that skill. The amount of skill mastery he can impart to other characters is a maximum of 50% of his own skill base.

Skills taught via the peer-to-peer rules are taught in weekly blocks of instruction, just as they are during formal training (i.e., a full week must be devoted to the training and both characters can do nothing else. One is teaching, the other is learning). If the training is interrupted or paused, the attempt is wasted and no learning takes place. Only one skill can be taught at a time since the teaching character is not a professional instructor.

After the week of instruction, the character attempting to learn must make a skill difficulty check. In addition to any other course difficulty modifiers (listed in Appendix F of the PHB) for the skill, a +5% difficulty modifier is applied to the roll for attempting to improve the skill, reflecting that the character is not a dedicated teacher.

If the character succeeds at his learning check, he may roll the Mastery Die and his Honor Die for that skill and increase his skill mastery. If he fails, one of the following occurs:

1. If the character was attempting to learn a new skill, no further attempts can be made to learn that particular skill via peer-to-peer training. The skill can only be learned via formal training with a -30% penalty to the course difficulty roll to reflect the need to unlearn whatever bad knowledge rubbed off on the character from the failed attempt.

2. If the character was attempting to improve a skill he already knew, damage has been done. His past training has been affected by bad training and methods from the failed attempt. The player must immediately roll the mastery for the skill and deduct those points from his skill mastery. Furthermore, his skill mastery for that skill is now capped. He cannot improve that skill until he takes the skill course as part of formal training and unlearns what his peer has erroneously taught him.

Since there is potential for players to attempt to abuse the peer-to-peer training provisions it is up to you to keep such efforts in check. For example, it is perfectly legitimate to roll for random encounters if you find that your players are running off for one or two weeks of peer-to-peer training sessions between every adventure. All it takes is for one Great Horned Owlbear to show up on the doorstep of their cabin to interrupt and ruin such training.

Using Skills

Possessing a myriad of skills is all well and good, but rather useless unless you can use the skills to do something. And sooner or later, your players are going to try to use their skills. This is perfectly acceptable, since that is what skills are intended for. Your job is to determine whether the player needs to roll for success, or whether success is automatic. Skill checks are made by rolling 1d100 vs. the character's mastery level and adding any positive or negative modifiers that may exist.

If a character possesses a skill, he ordinarily need not make a check to see if he succeeds (unless the skill description specifically calls out for one). This, of course, assumes that the character is using the skill under normal conditions. Although if you want to be really nasty to your players, you can require that they always need to make skill checks when using skills. When the skill is being used under stressful conditions, or it is being used to do something unusual, a check is always required. For example, a character with the cooking skill can properly prepare a meal (i.e., such that those eating it do not risk Salmonella poisoning) without making a skill check. However, baking cherry tarts while camping out in the wilderness is an unusual circumstance, and would require a skill check. Ultimately, you must decide when a check is required and when it is not, so use your best judgement.

If a skill check is required, there may also be some modifiers that apply. Assessing and applying modifiers is one of the most important roles of the GameMaster. If it were up to the players, every situation would be as bland as the last. However, you know that there are many different ways that a skill or other action can be affected.

Table 6A: Weather Modifiers includes some lists of common modifiers. When one of the situations detailed in the tables occurs and it might effect the outcome of a skill check, apply the modifier (e.g., it is raining when Crampfoot the Dwarf is trying to build a campfire). Use common sense when applying these. If Crampfoot is in a poorly ventilated mausoleum trying to light a torch, the wind outside is irrelevant, but if ominous thunder can be heard, he should still suffer the –5% penalty due to the distraction. These modifiers are by no means comprehensive. There will be many other modifiers that arise because of the peculiarities of your game or the particular situation. When that occurs, you should use the closest modifier listed as the basis for determining your modifier. Remember, rarely is there a situation without modifiers. As the GM, you must always be aware of what might be affecting the party.

Beyond the conditional modifiers described, each skill type can also be modified by the level of difficulty of the specific task. The general categories of difficulty are easy, average, difficult and very difficult. In the case of the 'mining' skill, an easy task might

Table 6E:
Skill Level of Difficulty Modifiers

Skill Type	Easy	Average	Difficult	Very Difficult
Academia	+65%	+30%	0	-10%
Language	+75%	+35%	+10%	0
Musical	+85%	+40%	+10%	-10%
Task: Combat	+35%	+15%	0	-15%
Task: Artisan	+60%	+30%	+15%	0
Task: Sophisticated	+40%	+20%	0	-5%
Social Interaction	+75%	+35%	+15%	0

be operating a coal mine. An average task might be mining copper or silver. Mining Platinum or hard silver would be a difficult task while mining gemstones would be a very difficult task. Modifiers for level of difficulty are outlined in Table 6E: Skill Level of Difficulty Modifiers.

Special Skill Improvement

It is possible for characters to learn something significant while using a skill and gain a +1 bonus to their next mastery die roll for that skill. However, there a few conditions must be met for this to occur. First, the character must be using the skill for dramatic or important effect. The skill use must be significant not mundane. Second, the character must roll equal to or below their chance to improve skill rating. This value is determined by the player's Wisdom (see Chapter 7: Skills, Talents and Proficiencies of the HackMaster Player's Handbook).

Untrained Use of Skills

Characters will undoubtedly attempt to use certain skills despite not possessing the skill. A character using a skill for which he is not trained always necessitates a skill check. The mastery level for the skill is equal to the relevant ability. Attempting to use a skill without training means you do not gain the benefits of the mastery die or the Honor Die.

Because their application depends solely on knowledge, Academia skills cannot be used without possessing the skill. If a character does not possess the knowledge, he cannot even attempt to utilize it. The same rule applies to arcane skills, language skills, musical instrument skills, mundane tasks, and combat procedures. Artisan and performing arts tasks as well as sophisticated tasks, social interaction skills and tools skills can all be attempted without training as long as the skill does not have any prerequisites.

Untrained Skills and Failure

Being able to use skills without having purchasing them may seem like a loophole, but do not be overwhelmed by this apparent "advantage" for the players. Using a skill for which you haven't been properly trained is a dangerous endeavor, and can have disastrous results. If a character fails while attempting to use a skill for which he has no training, the opposite effect of what was intended occurs.

If the character rolls between 91-00 on their untrained skill check, they have seriously botched the attempt. Exactly what happens is up to you, but it should be disastrous. At the very least, the attempt should have the most harmful result possible occur and result in 1d4 point of damage to the character (again, if at all possible). If they were observed seriously botching the attempt by anyone, they also lose 1d4 points of Honor. If the failed roll was a 98-100, the character is so scarred by his massive failure, he must make a Wisdom check any time he tries to use this skill again (until such time as he receives formal training, though he will automatically fail the first time he enrolls in the relevant course). If the failing roll was a 00, the character may never use the skill again, nor may he ever be formally trained in the skill.

Improving Skills Later in the Game

Skills can be acquired or improved after the character creation process by taking the appropriate course. There are two different ways for a character to accomplish this. Usually, skills are improved or acquired when the character is training for the next level. Further rules for improving skills under these circumstances can be found in Chapter 14: Experience, Schools and Training.

However, it is not necessary for a player to wait until he gains enough experience points for the next level to improve his skills. A character can improve a skill or acquire a new skill any time if 1) the character pays for the course cost in gp, and 2) the character sacrifices 10% of the net experience needed to reach the next level.

Let us say that Jorge's character Balearas has reached 3rd level. He currently has 5,000 experience points. The range for a 3rd level fighter is 4,000 EP (4,001 - 8,000), so if Balearas wanted to study the 'art of beating' skill before reaching 8,000 EP and training for 4th level, he would have to sacrifice 400 EP and pay the 275 gp course cost. Only after doing so would he be able to go to school. He would then follow all the rules in Chapter 14: Experience, Schools and Training as if he were training normally.

This training method is available for multi-class characters as well as single class characters. When a multi-class character trains independently, they must sacrifice experience points from each of their classes in the appropriate proportion. Thus, a 2nd level/3rd level dwarven fighter/assassin would sacrifice 100 EP from his fighter class (5% of 2,000) and 150 EP from his assassin class (5% of 3,000) for a total of 250 EP. Any character, single or multi-classed, may not sacrifice EPs (and thus not use this training method), if doing so would disqualify them from their current class or classes.

Skill Sets/Suites

Skill sets (a.k.a. skill suites) are a group of related skills that contribute to a particular profession. In general, these are more appropriate for NPC characters engaged in said profession. However, with your permission, a player may take a skill set. This should either represent a career for which the character was apprenticing before he dropped out and became an adventurer, or an interest or hobby that the character has. Training for a skill set takes a significant amount of time, and is covered in Chapter 14: Experience, Schools and Training.

Skill sets provide several benefits. First, acquiring a skill set often costs fewer building points than buying the skills individually, or less money than paying for the individual courses. In addition, whenever a character uses a skill from a skill set, he may choose to use either the skill's mastery level, or the mastery level of the skill set as a whole, whichever is higher. When training, the character is eligible for either the general skill set course, or the courses for the specific skills. Finally, acquiring a skill set may allow a character to garner skills he would otherwise be unable to take because of prerequisite restrictions.

Skill Set	Component Skills	Cost
Administrator/Politician	Administration; Civil Administration; Leadership, Basic; Leadership, Committee; Liar, Skilled	10 BP
Artist	Artistic Ability; Art Appraisal: Subset: Painting; Art Appraisal: Subset: Sculpture; Art Appreciation: Subset: Painting; Art Appreciation: Subset: Sculpture	8 BP
Blacksmith	Blacksmithing; Blacksmithing Tools; Fire-building; Metalworking	4 BP
Carpenter	Carpentry; Shield Repair: Wood; Carpentry Tools; Forestry	5 BP
Cartographer	Cartography: Dungeon; Cartography: Hasty Mapping; Cartography: Overland; Reading/Writing	7 BP
Healer/Doctor	Anatomy, Basic; First Aid skill suite; Surgery Tools	8 BP
Historian	Ancient History; History, Local; History, World; Reading/Writing	4 BP
Limner/Painter	Cartography: Overland; Art Appraisal: Subset: Painting; Reading/Writing; Drafting Tools	7 BP
Mason	Stone Cutting; Stonemasonry; Mining Tools	2 BP
Miner	Stone Cutting; Mining Tools; Surveying Tools; Mining; Surveying; Appraisal: Gemstone	8 BP
Missionary	Ancient History; Religion (general); Religion (specific); Survival skill suite	12 BP
Navigator	Astrology; Navigation, Nautical; Swimming: Dog Paddle; Swimming	6 BP
Sailor	Seamanship Suite; Swimming: Dog Paddle; Swimming; Fishing; Navigation, Nautical; Rope Use	11 BP
Scribe	Reading/Writing; Mathematics: Basic	3 BP
Shipwright	Seamanship Suite; Carpentry; Carpentry Tools; Seamstress/Tailor	8 BP
Tailor/Weaver	Weaving; Seamstress/Tailor; Idle Gossip	4 BP
Teamster/Freighter	Animal Handling; Charioteering; Carpentry; Complex Geometric Estimation	4 BP
Thug	Feign Toughness; Flex Muscle; Intimidation; Art of Beating; Threat Gesture; Dirty Fighting	10 BP
Trader/Barterer	Haggle; Bargain Sense; Street Cred; Bartering; Appraising	13 BP
Trapper/Furrier	Slaughter: Game Animal; Woodland Lore; Skinning; Haggle; Bartering	5 BP

Using and Improving Skill Sets

When a skill set is first acquired, follow the normal steps for gaining skills. Determine the relevant ability for the skill set and the mastery die, and roll for the mastery level of the skill set as a whole (and add in Honor Die as usual). Once this is determined, it also becomes the mastery level for the individual skills in the suite. If the player wishes to improve any of the individual skills, he may allocate the BP cost for the skill to gain another roll of the mastery die. Alternatively, he may allocate the BP cost for the skill set and improve the mastery level for the set and all of its skills at once.

Once he has begun adventuring, the character can improve the skill set by taking the skill set course or the individual course for one of the skills within the set. When the skill set itself is improved, the player should roll both the mastery die indicated and his Honor Die and add the values to the skill set value as well as all the skills within the set. If individual skill(s) are improved, follow the normal procedure.

Professional Status

Whenever all the subordinate skills of a skill set reach at least 65% mastery, the character has acquired professional status in the relevant profession. When this occurs, all the skills in the skill suite are permanently averaged and then given a 10% bonus. The character is also eligible to mentor (teach) other characters and NPCs in the specific profession. Rules for skill mentoring are in Chapter 14: Experience, Schools and Training.

Skill Clarification: Glersee

Glersee is a unique form of communication developed by rangers and grel scouts, combining symbols (and the use of other materials) to mark trails and pass on vital information. There are two major types of Glersee: runes and blazings. Glersee runes are markings written or carved in any kind of surface. These are mostly seen chalked on or carved in the walls of buildings or dungeons. Glersee blazings are arrangements of sticks, rocks and leaves. These are used in the wilderness, primarily by rangers, in order to leave a discreet trail for their friends that isn't easily visible to their enemies.

Naturally, these symbols can vary depending on the climate of the area. In a temperate forest, a Glersee symbol made of one rock, one stick and one leaf might be made of one rock, one dead snake, and one piece of cactus in the desert. The GM should also feel free to add more symbols based on need, or on the area where he sets his campaign. This could even include 'regional dialects' where what means "safe neighborhood" in the Hulben Forest might mean "magic outlawed here" in the Praxter Mountains. The following pages include examples of basic Glersee symbols. You may notice that the symbols mentioned in the Glersee skill description (in the Player's Handbook) don't exactly match the ones here in the GMG. What do you think, we're crazy? You can't give away valuable information like that to the players. Remember, when a player comes across a Glersee symbol, they should have to make a skill check. But even if they succeed, don't tell them straight out what the symbol means. Tell them something like "You interpret this symbol to mean. . ." Smart players may write this down so they won't forget it, but don't let that dismay you. (Remember, 'regional dialects' are your friends. We've helped you out by making sure the Glersee symbols mentioned in the Player's Handbook are those used by a small community of halflings near Igdor Lake, west of the Praxter Mountains. No point in giving the players an unnecessary advantage, is there?) If the players fail their check, you can either tell them that they don't know what it means, or again say 'You interpret this symbol to mean. . ." and give them some wrong answer. It's even better if you're dealing with one of those smart players who write everything down. The next time they come across the same symbol, they'll be sure to misinterpret it on their own.

Regardless, with only the basic list of forty symbols and three modifiers provided here, Glersee can provide the players with an amazing amount of information. For example, the sentence "Go south one and a half miles down this heavily-traveled road to a safe neighborhood where people will pay to get rid of you" only takes four symbols and one (distance) modifier. Of course, if you're out in the wilderness you've got to find a lots of sticks, rocks, and leaves to actually make these symbols, so most sensible adventurers usually only leave one or two at a time. It's also a lot less likely to be noticed by an enemy.

That's one of the great things about Glersee (at least for the GM) – the symbols are incredibly adaptable, depending on the situation. Let's look at the following example:

GM: As you travel through the Elan Valley, your packs begin to feel heavier and heavier. The sound of crickets begins to echo through the bushes, and night begins to fall just as you see a large cave in the…

Fighter: Yeah, yeah, yeah. Enough with the flavor text. When are we… Huh? A cave?

Ranger: Do I notice anything unusual about it?

GM: As a matter of fact, you do. You see some sticks lying on top of a large leaf. It looks like this (writes on a piece of paper and holds it up).

Ranger: Hey, wait, I know that one! (searches through his campaign notes) Yeah, that's the Glersee symbol for "weak or injured monster lives here!" Cool. Okay, the fighter, the thief and I will check it out. The druid can wait out here. Come on, guys, we can get some quick EPs here and then hole up in the cave until morning!

Twenty minutes later:

GM: Okay, you manage to stagger out of the cave, hauling the fighter's body behind you.

Druid: I run towards them and cast Cure Serious Wounds on the fighter.

Thief: Firk ding blast! Where did that Tunnel Centipede come from? I thought there was supposed to be a weak monster in there?

GM: Well, if the ranger was still alive, (Ranger Player: grrrrrr) maybe he could tell you. Oh, by the way, you see a small Wild Dawg peering out at you from behind some nearby bushes. It looks like he's holding a stick in his mouth.

Fighter: Well, forget it! I'm not gonna play with him. I want to find out what went wrong back there!

GM: I guess it's one of those things that the world will never know…

As you can see, the simple removal of one stick from a Glersee symbol can turn a vicious monster into a weak one. A harsh wind, mischievous kids, or evil villains are all typical perpetrators for messing with the symbols. Just remember to keep a high level of trust – that is, make sure that Glersee usually works for the players, instead of against them, or they'll never trust it when they see it. Wait until they start to abuse it, and then throw in that nest-building bird, or that bored kid with a piece of chalk. And don't forget to use those modifiers – nothing confuses your players more than trying to figure out the meaning of "positive water."

Talents

Talents are powerful additions to any character, and as such, you should watch them very carefully. Players will attempt to use their talents to overpower you and your creatures. Your only defense is to put the characters in situations where their talents are not as useful. For example, some talents, including many of the dwarven and gnomish talents only work when underground. Should the characters abuse their skills to the unfortunate detriment of your monsters, do not send those characters underground very often. Never forget this: you have ultimate control over where the characters go and what they do. Exercise this control to minimize the damage done by player talents.

New Talents

Take After: (30)
[Half-breeds, gene pool method only]

This talent can be taken by half-breed characters (eg. gnomelings, half-elves, half-orcs, etc.) who are created using the gene pool method of character creation. Unlike other talents, it must be selected prior to choosing a character's class based on building points available only at that point (in the character creation process described in Appendix I of the Player's Handbook). With this talent, a half-breed character can select one of his parents to "take after" with regard to racial character class limitations. This would allow, for example, a half-orc character to take after his human parent and become a character class such as bard that is normally prohibited from one of his race but allowed by the race of the parent he takes after.

Weapon Proficiencies

Unlike skills or talents, every character has a set number of weapon proficiencies he is granted based on his class. The slots which are granted at first level must be filled or they are lost. To fill an initial weapon proficiency slot, the player must spend a building point and choose a specific weapon. Slots gained at later levels are kept in stasis until the character undergoes appropriate training. This is typically accomplished by taking a course or undergoing some other form of training (i.e. self).

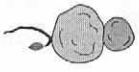
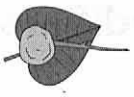
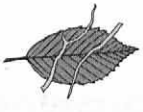
Weapon proficiencies must be chosen for a specific weapon, however, many weapons have similar characteristics and fighting styles. If a character is proficient with a related weapon, he receives only half the attack penalty for attacking with a weapon with which he is not proficient. A proficiency in one of the weapons means the character can attack with the other weapons (at the aforementioned weapon penalty) instead of the standard penalty. Related weapons are those within each class of weapon; crushing, hacking and puncturing.

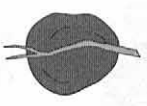
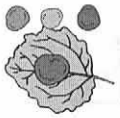
Weapon Specialization

Weapon specialization is a special ability available only to single class fighters and knights errant. A fighter can only specialize in one weapon during his career. Normally a weapon specialization is chosen during character creation, but it is possible to specialize in a weapon later in one's career provided the character 1) takes the necessary training, 2) devotes the appropriate proficiency slots to the weapon and 3) is not specialized in any other weapon. Knights errant receive a free weapon specialization that must be taken during character creation.

Weapon Mastery

By devoting further proficiency slots to a weapon, single class fighters can reach high and grand mastery with their chosen weapon. This is not available to knights errant or multi-class fighters. It demonstrates a singularity of purpose that can only be achieved by one who solely devotes himself to the fighter class. The effects of mastery are detailed in Chapter 7: Skills, Talents and Proficiencies in the HackMaster Player's Handbook.

Rune	Blazing	Meaning
		Guards/alarm
		Go North
		Go South
		Go West
		Go East
		Halt/wait here
		Good Host
		Easy Mark
		Danger!
		Tough Authorities
		Campsite
		Water

Rune	Blazing	Meaning
		This Is The Place
		Religious People
		Shelter
		Law Officer Lives Here
		Anything Goes
		Occupied
		Unoccupied
		Heavily Travelled Road
		Lightly Travelled Road
		Nothing to be Gained Here
		No Use Going This Way
		These People Are Rich

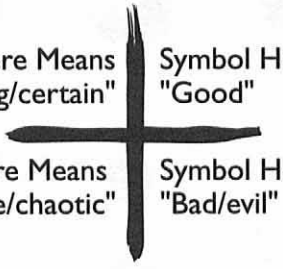
Rune	Blazing	Meaning
		Area Spoiled—Too Many Adventurers
		Well-guarded House/Town
		Hold Your Tongue
		Be Ready to Defend Yourself
		Magic Outlawed Here
		Vicious Creature Lives Here
		Injured/weak Creature Lives Here
		Authorities Frown On Adventurers
		Mage Lives Here
		There Are Thieves About
		People Will Pay to Get Rid of You
		Cleric Won't Charge

Rune	Blazing	Meaning
		Ambush Point
		Dangerous Neighborhood
		Safe Neighborhood
		Toll Road/ Point Ahead

Modifiers



Symbol Here Means "Ill Tempered"



Symbol Here Means "Positive/unchanging/certain"

Symbol Here Means "Good"

Symbol Here Means "Doubtful/maybe/chaotic"

Symbol Here Means "Bad/evil"





Distance (each notch equals 1/4 mile)

Examples





Ill Tempered Mage Lives Here





Bad Water





Campsite—3/4 mile ahead



Magic and Spell Use

Of all the areas of the HackMaster game that you will be called upon to judge, magic is perhaps the most diverse and demanding. Magic allows characters to break all the natural laws of the universe, a situation that can lead to unforeseen, but highly exciting situations. Therefore, it is paramount that you understand completely how magic works in the HackMaster game and the different ways you can control its use.

Character Spells

Acquisition Of Cleric Spells

It is well known to all experienced players that clerics, unlike magic-users, have their spells bestowed upon them by their respective gawds. By meditation and prayer clerics receive the specially empowered words which form the verbal components of various spells they may cast. As with the spells of magic-users, the utterance of any given set of key sounds (in conjunction with special material components and somatic gestures if applicable) not only causes the desired spell to take effect, but likewise wipes the memory of the sounds from the mind of the utterer, as each set of sounds is an energy trigger (see the section on **Spell Casting** later in this chapter). Of utmost importance, then, is the relationship between cleric and gawd.

Each cleric must have his own gawd, so when a new player opts to become a cleric (or a druid), you must inform them as to which gawds exist in your campaign milieu and allow the individual to select which one of them he will serve. This will establish the alignment of the cleric since clergy members of a holy order must possess the same outlook as their gawd. This is not so among the rank and file worshippers. Ordinary people can profess faith to any gawd or religion regardless of alignment and often do depending on the circumstances. But in order to gain the powers of his class, a cleric must profess a faith (and alignment) and abide by it. It is then assumed that prior to becoming a first level cleric, the player character received a course of instruction, served a novitiate, and has thoroughly read and committed to memory the teachings of and prayers to his chosen gawd. Thus, the character is dedicated to this gawd and is able to perform as a cleric thereof. It is this background which enables the cleric character to use first level spells.

Furthermore, continued service and activity on behalf of the player character's gawd empower him to use second level spells as well, but thereafter another agency must be called upon.

Cleric spells of third, fourth and fifth level are obtained through the aid of supernatural servants of the cleric's gawd. That is, through meditation and prayer, the cleric's needs are understood and the minions of the gawd deliver the proper spells to him.

Cleric spells of sixth and seventh level are granted by direct communication from the gawd itself. There is no intermediary in this case. The cleric has a direct channel to the gawd from whom he personally receives the special power to cast the given spells of these levels.

Lesser clerics, then, draw only upon their education, training and experience to gain spells, just as higher clerics do when they renew their first and second level spells. In order to gain third, fourth and fifth level spells, however, higher level clerics must beseech intermediaries of their respective gawds in order to have these powers bestowed upon them from the plane of their gawd. When clerics become very great, they must petition their gawd personally in order to receive the powers that enable the casting of sixth and seventh level cleric spells. It is obvious, therefore, that clerics wishing to use third or higher level spells must be in good standing. Those who drift in alignment or doctrine may still use first and second level spells by means of the skills acquired during their initial training but no other divine powers of their class will be available, including the power to turn undead.

If they have not been faithful to their teachings, followed the aims of their gawd, contributed freely to the cause, and otherwise acted according to the tenets of their faith, it becomes unlikely that they will receive intermediary aid unless they make proper atonement and sacrifice. There can be no question that such clerics must be absolutely exemplary in their activities, expressions and attitudes if they dare to contact their gawd directly!

In the former case, where the unfaithful cleric desires third through fifth level spells, the minions (Angels, demi-gawds or whatever) will be likely to require the cleric to spend 2-8 days in prayer, fasting and contemplation of his transgressions, making whatever sacrifices and atonement are necessary thereafter, before grudgingly bestowing those powers once again. Sacrifice and atonement will probably be left to the discretion of the cleric, and it is possible that the minions of the gawd will empower him with spells to complete these steps, but the cleric had better do the correct thing or face the consequences. See Table 5D: Cleric/Paladin Atonement in the Player's Handbook for ideas on how a lost cleric can atone.

In the latter case, where the unfaithful cleric desires spells above the fifth level, the gawd is certainly going to be highly displeased and absolute. The gawd (you, the GM) will point out all of the transgressions, state a course of action which must be followed to regain good graces, grant the spells which the gawd deems are necessary to complete the course (but never in excess of those which the cleric could normally use!) and pronounce anathema upon the cleric until satisfactory redemption has been made (i.e. the cleric cannot again call upon any help from his gawd, or its minions, until he has regained favor through a course prescribed by the gawd).

A cleric who, at this or any juncture, changes gawds is going to have a difficult time. His former gawd will mark the cleric. The new gawd (and associated minions) will be highly suspicious of this new supplicant. Once a cleric changes gawds, he must thereafter be absolutely true to the new calling or he will be snuffed out by some gawdlike means. It is 90% unlikely that the cleric's first gawd will accept him back into the fold after falling away unless some special redemptive agency is involved. There is no salvation for a thrice-changed cleric; he is instantly annihilated. These rules apply to any change of alignment that causes such a gawd change, unless the change is involuntary.

Note that the previous tract also applies to paladins with respect to their clerical spell powers and to rangers with respect to their druidical spell powers.

Acquisition of Magic-User Spells

One control you have over the power of magic-users is the choice of spells available at the start of the game. Each magic-user begins the game with a spell book, but he has no initial knowledge of exactly what that book contains. You tell him. Inform those players who have opted for the magic-user profession that they have just barely completed a course of apprenticeship with a master who was of unthinkably high level (probably at least 7th!). Having been a somewhat apt pupil, at times worked diligently and made a reasonable effort to please, master was kind enough to have one of his subordinates prepare a special present for the character before he goes out into the world to seek his fortune (but more likely to get his fool self killed.) Instruct the player to get a crisp new sheet of paper and staple it to his record sheet as a permanent fixture. Have him then write in block letters, precisely one inch down from the top of the paper, "FIRST LEVEL SPELLS KNOWN."

While the Intelligence of the player character dictates the maximum number of spells known as well as the chance of understanding any given spell, said spells are not automatically gained. Each and every spell, except those which "master" was generous enough to bestow upon the character, must be found somewhere and recorded in the character's spell books. Thus, if Beska Miltar the Prestidigitator, Intelligence 15, has a repertoire of 7 spells and finds a scroll with yet another, there is a 65% chance that the spell can be understood by that worthy student. If, in fact, it can be comprehended, Beska Miltar must then record the spell in his book (thus destroying that portion of the scroll, of course), and he is now the proud possessor of 8 first level spells, just 3 short of the maximum he'll be able to know.

Returning to the recently completed apprenticeship, let us now consider the spells given to Beska Miltar by his crotchety old master. Obviously, an apprentice must know how to Read Magic to be of any use to his master. It is also an absolute must to anyone entering the profession of magic-user, so that spell is automatically on each magic-user character's list of known spells. Similarly, Write is necessary for all novice magic-users to add anything to their initial spell book so that spell is automatically a part of their repertoire as well. The next step is for you to determine the remaining spells in the PC's 1st level spell book. Using Table 7A: Initial Spells Known, roll 1d20 once for each spell category (offensive, defensive and miscellaneous) to find the precise spell from each such category. Beska Miltar, or any other player character magic-user, will then have a total of five, count them, five spells with which to begin adventuring! No rolls to learn these spells need be made. The character is assumed to have mastered them during his apprenticeship. Note that second level bards are also given their starting package of first level magic-user spells in this manner.

You must never allow a player to choose his starting 1st level spells regardless of how much he whines and pleads. He can pick his cantrips and should be overjoyed that you

Table 7A:
Initial Spells Known
Roll (1d20)

Roll	Offensive Spells	Roll	Defensive Spells	Roll	Misc. Spells
1	Befriend	1	Affect Normal Fires	1	Bash Door
2	Burning Hands	2	Alarm	2	Comprehend Languages
3	Charm Person	3	Armor	3	Conjure Mount
4	Chill Touch	4	Audible Glamer	4	Detect Magic
5	Chromatic Orb	5	Aura of Innocence	5	Detect Undead
6	Color Spray	6	Change Self	6	Erase
7	Enlarge	7	Dancing Lights	7	Find Familiar
8	Fireball, Barrage	8	Faerie Phantoms	8	Fog Vision
9	Fireball, Sidewinder	9	Feather Fall	9	Gabal's Magic Aura
10	Firewater	10	Flutter Soft	10	Melt
11	Grease	11	Gaze Reflection	11	Mend
12	Hypnotism	12	Hold Portal	12	Merge Coin Pile
13	Light	13	Jump	13	Message
14.	Magic Missile	14	Magic Shield	14	Phantasmal Force
15	Minor Sphere of Perturbation	15	Phantom Armor	15	Pool Gold
16	Phantasmal Fireball	16	Protection from Evil	16	Precipitation
17	Shocking Grasp	17	Shift Blame	17	Run
18	Sleep	18	Smell Immunity	18	Throw Voice
19	Spook	19	Spider Climb	19	Unseen Servant
20	Taunt	20	Wall of Fog	20	Wizard Mark

Table 7B:
List of Cantrips by School of Magic

Abjuration
Clean
Dry
Dust
Exterminate
Protection from Sneezes

Alteration
Change
Colored Lights
Dibs
Dim
Dispel Body Odor
Firefinger
Gather
Gristle Teleportation
Hairy
Haze
Interject Witty Comment
Knot
Knowing Look
Lazy Eye
Menacing Scowl
Mute
Neutralize Alcohol
Pass Salt
Poker Face
Polish
Present
Rainbow
Ravel
Set Table
Shine
Spill
Sprout
Stitch
Strengthen Smile Muscles
Tangle
Tarnish
Tie
Untie
Wash Hands
Wipe Face
Wrap

Conjuration/Summoning
Bee
Bluelight
Bug
Gnats
Mouse
Spider
Tweak
Unlock

Enchantment/Charm
Blather
Coy Smile
Curdle
Distract
Double Take
Exude Fear
Flavor
Flinch
Freshen
Giggle
Noogie
Sheepish Grin
Weak Bladder
Wilt
Wink

Evocation
Belch
Blink
Chill
Color
Cough
Creak
Dampen
Dirty
Dusty
Nod
Personal Zephyr
Remote Gouge Eye
Salt
Scratch
Smokepuff
Sneeze
Sour
Spice
Sweeten
Tap
Twitch
Veiled Threat
Warm
Wet Willie
Whistle
Yawn

Illusion/Phantasm
Air of Legitimacy
Aura/Vulnerability
Conceal Gas
Feign Toughness
Footfall
Groan
Hide
Hide Food
Indian Burn
Mask
Mirage
Moan
Noise
Numb Tongue
Palm
Rattle
Thump
Two-D'lusion
Illusion of Courtesy

Divination
None

Necromancy
None

Table 7C:
Additional First Level Spells
Roll (1d100)

Roll	Spell Type
1-33	Offensive
34-66	Defensive
67-91	Miscellaneous
92-100	No extra spell

don't lose your temper and determine those completely randomly as well. Always use Table 7A and let the dice fall where they may. (Note that Haarpang's Floating Cart, Push, Wrygal's Delicious Deception and Yudder's Whistle of Hell's Gate must be located by the character; they can never be known at the start. Gabal's Magic Aura is an exception. In his extensive efforts to spread his fame he created the concept of ***Sharedweomer***. Gabal would teach just about anyone the spell and encouraged those he taught to teach others on the strict condition that they keep his name attached to it (thereby allowing Gabal to retain the copyright.) After using it 20 times, however, the caster is honor bound to send 100 gp to Gabal or his duly appointed representative. Spell piracy is unfortunately common in Garweeze Wurld and many magic-users don't bother to register their sharedweomer. This is a dangerous tactic since the magic-user runs the risk of having his spellbooks audited (by, for example, the high level magic-user training him for the next level). Being caught with unlicensed sharedweomer is a major faux pas that will result in the loss of 1d12 points of Honor per level of the unlicensed spell. Sharedweomer, spell licensing and copyrights are covered in much greater detail in the Magic-User's Handbook.

Acquisition of Cantrips

A magic-user may possess a number of cantrips equal to twice his Intelligence score. He may choose any from the list available to be in his cantrip spell book. Specialists may similarly choose cantrips, but with a few restrictions. Battle mages, for example, must choose all person-affecting cantrips prior to selecting from those of other types. Similarly, specialist magic-users must choose all of the cantrips within their school of magic before selecting those of other schools. Consult Table 7B: List of Cantrips by School of Magic.

Acquisition of Specialist Magic-user Spells

Note that the above discussion applies to generalist magic-users. Acquisition of first level spells for specialist magic-users is handled a little differently. All magic-users start their career with Read Magic and Write as described above. However, instead of rolling once each for offensive, defensive and miscellaneous spells, a battle mage gains three spells from the offensive spell list only (i.e. no defensive or miscellaneous spells are granted at first level). Reroll any repeated results.

When a 1st level specialist magic-user such as an illusionist receives his first level spell book from his master, it contains up to three spells from his chosen school in addition to Read Magic and Write. Use the appropriate table for acquiring spells at higher levels (Tables 7D–7D8) to determine starting spells for specialists by rolling three times and ignoring any rolls that result in duplication. If a school of magic does not have three first level spells (Abjuration and Necromancy), the specialist receives the spells it does contain and may receive an additional random spell from the offensive, defensive or miscellaneous starting spell list according to Table 7C: Additional First Level Spells.

Spells Beyond Those At Start:

Naturally, magic-user player characters will do their utmost to acquire books of spells and scrolls in order to enlarge their own spell books. To those already possessed, the magic-user will add one (and only one) spell when he actually gains an experience level. Therefore, most will be frantically attempting to purchase or cozen spells from non-player character magic-users, or even from other player character magic-users.

How you handle NPC magic-users is of utmost importance. There is a special section of the rules regarding non-player characters, and you should follow the suggestions therein carefully. By doing so, players will find that their magic-user characters are unable to acquire new spells, at worst, or must pay so dearly for them in money, magic items and quests that the game is hardly worth the candle. Of course they will pay the price nonetheless. This will help you to maintain the campaign as fresh and challenging, as it will rid it of excess treasure and give player characters reason to adventure at the same time.

Superior players will certainly cooperate; thus, spells will in all probability be exchanged between PC magic-users to some extent. No special sanctions need be taken to prevent such exchange, although this cooperation should never be suggested or otherwise encouraged, either. The GM should leave this interaction strictly alone. This is not the case when PCs deal with NPC henchmen or hirelings. Non-player character hirelings or henchmen will absolutely refuse to cooperate freely with player characters, even with their own masters or mistresses. Again, this matter is dealt with separately under the section pertaining to the GM's role in operating henchmen and hirelings. As a general rule, they will require value plus a bonus when dealing with their liege. If they will deal with other PCs (or NPCs) at all, they will require double value plus a considerable bonus. For example, Voelker, Magician in the hire of Sturgaard, a 10th level Lord, knows the spell Suggestion. Sturgaard's associate, Wimpel the Necromancer, requests that he be allowed to copy this spell into his book of third level spells. If Sturgaard is willing, Wimpel can approach Voelker. If Wimpel has been at least civil to the magician, he will ask nothing more than a third level spell in return, plus another spell, plus some minor magic item such as a set of three potions, a scroll of three spells or perhaps a Ring of Invisibility. However, if Wimpel has been in the habit of treating Voelker like NPC chattel, then the price would be more dear; but supposing the necromancer had

Table 7D:
Acquisition of Upper Level Magic-User Spells
Roll (1d100)

	Spell Level								
Type	1	2	3	4	5	6	7	8	9
Lesser/Greater Divination	1–6	1–12	1–3	1–3	1–4	1–4	1–3	1–3	1–4
Illusion/Phantasm	7–22	13–31	4–16	4–18	5–18	5–21	4–13	4–6	5–7
Abjuration	23–25	32–34	17–22	19–27	19–29	22–30	14–24	7–13	8–14
Enchantment/Charm	26–35	35–46	23–29	28–43	30–41	31–40	25–37	14–35	15–21
Conjuration/Summoning	36–45	47–51	30–38	44–46	42–50	41–47	38–53	36–55	22–43
Necromancy	46–46	52–52	39–47	47–51	51–57	48–51	54–58	56–58	44–54
Alteration	47–88	53–85	48–84	52–82	58–79	52–81	59–84	59–77	55–82
Invocation/Evocation	89–100	86–100	85–100	83–100	80–100	82–100	85–100	78–100	83–100

actually saved his life at one time, the cost would be reduced to but a spell exchange and a single potion or scroll of one spell.

Naturally, the personality of the henchman or hireling would modify the bargain to some extent. A very avaricious or greedy NPC would ask for more magic items and/or gold too! As a good GM you will have developed the character of each henchman and hireling to the extent that such determinations will be relatively easy.

Finally, the ramifications of spell scarcity are bound to aid your campaign, and not only with regard to excess treasure and magic items. A scroll of but a single spell becomes highly meaningful to the magic-users in the game, especially when it is of a spell heretofore unknown. The acquisition of a book of spells from someplace in the dungeons or wildernesses of the campaign is a benison beyond price! PC and NPC alike will take great pains to guard scrolls and spell books.

However characters acquire new spells, always remember that you are in charge. Although you must live by the random spell selections that characters gain as they advance in level, you have complete control over what spells the player characters get on their adventures. Controlling spell acquisition is an important responsibility. Consider your choices carefully.

By keeping the selection of spells limited, you automatically increase their importance and value to the magic-users in your campaign. A simple scroll with a single spell becomes a real treasure if it has a spell on it the magic-user has never seen. This puts the player in a quandry. Should he cast the scroll during an adventure where it might be useful or should he save it until he can take the time to research the spell for his spell books?

When the characters overcome a hostile magic-user, the first concern of the magic-user will be finding his damned spell books!! Where *are* they? What spells do they contain? Knowing their value, NPC magic-users will go to great pains to protect their own spell books, hiding them carefully, locking them in trapped chests, and scattering magical traps throughout the pages.

Table 7D-1:
Lesser/Greater Divination Spells by Level

Level 1 (1d4)	
1	Detect Magic
2	Detect Undead
3	Fog Vision
4	Identify
Level 2 (1d8)	
1	Detect Evil
2	Detect Invisibility
3	ESP
4	Know Alignment
5	Locate Object *
6	Premonition
7	Reveal Secret Portal
8	GM choice
Level 3 (1d4)	
1-2	Clairaudience
3-4	Clairvoyance
Level 4 (1d4)	
1-2	Detect Scrying
3-4	Magic Mirror
Level 5 (1d4)	
1-2	Contact Other Plane
3-4	False Vision
Level 6 (1d4)	
1-2	Legend Lore
3-4	True Seeing
Level 7	
Vision	
Level 8	
Screen	
Level 9	
Foresight	

Table 7D-2:
Illusion/Phantasm Spells by Level

Level 1 (1d12)	
1	Audible Glamer
2	Change Self
3	Faerie Phantoms
4	Gabal's Magic Aura
5	Phantasmal Fireball
6-7	Phantasmal Force
8	Phantom Armor
9	Smell Immunity
10	Spook
11	Throw Voice
12	Wrygal's Delicious Deception
Level 2 (1d12)	
1	Blindness
2	Blur
3	Deafness
4	Fascinate
5	Gandle's Feeble Trap
6	Hypnotic Pattern
7	Imprv. Phant. Force
8	Invisibility
9	Mirror Image
10	Misdirection
11	Whispering Wind
12	Fool's Gold
Level 3 (1d8)	
1	Illusionary Script
2	Invisibility, 10' R
3	Paralyzation
4	Spectral Force
5	Phantom Steed
6	Wraithform
7	Phantom Wind
8	GM Choice
Level 4 (1d10)	
1	Shadow Monsters
2	Dispel Exhaustion
3	Fear
4	Illusionary Wall
5	Improved Invisibility
6	Minor Creation
7	Phantasmal Killer
8	Rainbow Pattern
9	Hallucinatory Terrain
10	Vacancy
Level 5 (1d8)	
1	Major Creation
2	Advanced Illusion
3	Demi-Shadow Mon.
4	Seeming
5	Shadow Door
6	Shadow Magic
7	Tempus Fugit
8	Dream
Level 6 (1d10)	
1	Eyebite
2	Mirage Arcana
3	Project Image
4	Demi-Shadow Magic
5	Mislead
6	Perpetual Illusion
7	Phantasmagoria
8	Programmed Illusion
9	Shades
10	Veil
Level 7 (1d4)	
1	Sequester
2	Shadow Walk
3	Mass Invisibility
4	Simulacrum
Level 8	
Screen	
Level 9	
Weird	

Each time a magic-user character goes up in level, roll randomly to determine what spell he has learned. There is no need to check if he can learn it. For specialist magic-users such as illusionists, go directly to the table applicable to their school. Battle mages get +2 to the roll on Table 7D: Acquisition of Upper Level Magic-User Spells.

If a general magic-user already has the spell indicated by random determination (obtained through adventuring) roll again on Table 7D: Acquisition of Upper Level Magic-User Spells until a spell comes up that he does not have. If a specialist magic-user already has the spell indicated for that level, roll again on the relevant specialist table until a spell comes up that he does not have. If he already has all the spells available for that level within his specialty, he does not automatically gain a new spell for that level.

Recovery Of Spells

Spell recovery, whether cleric/druid or magic-user/specialist, requires about the same period of time. In order to pray and meditate for a new spell to replace one used, or in order to study and memorize such a spell, it is necessary that the spell user rest and revitalize his mental faculties. Whether one or more spells are to be regained, the minimum time required for complete rest (usually sleep) is that required for the highest spell to be recovered. Minimum rest periods are shown below:

SPELL LEVEL	1-2	3-4	5-6	7-8	9
Rest Time	4 hours	6 hours	8 hours	10 hours	12 hours

Thus, if a cleric or magic-user needs only memorize first or second level spells, he need only sleep for four hours and will then be able to memorize or regain as many such spells as he is normally entitled to. On the other hand, if the character in question also wished to include a seventh level spell, rest time would be 10 full hours, even though but a single seventh level spell were to be thus regained, while half a dozen second level spells were also to be regained.

Once rested, an additional ten minutes per level of spell must be spent in study or prayer and meditation, as the case may be, in order to memorize or acquire the ability to cast each spell. Remember that the reverse of any spell must be separately memorized, and that each may require special components.

Spell Casting

All spells are similar in that the word sounds, when combined into whatever patterns are applicable, are charged with energy from the Positive or Negative Material Plane.

Table 7D-3:
Abjuration Spells by Level

Level 1 (1d4)	
1-2	Alarm
3-4	Protection from Evil
Level 2 (1d4)	
1-2	Preserve
3-4	Protection/Cantrips
Level 3 (1d4)	
1	Dispel Magic
2	Non-Detection
3	Prot./Normal Missiles
4	Ward Off Evil
Level 4 (1d6)	
1-2	Minor Globe/Invuln.
3-4	Remove Curse *
5-6	Fire Trap
Level 5 (1d6)	
1-2	Containment
3-4	Dismissal
5-6	Avoidance
Level 6 (1d6)	
1	Anti-Magic Shell
2	Break Hex
3	Globe/Invulnerab.
4	Repulsion
5	Spiritwrack
6	GM choice
Level 7 (1d4)	
1	Banishment
2	Spell Turning
3	Volley
4	Sequester
Level 8 (1d4)	
1-2	Gandle's Sp. Imnty.
3-4	Mind Blank
Level 9 (1d4)	
1-2	Prismatic Sphere
3-4	Imprisonment

Table 7D-4:
Enchantment/Charm Spells by Level

Level 1 (1d8)	
1	Aura of Innocence
2	Befriend
3	Charm Person
4	Hypnotism
5	Run
6	Shift Blame
7	Sleep
8	Taunt
Level 2 (1d8)	
1	Ray/Enfeeblement
2	Scare
3	Total Control
4	Forget
5	Bind
6	Proadus' U.F.L.
7	Murgain's Muster Str.
8	Deep Pockets
Level 3 (1d4)	
1	Hold person
2	No Fear
3	Perceived Malign.
4	Suggestion
Level 4 (1d12)	
1	Haarpang's Mag. S.R.
2	Zargosa's Lodge/Prot.
3	Charm Monster
4	Confusion
5	Fire Charm
6	Fumble
7	Stirring Oration
8	Magic Mirror
9	Emotion
10	Mage Lock
11	Enchant. Weapon
12	GM Choice
Level 5 (1d8)	
1	Fabricate
2	Chaos
3	Dolor
4	Domination
5	Feeblemind
6	Hold Monster
7	Drayton's Eng. Con.
8	GM Choice
Level 6 (1d6)	
1	Eyebite
2	Charm/Undy. Dev.
3	Mass Suggestion
4	Enchant an Item
5	Geas
6	Guards and Wards
Level 7 (1d6)	
1	Anger Gawd
2	Charm Plants
3	Zarba's Sol
4	Truename
5	Shadow Walk
6	GM Choice
Level 8 (1d8)	
1	Sink
2	Antipathy/Sympathy
3	Mass Charm
4	Munari's Irresist. Jig
5	Binding
6	Mimic Caster
7	Demand
8	GM Choice
Level 9 (1d4)	
1-2	Hyptor's Disjunction
3-4	Succor

Table 7D-5:
Conjuration/Summoning Spells by Level

Level 1 (1d6)	
1	Armor
2	Conjure Mount
3	Find Familiar
4	Grease
5	Push
6	Unseen Servant
Level 2 (1d6)	
1-2	Summon Swarm
3-4	Glitterdust
5-6	Munz's Bolt/Acid
Level 3 (1d6)	
1	Phantom Steed
2	Flame Arrow
3	Sepia Snake Sigil
4	Monster Sum. I
5	Material
6	GM Choice
Level 4 (1d4)	
1-2	Monster Sum. II
3-4	Zargosa's Tent. Fury
Level 5 (1d6)	
1	Drayton's Hid. Stsh.
2	Summon Shadow
3	Conjure Elemental
4	Hyptor's F. B-Hnd
5	Monster Sum. III
6	GM Choice
Level 6 (1d4)	
1	Ensnarement
2	Invisible Stalker
3	Conjure Animals
4	Monster Sum. IV
Level 7 (1d6)	
1	Limited Wish
2	Cacodemon
3	Monster Sum. V
4	Power Word, Stun
5	Prismatic Wall
6	Zargosa's Inst. Sum.
Level 8 (1d6)	
1	Grasping Death
2	Maze
3	Monster Summ. VI
4	Power Word, Blind
5	Symbol
6	Trap the Soul
Level 9 (1d6)	
1	Prismatic Sphere
2	Demon Flame
3	Gate
4	Power Word, Kill
5	Wish
6	Monster Summ. VII

Table 7D-6:
Necromancy Spells by Level

Level 1 (1d4)	
1-2	Chill Touch
3-4	Detect Undead
Level 2	
Spectral Hand	
Level 3 (1d6)	
1	Charm Undead
2	Feign Death
3	Hold Undead
4	Murgain's Migraine
5	Vampiric Touch
6	GM Choice
Level 4 (1d6)	
1-2	Contagion
3-4	Enervation
5-6	Zombie Slave
Level 5 (1d4)	
1	Summon Shadow
2	Animate Dead
3	Magic Jar
4	Touch of Death
Level 6 (1d4)	
1-2	Death Spell
3-4	Reincarnation
Level 7 (1d4)	
1-2	Control Undead
3-4	Finger of Death
Level 8	
Clone	
Level 9 (1d6)	
1-2	Death Rune
3-4	Energy Drain
5-6	Fawlgar's Grasping Death

When uttered, these sounds [possibly with a material component as a catalyst] cause the release of this energy, which in turn triggers a set reaction. The release of the energy contained in these words is what causes the spell to be forgotten or the writing to disappear from the surface upon which it is written.

The triggering action draws power from some plane(s) of the TeraVerse. Whether the spell is an abjuration, conjuration, alteration, enchantment or whatever, there is a flow of energy, first from the spell caster, then from some plane to the area magicked or enspelled by the caster. The energy flow is not from the caster *per se*, it is from the utterance of the sounds or arrangement of gestures, each of which is charged with energy which is loosed when the proper formula and/or ritual is completed with their utterance. This power then taps the desired plane (whether or not the spell user has any idea of what or where it is) to cause the spell to function. It is much like plugging in a heater; the electrical outlet does not hold all of the electrical energy to cause the heater to function, but the wires leading from it, ultimately to the 800 megawatt pressurized water reactor, bring the electricity to the desired location.

Many spells also require somatic motions in conjunction with words. The spoken words trigger the release of the magical energy, and the hand movements are usually required in order to control and specify the direction, target, area, etc., of the spell effects. When spell energy is released, it usually flows to the Prime Material from the Positive or Negative Material Plane. To replace it, something must flow back in reverse. The dissolution and destruction of material components provides the energy that balances out this flow through the equation $E=mc^2$. Sometimes this destruction is very slow, as is the case with druids' mistletoe. Those spells without apparent material components are actually utilizing the air exhaled by the magic-user in the utterance of the spell.

Release of word/sound-stored energy is not particularly debilitating to the spell caster, as he has gathered this energy over a course of time prior to the loosing of the power. It ordinarily comes from outside the spell caster, not from his own vital essence. The power to activate even a first level spell would leave an ordinary spell caster weak and shaking if it were drawn from his personal energy. A third level spell would most certainly drain the caster's body of life were he not trained in how to deal with such dangers (as a blood mage is)!

Because spells tap power from other planes, any improper casting is likely to cause the spell not to function (the heater is turned on, but you haven't plugged it in, or you've plugged it in but not turned it on) or to malfunction (you accidentally dropped the heater as you were plugging it in, the heater shorted and caught on fire, or perhaps you dropped it in the sink while your roommate was doing the dishes). Such happenings are covered in the various chances for spell mishap. If your players inquire as to how spells work, you should discourage such inquiries as forbidden knowledge. If they insist, or worse yet, use divination type magic to find the answers from the gawds, you can explain, without difficulty, the precepts of the HackMaster magic spell systems by refer-

Table 7D-7:
Alteration Spells by Level

Level 1 (1d100)

1-4	Affect Normal Fires
5-8	Burning Hands
9-11	Chromatic Orb
12-15	Color Spray
16-19	Comprehend Languages
20-23	Dancing Lights
24-27	Enlarge
28-30	Erase
31-34	Feather Fall
35-37	Fireball Barrage
38-41	Firewater
42-45	Flutter Soft
46-49	Gaze Reflection
50-53	Hold Portal
54-57	Jump
58-61	Light
62-65	Melt
66-69	Mend
70-73	Merge Coin Pile
74-76	Message
77-79	Minor Sphere of Perturbation
80-82	Phantom Armor
83-87	Pool Gold
88-90	Precipitation
91-93	Shocking Grasp
94-96	Spider Climb
97-00	Wizard Mark

Level 2 (1d100)

1-5	Deeppockets
6-10	Fool's Gold
11-15	Whispering Wind
16-20	Alter Self
21-25	Cheetah Speed
26-30	Continual Light
31-35	Darkness, 15' R.
36-40	Fire Telekinesis
41-45	Fog Cloud
46-50	Irritation
51-55	Knock
56-60	Levitate
61-65	Magic Mouth
66-70	Pyrotechnics
71-75	Rope Trick
76-80	Shatter
81-84	Strength
85-88	Tattoo of Shame
89-92	Telepathic Mute
93-96	White Hot Metal
97-00	Wizard Lock

Level 3 (1d100)

01-05	Phantom Wind
06-10	Blink
11-15	Cloudburst
16-20	Cont. Darkness
21-25	Delude
26-30	Explosive Runes
31-35	Fly
36-40	Gandle's H. Hut
41-45	Grow
46-50	Gust of Wind
51-55	Haste
56-60	Infravision
61-64	Item
65-68	Polymorph/Amph.
69-72	Polymorph/Primate
73-78	Runes/Eyeball Imp.
79-81	Secret Page
82-84	Slow
85-88	Tongues*
89-92	Water Breathing*
93-96	Wind Wall
97-00	Wraithform

Level 4 (1d100)

01-05	Rainbow Pattern
06-10	Vacancy
11-15	Haarpang's Mag. S.R.
16-20	Zargosa's Lodge/Prot.
21-25	Close Portal
26-30	Dimension Door
31-35	Emergency Teleport at Random
36-40	Extension I
41-45	Haarpang's Mem. K.
46-50	Hurl Animal
51-55	Massmorph
56-60	Perpetual S. Grasp
61-65	Plant Growth
66-70	Polymorph Other
71-75	Polymorph Self
76-80	Solid Fog
81-84	Stone Passage
85-88	Stoneskin
89-92	Ultravision
93-96	Wizard Eye
97-00	Fire Shield

Level 5 (1d12)

1	Avoidance
2	Drayton's Hid. Stsh.
3	Airy Water
4	Animal Growth
5	Distance Distortion
6	Extension II
7	Stone Shape
8	Telekinesis
9	Teleport
10	Transm. Rock/Mud*
11	Wall Passage
12	Fabricate

Level 6 (1d20)

1-2	Project Image
3-4	Haarpang's M.SoF
5	Control Weather
6	Disintegrate
7	Extension III
8	Glassee
9	Hyptor's Ttl. Recall
10	Lower Water
11	Move Earth
12	Part Water
13	Stone to Flesh*
14	Trans. Water/Dust
15	Zarba's SoP Incl. W.
16	Karnaac's Transf.
17	Death Fog
18	Guards and Wards
19	Mirage Arcana
20	GM Choice

Level 7 (1d10)

1	Reverse Gravity
2	Duo-Dimension
3	Phase Door
4	Statue
5	Teleport w/o Error
6	Transm. Rock/Lava
7	Vanish
8	Zargosa's Oplnt Mnr H.
9	Truename
10	Tormaent

Level 8 (1d6)

1	Incendiary Cld.
2	Glassteel
3	Permanency
4	Polymph Any Object
5	Sink
6	Haarpang's Mag. SoT

Level 9 (1d8)

1	Hyptor's Disjunction
2	Succor
3	Crystalbrittle
4	Shape Change
5	Tele. Intercampaignia
6	Tele. Intragenre
7	Temporal Stasis*
8	Time Stop

Table 7D-8:
Invocation/Evocation Spells by Level

Level 1 (1d10)

1	Alarm
2	Bash Door
3	Chromatic Orb
3	Fireball, Sidewinder (F1)
4	Haarpang's Floating Cart
5	Magic Missile
6	Magic Shield
7	Wall of Fog
9	Yudder's Whistle of Hell's Gate
10	GM Choice

Level 2 (1d10)

1	Chain of Fire
2	Cloud of Pummeling Fists
3	Fireball, S.W. (F2)
4	Fireball, Skipping Betty
5	Flaming Sphere
6	Heat Seeking FoT
7	Magic Missile/Skewering
8	Stinking Cloud
9	Web
10	Whip

Level 3 (1d10)

1	Zargosa's F.S.of T.
2	Material
3	Bash Face
4	Fireball
5	Fireball, S-Blast
6	Fireball, S.W (F3)
7	Lightning Bolt
8	Preemptive Strike
9	Sure Grip Snare
10	GM Choice

Level 4 (1d12)

1	Fire Shield
2	Dig
3	Fireball, Lnd Scrpr
4	Fireball, S.W. (F4)
5	Fireball, Volley
6	Ice Storm
7	Mist of Corralling
8	Shout
9	Wall of Acid
10	Wall of Fire
11	Wall of Ice
12	Fire Trap

Level 5 (1d12)

1	Drayton's Eng. Con.
2	Cloudkill
3	Fireball, S.W. (F5)
4	Fireball, Torrential
5	Lyggl's Cone/Cold
6	Sending
7	Stone Sphere
8	Wall of Force
9	Wall of Iron
10	Wall of Stone
11	Zarba's Guardian H.
12	Dream

Level 6 (1d12)

1	Haarpang's M.SoF
2	Karnaac's Transf.
3	Death Fog
4	Guards and Wards
5	Spiritwrack
6	Body Heat Act. Sp.
7	Chain Lightning
8	Contingency
9	Fireball, Prox. Fused
10	Fireball, S. N. Mercy
11	Zarba's Shvng Hnd
12	GM Choice

Level 7 (1d6)

1	Fireball, Dlyd Blst
2	Forcecage
3	Hyptor's Sh. Sw.
4	Zarba's Grspng Hnd
5	Torment
6	Limited Wish

Level 8 (1d8)

1	Binding
2	Haarpang's Mag. SoT
3	Demand
4	Fireball, Dth. Brsher
5	Fireball, Maximus
6	Zarba's Fist of Rage
7	Incendiary Cloud
8	GM Choice

Level 9 (1d6)

1	Astral Spell
2	Fireball, Lava Yield
3	Meteor Swarm
4	Zarba's Crushing Hand
5	Energy Drain
6	GM Choice

encing this discussion. And then slap them with a stiff EP penalty for having pursued GM-only information.

Spell Explanations

Spells: Special Commentary For Refereeing

Some considerations, as well as practicality, make it impossible to give a concise list of each spell herein, with name, level, range, duration, area of effect, and so forth tabulated and then special notes appended. This information is well covered in the Player's Handbook. There are, however, quite a number of special notes that you must be apprised of, as players often abuse spells.

Unless noted, spell components are generally converted to energy and lost when the spell is cast. Exceptions to this are holy or unholy symbols and druids' mistletoe. Be sure you make players keep track of their spell components. It is yet another tool in your arsenal that you can use to keep the game in balance. If a particular spell component is extremely rare, a player might suggest a similar substitute be used. Allowing this is totally at your discretion. Two rules to abide by when doing so are 1) always require a substitute spell component to be at least as expensive or rare as those described in the Player's Handbook, and 2) substitutes are almost never as good as the original. Some spells have been tested and in use for thousands of years. If you do allow a component substitution, be sure to penalize some aspect of the spell such as range, duration, area of effect, saving throw bonus, mishap or the like. Note that alternative spell components identified in the Hacklopedia of Beasts are not subject to these rules as they have been used by others before and have shown reasonably similar (and at times superior) results to those obtained with the formulas in the Player's Handbook. Another thing you must

do during game play is keep meticulous records on the duration of spells. Many spells have variable duration. Even for those that do not, it is critical that you keep accurate track of how long they last so that you can fairly resolve their effects. Not doing so would be like an umpire forgetting how many balls and strikes a batter has in a baseball game. But if you do forget and the player's begin to question you on it, just remember the GM is always right!

Commentary regarding certain spells follows. This list is not exhaustive. Be certain to read all of the material and have it at hand whenever a spell user casts a spell for which special considerations are noted.

Cleric Spells

Second Level Spells:

Silence, 15' Radius: If this spell is cast at a magic resistant creature, and resistance works, silence does NOT encompass the creature.

Speak with Animals: This spell will not necessarily make the animal type being conversed with the good and true friend of the cleric. Remember to assume the role of an animal, with the appropriate mentality and viewpoint.

Third Level Spells:

Cure Blindness: This spell will not restore lost visual organs, whether such cause is due to injury or diabetes. Thus, at your option, the spell can simply remove magical blindness and cure disease or disease-like conditions such as cataracts and glaucoma and various forms of nearsightedness, farsightedness, or astigmatism common to human eyes; or it can be effective against other eye disorders as well, save those noted above.

Glyph of Warding: If a cleric is on hand to determine that a Glyph of Warding is certainly in existence, an associated magic-user can thereafter use an Erase spell and possibly (50% + 2%/level of the magic-user) remove the glyph. As to the design and the names of glyphs of warding, design your own or use an encyclopedia to find interesting alphabets to use. You may also refer to Garweeze Wurld for other runes.

As a Find Traps spell will see the form of the glyph, a cleric might believe he knows the name of the glyph from past experience (spellcraft skill check), and try to bypass it, possibly with success.

Speak to the Dead: This spell is often subject to abuse due to liberal GMing. When the cleric asks questions, follow these rules: 1) give answers which are brief, 2) take all questions absolutely literally, and 3) be as evasive as possible if the questioned creature was not friendly to the character's class or alignment of the spell caster when it lived. Remember that speaking with the dead assumes that the creature has an essence that still exists somewhere, and if it can remember answers to questions, it can remember other things as well.

Fifth Level Spells:

Atonement: As commander-in-chief of the campaign milieu, you must assume the role of the supernatural powers judging the character making atonement. If the action appears to be very sincere, then the gawd will be prone to allow atonement by means of the spell, with little or no sacrifice in addition, according to the gawd's overall nature; so that could mean a few coins in the poor box or a major quest for a relic. The less sincere the character, the greater will be the actions required to complete the spell, i.e. a hollow voice rings forth and commands: "GO FORTH FROM HERE AND RETURN NOT UNTIL YOU BRING CAPTIVE THE HIGH PRIEST OF THOR AND ALL OF THE ALTAR SERVICE OF HIS TEMPLE AS SACRIFICES TO ME IN TOKEN OF THE SINCERITY OF YOUR TRUE REPENTANCE!" And that will be the final word from that gawd until the deed is accomplished.

Plane Shift: The material component is similar to a tuning fork, of course, and striking it at the proper time allows the energy vibrations of the person or persons or creature or creatures involved to match those of the desired plane. All you need to do is determine which notes, if you will, attune to which planes, and then when the caster has a metal rod, inform him of the note on which it sounds. A sharp, for instance, might take one to the Astral Plane, while an A flat will move one to the Elemental Plane of Air, and an A natural to the Ethereal Plane. Naturally, you can include the octave and even have chords to move a creature to some sub plane, i.e. F sharp minor might move the caster or the subject to the 9th Plane of Hell.

Quest: A Quest can be temporarily suspended if there is no need for urgency and the character(s) who are on the mission need to take time out to train - thereby enhancing their probability of accomplishing the mission. Furthermore, a Quest will be canceled if it is no longer possible. For example, if a Quest was launched to retrieve a religious icon from some Simian Orc clans but said Orcs destroyed it while the party was underway, the Quest would be cancelled.

Sixth Level Spells:

Find the Path: This spell is subject to the same sort of abuse as a Locate Object spell is. A locale is not an object. The spell will enable the caster to find a way into or out of some area, but this area must be known or identified in itself, not for what it might house.

Seventh Level Spells:

Astral Spell: Any magic items can go into the Astral Plane, but most will become non-magical thereon, or on any planes removed from the Prime Material Plane. Those which contain spells which you determine will function on any given plane will function on that plane. For creatures encountered see Appendix D: Special Creature Encounters, Astral & Ethereal Encounters.

Control Weather: To determine the prevailing conditions at the time the spell is cast, you must, of course, know the climate and the season. Atmospheric conditions (cloudy, foggy, partly cloudy, clear), precipitation, wind speed and direction, and temperature must be determined according to the area. Knowing this, you should have no great problem informing the would-be spell caster as to what sort of weather exists. A highly detailed and accurate weather system is included in the Garweeze Wurld campaign setting. A quick and dirty method is provided below. Temperature is determined by season. Summer (Hot), Spring or Autumn (50% warm / 50% cool), Winter (Cold).

Precipitation		Wind	
Roll 1d100		Roll 1d100	
1-24	Clear Weather	1-25	Calm
25-50	Partly Cloudy	26-75	Moderate Wind
51-85	Cloudy	76-95	Strong Wind
86-00	Heavy Rain/Large Hail	96-00	Gale

Gate: Powerful beings that are named by this spell often send subordinates instead of appearing in person. For example, Arch-Devil Malefane might send a Pit Fiend to see what the problem was, and Benyar might send a Ki-rin on the same mission. As to the likelihood of the Gated being returning without doing something, use a factor of 20% for a trifling matter, 15% of return if the affair is of medial importance, and from 1% to 50% if the matter is very important: 1% indicating that the being finds itself well able to handle the situation and everything pleases or displeases it greatly, 50% if the situation would be risky and it is displeased. Thus, Malefane summoned by a party of chaotic good characters to save them from a Type VI Demon could be a trifle to an important act, depending on what was involved, such as a relic of lawful evil alignment. Malefane would certainly do away with the summoners as well as the demon if at all possible. On the other hand, Malefane summoned to pit himself against Bahamut would be very likely to turn and make a speedy exit unless the matter was of critical importance to Hell.

Druid Spells

First Level Spells:

Locate Animals: This spell is another that requires a bit of effort on the part of the GM. As it is quite unlikely that each and every species of animal in the area of the spell caster will be recorded, you will have to use the probabilities of your milieu. Obviously, there is 0% chance of locating a polar bear in the jungle, or a jungle cat in a cavern thousands of feet below ground, etc. So the locale is second after the region as to whether or not some animal will be within spell range. Then consider the terrain; mountain lions do not typically roam the prairies, for instance.

Second Level Spells:

Charm Person or Mammal: If, at the same time this spell is cast, the subject is struck by any spell, missile or weapon which inflicts damage by members of the spell caster's party, the creature will make its saving throw at +1 per point of damage sustained.

Feign Death: The recipient of this dweomer consumes air at 1/100th of the normal rate. Thus, if buried, he will eventually suffocate.

Fourth Level Spells:

Animal Summoning I: For probable animals in the area see the commentary on Locate Animals in the Player's Handbook. The animals typically summonable are:

Apes	Camels, Wild	Hyenas	Rats, Giant
Baboons	Cattle, Wild	Jackals	Snake, Poisonous
Badgers, Giant	Crocodile, Normal	Jaguars	Snake, Spitting
Bears, Black	Dawgs, Wild	Leopards	Weasel, Giant
Beavers, Giant	Eagles, Giant	Lizards, Giant	Wolves
Boars, Wild	Goats, Giant	Lynx, Giant	Wolves, Dire
Boars, Warthogs	Herd Animals*	Owls, Giant	Wolverines
Bulls	Horses, Wild	Rams, Giant	

*Summonable only by specific type of animal.

You will note that animals with 4 + x Hit Dice are included. If the druid names such an animal type, allow summoning if otherwise indicated, but limit the number appearing to 1-3.

Fifth Level Spells:

Transmute Stone to Mud: Ropes can be used to pull creatures out of the mire, assuming that sufficient power is available; 1 man/man, 10 men/horse or similarly sized creature (or vice versa).

Wall of Fire: It is not possible for the spell caster to move at all and maintain concentration on the Wall of Fire.

Sixth Level Spells:

Anti-Animal Shell: This shell is non-mobile. Humans, even those able to use magic, are non-magical, as are dwarves, elves, etc.

Wall of Thorns: If a wall of fire results from the burning of the thorns, the side towards the druid will be the non-harmful one.

Seventh Level Spells:

Conjure Earth Elemental: As noted regarding Fire Elementals, a holy/unholy word will send the creature back to its own plane.

Magic-User Spells

First Level Spells:

Comprehend Languages: The reverse, Confuse Languages, can be cast upon a scroll to make it unreadable, but a second Comprehend Languages spell will then be able to decipher it.

Haarpang's Floating Cart: The caster cannot ride on the Cart. The Cart always follows the magic-user.

Unseen Servant: The created force has no shape, so it cannot be clothed.

Write: Ink for use with this spell is only 10% likely to be located at any given apothecary/alchemist in a town, or double that for a city. Ink will come in a flask that will be sufficient to inscribe 2-4 spells. The cost will be 200 to 500 gold pieces. You should devise whatever formula for manufacture of this substance you desire. Ichor of Slithering Tracker, octopus ink and powdered gems are all reasonable ideas.

Second Level Spells:

Stinking Cloud: If it is cast in a place where there is considerable air movement the Stinking Cloud will move in the direction of the air current at from 1-foot to 6-foot per round, depending on air speed. For each 10 feet of such movement, shorten its duration by 1 round.

Web: If this spell is cast without two firm anchoring places, the webs collapse and entangle themselves, effectively negating the spell.

Third Level Spells:

Haste: Saving throws are not affected by speed differences nor is the AC of the affected creature. Use of magic items such as wands, staves, rods and similar devices are not sped up.



Monster Summoning I: For a list of monsters summoned see Appendix D: Special Creature Encounters.

Fourth Level Spells:

Contagion: If a character ignores the disease (does not rest all day) inflicted by the spell for more than three days, roll on Table 1Q: Disease (or Disorder) to determine a complication that has resulted.

Phantasmal Killer: If the affected individual is somehow brought to an unconscious state, the spell cannot do harm.

Fifth Level Spells:

Contact Other Plane: See Table 7H: Spell Mishap Insanity Subtable.

Drayton's Hidden Stash: For a list of random creatures which might come from the Ethereal Plane, see Appendix D: Special Creature Encounters.

Sixth Level Spells:

Geas: The casting time is also the total time the magic-user has to word the Geas spell. It is otherwise similar to a Quest.

Glassee: The strength of the glassy area is the same as that of the original material.

Spiritwrack: Only one specially illuminated vellum sheet may be prepared by the magic-user and be in his possession and/or control at the same time. This will be realized by any magic-user as soon as a second is begun. It is not possible to have two such sheets naming the same being either, as the magic of the naming will be held within the first; as soon as the second is made, it will go therein. Finally, no creature can make such a sheet naming itself.

Seventh Level Spells:

Duo-Dimension: See Appendix D: Special Creature Encounters: Astral & Ethereal Encounters.

Vision: Consider this spell similar to a Contact Other Planes for handling purposes. Unrelated visions should contain some cryptic clue as to what the caster is seeking. Even on a 10 or better, be certain to make the vision as unclear and indirect as possible.

Zargosa's Opulent Manor House: Fatigue penalties can be found in Chapter 8: Combat. Starvation rules are covered in Chapter 10: GM Procedures.

Eighth Level Spells:

Permanency: There is only a 5% chance of the spell caster actually losing a point of Constitution if the spell is cast upon a non-living thing.

Adjudicating Illusions

Illusion spells require a higher degree of GM-player interaction than other magic-user spells. The timing and staging of such spells by the caster are extremely important. Effects that appear out of nowhere will never be believed unless there is a good reason. On the other hand, an illusionary fireball cast after a magic-user has cast a real one could have devastating effects.

All illusions are cases of GM adjudication; each depends upon the exact situational factors deemed significant by the GM. NPC illusions require careful preparation by the GM, including clues to their nature. All of the following points will help the GM maintain consistency. The most basic concept is that for an illusion to be effective, it must be believable. For example, an illusion of the sun exploding would be unlikely to affect all but the most gullible creatures. The more modest the illusionary effect, the more likely it will be effective.

Intrinsically Deadly Illusions: "Instant kill" illusions that are automatically fatal regardless of level, Hit Dice or saving throws: collapsing ceilings, inescapable lava pits, etc. The absolute maximum effect of these is to force a system shock check. Those who make the check are not further affected by that illusion. Those who fail their system shock check will be knocked unconscious for 2d6 turns unless otherwise specified.

Spell Effects: Illusions that duplicate spell effects are keyed to the caster's level (for example, a 10th level illusionist casting a fireball can create a convincing 10-die Fireball). Exceeding this limit creates a fatal flaw in the illusion that negates its effect.

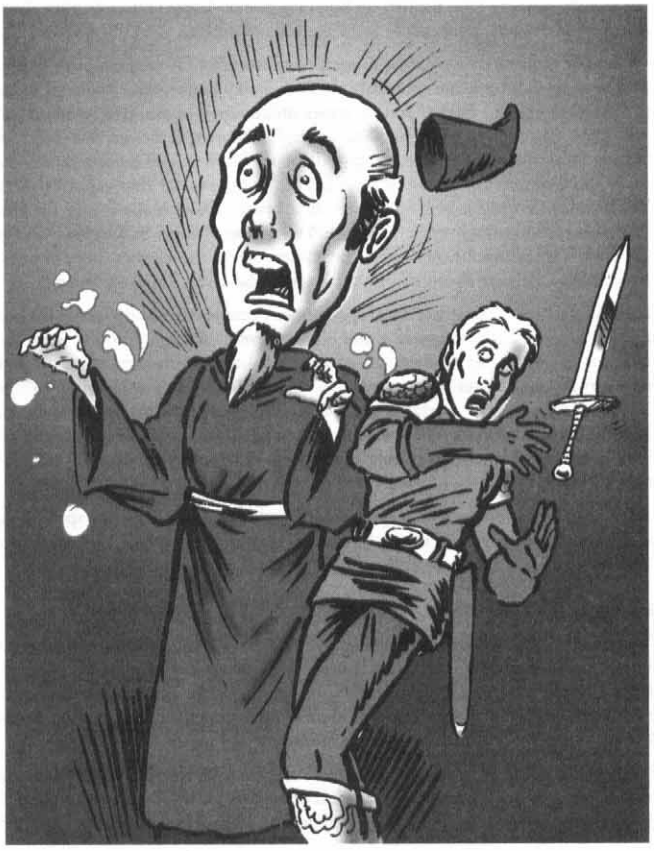
Monster Special Attacks: Before the caster can effectively duplicate a monster's special attack, the magic-user must have undergone it (a magic-user cannot conjure up the twinkle in a Medusa's eye correctly without actually experiencing it – i.e., having been turned to stone by one). Furthermore, if the viewer of the illusion is unfamiliar with the folklore surrounding a Medusa and what effect is supposed to happen when he meets the gaze of one, the illusion will likewise be ineffective on that person.

Creating Illusions of People: The caster must maintain a show of realism at all times when conducting an illusion (if a squad of low-level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds and so forth. The GM decides whether the bounds of believability have been exceeded). As a rule

Table 7E:
Spell Mishap Table
Roll (1d10,000)

Roll	Effect of Mishap
1–275	Spell dissolves in harmless puff of smoke
276–295	Ears turn color - temporarily
296–307	Ears turn color - permanently
308–327	Nose turns color - temporarily
328–339	Nose turns color – permanently
340–359	Neck turns - temporarily
360–371	Neck turns - permanently
372–391	Hands turn color - temporarily
392–403	Hands turn color - permanently
404–453	Eyes change color temporarily
454–503	Hair changes color temporarily
504–553	Skin changes color temporarily
554–578	Biting fingernails
579–593	Hair grows 1d4 feet in one round
594–611	Chews own hair
612–636	Burst of soot in face
637–686	Affected by random cantrip
687–711	Becomes chronic nagger
712–771	Skin complaint (unpleasant rash) temporarily
772–801	Skin complaint (unpleasant rash) permanently
802–851	Suffer 1 point of damage
852–931	1 random memorized spell goes off
932–996	Choke for 1d4 rounds
997–1028	Temporary rash (-1 Dex)
1029–1068	Suffer 1d4-2 points of damage
1069–1083	Lose sense of touch in fingers temporarily
1084–1095	Arm goes numb temporarily (50% left, 50% right)
1096–1121	Leg goes numb temporarily (50% left, 50% right; 1/3 movement)
1122–1145	Constantly gasping for air (slows speech by half, doubles casting times)
1146–1195	Personal cloudburst
1196–1235	2 random memorized spells go off simultaneously
1236–1270	Suffer 1d4 points of damage
1271–1295	Temporary loss of one spell slot
1296–1325	Suffer 1d6+1 points of damage
1326–1375	Spell dissolves in minor explosion: 1d6-2 points of damage in 5 foot radius
1376–1408	Temporary loss of two spell slots
1409–1468	Cannot memorize that spell again – temporarily
1469–1493	Eyes change color permanently
1494–1518	Hair changes color permanently
1519–1543	Skin changes color permanently
1544–1554	Polymorphed to Amphibian – temporarily
1555–1589	Skin covered with large blotches (-3 Comeliness) temporarily
1590–1600	Skin covered with large blotches (-3 Comeliness) permanently
1601–1680	Now talks to self
1681–1710	Fingernails change color temporarily
1711–1724	Fingernails change color permanently
1725–1799	Tingling in fingers (+25% chance of spell mishap for somatic components) - temporarily
1800–1839	Temporary ringing in ears
1840–1859	Narcissism
1860–1899	Contracts the flu
1900–1919	Becomes convinced he is a clone of his original self
1920–1932	Tinnitus - permanent ringing in ears
1933–1972	Vision blurred (reduced 50%) temporarily
1973–2012	Amnesia back 1 day
2013–2032	Amnesia back 2 days
2033–2072	Enlarge random object (as spell)
2073–2092	Reduce random object (as spell)
2093–2132	Enlarge self
2133–2152	Reduce self
2153–2877	Roll once on PHB Table 6F Minor Mental Quirks - quirk is temporary
2878–3177	Roll once on PHB Table 6F Minor Mental Quirks - quirk is permanent
3178–3277	Sibling (or parent) rolls on PHB Table 6F Minor Mental Quirks - quirk is temporary
3278–3322	Sibling (or parent) rolls on PHB Table 6F Minor Mental Quirks - quirk is permanent
3323–4047	Roll once on PHB Table 6H Minor Personality Quirk - quirk is temporary
4048–4347	Roll once on PHB Table 6H Minor Personality Quirk - quirk is permanent
4348–4447	Sibling (or parent) rolls on PHB Table 6H Minor Personality Quirks - quirk is temporary
4448–4492	Sibling (or parent) rolls on PHB Table 6H Minor Personality Quirks - quirk is temporary
4493–4792	Roll once on PHB Table 6G Major Mental Quirks - quirk is temporary
4793–4942	Roll once on PHB Table 6G Major Mental Quirks - quirk is permanent
4943–4982	Sibling (or parent) rolls on PHB Table 6G - quirk is temporary
4983–5002	Sibling (or parent) rolls on PHB Table 6G - quirk is permanent
5003–5302	Roll once on PHB Table 6I Major Personality Quirks - quirk is temporary
5303–5452	Roll once on PHB Table 6I Major Personality Quirks - quirk is permanent
5453–5522	Sibling (or parent) rolls on PHB Table 6I Major Personality Quirks - quirk is temporary
5523–5552	Sibling (or parent) rolls on PHB Table 6I Major Personality Quirks - quirk is permanent
5553–5582	Wandering eye - temporary
5583–5602	Gain 1 alignment infraction point
5603–5652	Blinks (as per spell)
5653–5677	Unquenchable thirst - temporary
5678–5702	Entire body glows as per Light spell
5703–5711	Continual Light spell on tongue
5712–5721	Gain 2 alignment infraction points
5722–5757	temporarily emit unpleasant odor (-1 to reaction rolls)
5758–5779	temporarily emit vile odor (-3 to reaction rolls)
5780–5801	Sibling (or parent) temporarily emits unpleasant odor (-1 to reaction rolls)
5802–5819	Sibling (or parent) temporarily emits vile odor (-3 to reaction rolls)
5820–5832	Must memorize all spells as if they were one level higher than actual
5833–5834	Temporary compulsion to become a mime
5835–5854	Teleport 5 feet in random direction
5855–5869	Teleport 10 feet in random direction
5870–5879	Teleport 50 feet in random direction
5880–5894	Wandering eye – permanent
5895–5944	Cannot memorize that spell again – permanently
5945–5994	Becomes center of Stinking Cloud spell
5995–6194	Roll once on PHB Table 6B Minor Physical Flaws - flaw is temporary
6195–6284	Roll once on PHB Table 6B Minor Physical Flaws - flaw is permanent
6285–6484	Roll once on PHB Table 6C Minor Physical Flaws - flaw is temporary
6485–6574	Roll once on PHB Table 6C Minor Physical Flaws - flaw is permanent
6575–6774	Roll once on PHB Table 6D Minor Physical Flaws - flaw is temporary
6775–6899	Roll once on PHB Table 6D Minor Physical Flaws - flaw is permanent
6900–6919	Teleport 5 feet straight up
6920–6928	Teleport 10 feet straight up
6929–6936	Teleport 50 feet straight up
6937–6958	Needs 1 extra hour of sleep – temporarily
6959–6968	Temporarily loses all tattoos
6969–6978	Permanently loses all tattoos
6979–6983	Shaking (-1 to-hit, -1 to damage, +3 segments to casting times for spells with somatic components) - temporary
6984–6998	Needs 2 extra hours of sleep – temporarily
6999–7016	Conversations with self (thinks others respond) – temporary
7017–7031	Is convinced he has a long lost sibling
7032–7037	Polymorphed to Primate temporarily
7038–7062	Suffer 2d6 points of damage
7063–7073	Suffer permanent loss of 1 hit point
7074–7077	Constant thirst (must drink 3 times normal volume per day) permanently
7078–7088	Permanently emits unpleasant odor (-1 to reaction rolls)
7089–7095	Permanently emits vile odor (-3 to reaction rolls)
7096–7185	Roll once on PHB Table 6E Major Physical Flaws - flaw is temporary ("It'll grow back, right?")
7186–7275	Roll once on PHB Table 6E Major Physical Flaws - flaw is permanent
7276–7295	Immediate alignment audit
7296–7305	Summon monsters (as MS I – hostile to caster or party member as applicable)
7306–7314	Summon monsters (as MS II – hostile to caster or party member as applicable)
7315–7356	Struck by Lightning Bolt from above
7357–7368	Switch gender temporarily
7369–7383	Change races (1 dwarf, 2 elf, 3 half-elf, 4 halfling, 5 half-ogre, 6 half-orc, 7 human, 8 gnome, 9 gnomeling, 10 pixie fairy) temporarily
7384–7385	Shaking (-1 to-hit, -1 to damage, +3 segments to casting times for spells with somatic components) - permanent
7386–7397	Uncontrollable falling down at random (1d100 minute) intervals – temporary
7398–7402	Uncontrollable falling down at random (1d100 minute) intervals – permanent
7403–7427	Enters HackFrenzy immediately (once, roll 2d20 for "effective" points of damage)
7428–7447	Enters HackLust immediately (once, roll 2d20 for "effective" points of damage)
7448–7547	Becomes misanthrope temporarily
7548–7555	Lose one talent temporarily
7556–7559	Lose two talents temporarily
7560–7579	Suffer 3d6 points of damage
7580–7587	Summon monsters (as MS III – hostile to caster or party member as applicable)
7588–7607	Lower temperature 10 degrees in 5-foot radius
7608–7617	Lower temperature 25 degrees in 5-foot radius
7618–7622	Lower temperature 50 degrees in 5-foot radius
7623–7642	Raise temperature 10 degrees in 5-foot radius
7643–7652	Raise temperature 25 degrees in 5-foot radius
7653–7657	Raise temperature 50 degrees in 5-foot radius
7658–7664	Summon monsters (as MS IV– hostile to caster or party member as applicable)
7665–7684	Lose one class-specific ability temporarily
7685–7689	Lose two class-specific abilities temporarily
7690–7695	Sibling (or parent) contracts the flu
7696–7698	Sibling (or parent) contracts leprosy
7699–7714	Introversion
7715–7729	Suffer 3d10 points of damage
7730–7739	Suffer 2d20 points of damage
7740–7764	Slowed (as spell)
7765–7774	Hasted (as spell)
7775–7804	Temporary –1 to-hit
7805–7832	Temporary –1 to damage rolls

7833–7842	Hatred of one gender
7843–7856	Temporary –2 to-hit
7857–7880	Temporary –1 to all rolls
7881–7886	Summon monsters (as MS V – hostile to caster or party member as applicable)
7887–7895	Suffer permanent loss of 2 hit points
7896–7900	Switch gender permanently
7901–7902	Sibling (or parent) contracts malaria
7903–7908	Permanent compulsion to become a mime
7909–7916	Temporary –2 to damage rolls
7917–7956	-1 point of Honor
7957–7988	-2 points of Honor
7989–8063	Ages 1 day
8064–8075	Temporary –2 to all rolls
8076–8091	-1d4 points of Honor
8092–8099	-1d6 points of Honor
8100–8129	Becomes center of Fireball
8130–8199	Ages 2d6 days
8200–8264	Ages 1d4 weeks
8265–8324	Ages 1d3 months
8325–8379	Ages 1d6 months
8380–8427	Ages 2d6 months
8428–8463	Ages 1 year
8464–8487	Ages 1d4 years
8488–8499	Ages 2d4 years
8500–8505	Ages 2d6 years
8506–8530	Tingling in fingers (+25% chance of spell mishap for somatic components) - permanently
8531–8546	Permanent rash (-2 Dex)
8547–8555	Lose ability to cast spells temporarily
8556–8569	Permanent –1 to damage rolls
8570–8584	Permanent –1 to-hit
8585–8588	Permanent –2 to damage rolls
8589–8591	Drug addiction (GM chooses substance)
8592–8639	Temporary –50 fractional points to random Ability Score
8640–8663	Temporary –1 to random Ability Score
8664–8675	Temporary –2 to random Ability Score
8676–8695	Temporary –50 fractional points to each Fractional Ability Score
8696–8715	Temporary –1 to each Ability Score
8716–8735	Temporary –2 to each Ability Score
8736–8742	Permanent –2 to-hit
8743–8792	All memorized spells go off simultaneously
8793–8797	Summon monsters (as MS VI – hostile to caster or party member as applicable)
8798–8801	Summon monsters (as MS VII – hostile to caster or party member as applicable)
8802–8808	Lose sense of touch in fingers permanently (x3 casting time, -4 to-hit)
8809–8813	Arm goes permanently numb (50% left, 50% right), becoming useless
8814–8820	Leg goes permanently numb
8821–8834	Permanent loss of one random spell
8835–8846	Permanent –1 to all rolls
8847–8856	Permanent loss of one spell slot
8857–8886	Aphasia (speaks random meaningless phrases instead of desired words)
8887–8895	Contracts leprosy
8896–8900	Contracts malaria
8901–8906	Permanent –2 to all rolls
8907–8919	Permanent loss of two spell slots
8920–8929	Alignment change: chaotic/lawful axis 1 step (50% either direction)
8930–8939	Alignment change: good/evil axis: 1 step (50% either direction)
8940–9039	Becomes misanthrope permanently
9040–9050	Sibling (or parent) permanently emits unpleasant odor (-1 to reaction rolls)
9051–9059	Sibling (or parent) permanently emits vile odor (-3 to reaction rolls)
9060–9074	Needs 1 extra hour of sleep – permanently
9075–9081	Needs 2 extra hours of sleep – permanently
9082–9091	Conversations with self (thinks others respond) – permanent
9092–9101	Vision blurred (reduced 50%) permanently
9102–9105	Lose one talent permanently
9106–9107	Lose two talents permanently
9108–9114	Suffer permanent loss of 1d6+1 hit points
9115–9116	Gain enmity of nefarion
9117–9123	Is *Harmed* (as spell)
9124–9128	Polymorphed to Amphibian – permanently
9129–9215	Roll on Insanity Sub-Table
9216–9235	Now hates one sibling (or parent)
9236–9245	Now hated by one sibling (or parent)
9246–9252	Change races (1 dwarf, 2 elf, 3 half-elf, 4 halfling, 5 half-ogre, 6 half-orc, 7 human, 8 gnome, 9 gnomeling, 10 pixie fairy) permanently
9253–9256	Becomes 10-40 years younger
9257–9260	-1d8 points of Honor
9261–9262	-2d4 points of Honor
9263–9272	Enervated – temporary loss of 1 experience level
9273–9277	Enervated – temporary loss of 2 experience levels
9278–9302	Amnesia back 1 week
9303–9322	Amnesia back 1 month
9323–9358	Permanent -1d20% to one skill (determine randomly)
9359–9376	Permanent -1d100% to one skill (determine randomly)
9377–9385	Suffer permanent loss of 1d4 hit points
9386–9405	Temporary dyslexia (x3 time to read anything, including spellbooks)
9406–9445	Temporary -1d20% to one skill (determine randomly)
9446–9470	Temporary -1d100% to one skill (determine randomly)
9471–9484	Temporary lethargy (-2 to-hit, -2 to damage, double all initiative times, movement is halved)
9485–9504	Amnesia back 6 months
9505–9514	Amnesia back 1 year
9515–9519	Amnesia back 2 years
9520–9521	Amnesia back 5 years
9522–9522	Amnesia back 10 years
9523–9547	Decides he must switch classes
9548–9577	Temporarily unable to sleep
9578–9617	Uncontrollable weight gain – temporary (1 pound per week)
9618–9641	Temporary bulimia
9642–9656	Permanently unable to sleep
9657–9663	Permanent lethargy (-2 to-hit, -2 to damage, double all initiative times, movement is halved) aka "tortoise nervosa"
9664–9688	Permanent –50 fractional points to random Ability Score
9689–9708	Permanent –1 to random Ability Score
9709–9713	Permanent –2 to random Ability Score
9714–9723	Spontaneous combustion! Bursts into flame and suffers 6d8 points of damage
9724–9743	Sibling (or parent) suffers temporary uncontrollable weight gain (1 pound per week)
9744–9763	Gains appearance of undead (-15 Comeliness, -5 Charisma) temporarily
9764–9773	Sibling (or parent) suffers permanent uncontrollable weight gain (1 pound per week)
9774–9793	Permanent uncontrollable weight gain (1 pound per week)
9794–9796	Permanent –50 fractional points to each Fractional Ability Score
9797–9798	Permanent –1 to each Ability Score
9799–9799	Permanent –2 to each Ability Score
9800–9805	Suffer permanent loss of 2d6 hit points
9806–9814	Anorexia (lose 1-2 pounds per week) [permanent until cured or death]
9815–9817	Polymorphed to Primate permanently
9818–9827	Permanent bulimia
9828–9832	Suffer permanent loss of 3d6 hit points
9833–9842	Permanent dyslexia (x3 time to read anything, including spell books)
9843–9848	Enters temporary coma
9849–9858	Lose one class-specific ability permanently
9859–9861	Lose two class-specific abilities permanently
9862–9871	Lose ability to cast spells permanently
9872–9873	All magic items on person are Disjoined (as per Hyptor's Disjunction)
9874–9876	Enters permanent coma
9877–9886	Gains appearance of undead (-15 Comeliness, -5 Charisma) permanently
9887–9893	Energy Drain: Lose 1 experience level
9894–9898	Energy Drain: Lose 2 experience levels
9899	Spontaneous combustion! Bursts into flame and immediately dies.
9900	Chokes to death in 1 round
9901–10000	Roll twice more on this table (do NOT ignore this result if rolled again!)



of thumb, a caster of an illusion could create one believable man-sized creature per level of experience. If he exceeds this, the viewers will get a +1 bonus to their Intelligence check for every additional creature or size category.

Resisting Illusions: Intelligence is the best defense against illusions. Low and non-intelligent creatures are more vulnerable to illusions, unless the illusion is completely outside their experience or the illusion touches on an area of the creatures' particular competence. Undead are generally immune to illusions, but they are vulnerable to quasi-real effects, most of which start to appear in the 4th level spell list.

Illusions usually cease to affect a character if they are actively disbelieved. Disbelief must be stated by the player, based on clues provided by the GM. Players stating disbelief must give a reason for disbelief based on sensory information available to the character. Failure to give such a reason results in failure to disbelieve. The GM can impose additional requirements or delays in recognizing illusions (such as Intelligence checks) as needed, such as when one player is obviously parroting a discovery made by another. Disbelief automatically forfeits a saving throw if the effect is real. For NPCs, a saving throw, Intelligence check or GM adjudication can be used to determine disbelief (whichever the GM deems appropriate).

Spell Books

A magic-user's most important treasure is his spell book. Because it is so important, you and the players need to know some basics about it. What exactly is a spell book? How many pages does it have? What is it made of?

All Sizes and Shapes

Although many spell books prepared for or by adventurers follow certain designs for convenience and ease of use, there are no requirements as to spell book form. A player character can't walk into a magic-user's lab or study and instantly spot the spell book because it is the biggest, tallest, fattest, squarest, roundest or thinnest book there. Neither can he measure all the books to find the one that conforms to the dimensions of a spell book. The spell book's size and shape is determined largely by the tastes and preferences of the magic-user who owns it.

Consider, for example, the book you are reading right now. How would one of these pages have appeared in other times and places? In many places on medieval Garweeze Wurld, this page would most likely be 10 or more hand-lettered sheets of parchment, perhaps embellished with illuminations and painted scenes. In another place, this page could be several hand-printed pages on colored paper and bound with red lacings. Others might use a rolled scroll of papyrus, dried leaves, birch bark, cured animal hide or even clay tablets marked with symbols and then dried.

Writing and written works vary greatly throughout Garweeze Wurld. Thus, spell books should come in a variety of shapes and forms. A spell book may be a heavy tome, bound in leather with crisp parchment pages. It may be a collection of papyrus scrolls tied with red silk strings. It might be a pile of clay tablets imprinted with strange symbols, or a cheap-looking folio printed on linen rag paper. It even could be thin sheets of embossed gold between covers made from the hide of a Naga.

If you don't want to create a unique spell book for your campaign world, here's one standard you can fall back on: compare them to bulky coffee-table books of today or unabridged dictionaries. Even if you do create unique spell books, this standard should give you some idea of the appropriate size and bulk. More specifics on this standard are given later. In almost all cases though, an NPC spell book should be of a variety that is decidedly inconvenient for travel and durability. A magic-user that captures the spell book of his fallen enemy is getting enough of a boon. Don't make it easy for him by handing over a clean, sturdy tome. You should take great pleasure in watching him nervously as he trudges those heavy, brittle clay tablets across the Grevan Steppes or transports those crisp, delicate sheets of thin bark across the Great Tarcham Swamp.

Often a magic-user's complete set of spell books occupies several shelves of his library, especially when the character reaches the highest levels. At this point, it is no longer practical for the character to carry all of his spell books with him when he travels. Therefore, many magic-users opt to make traveling spell books. The traveling spell book is a more selective, more portable version of the character's complete spell books (although there is little that can be done to make clay tablets portable). In the traveling spell book, the magic-user places only those spells that he believes he will need while traveling.

There is no limitation on which spells can be included, but a traveling spell book has a limited number of pages. Thus, a high-level magic-user may need several traveling spell books to contain all the spells he thinks are necessary.

Spell Book Preparation

The books themselves require few special materials, but the workmanship must be exact and flawless. Even the slightest mistake in copying a spell ruins it. This is not work for a common scribe. Compounding the problem, the bizarre formulas and diagrams found in a spell book can't be reproduced by normal medieval printing methods. Spell book work must be done slowly and laboriously by hand.

Occasionally, prepared spell books can be found for sale, but few magic-users choose to trust the success or failure of their magical efforts to the work of others. Rare is the magic-user who doesn't prepare his own spell books. Materials used in a spell book must be of the highest quality. No magic-user wants to run the risk of dampness causing his ink to run, a blot on the parchment causing a spell to be misinterpreted, bookworms making a feast of page six, the wind blowing a loose page away, or a spilled pitcher of beer turning the whole book into a sodden mass.

Careful treatment, common sense and quality materials are essential to prevent these disasters. Strong bindings or cases are used to protect the interiors. Clear sheets are needed to record the spells. The best bold inks and the sharpest pens must be used for writing. Aromatic compounds are recommended to deter bookworms and moths, while other preparations should be used to protect against mold, mildew and dry rot. All this costs money.

There are two standard types of spell books that a character can commonly buy or be trained in the preparation of during his apprenticeship.:

1. **Standard books**, each of which contains up to 36 cantrips, up to 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level.
2. **Traveling books**, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book: either nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th and/or 6th level; or two spells of 7th, 8th and/or 9th level.

Cost of Spell Books

A standard spell book costs 1000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (For this determination and all other similar ones, consider cantrips as half-level spells.) The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him. Books that are prepared later in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by the character's master, but must be composed by the character in question as part of his training when the spell caster is trying to rise to a higher experience level. This composition will take from 4-7 weeks for each new standard book, with the shorter time being applicable to traveling books. The book is composed during and after the time when other training exercises are taking place.

These same costs apply when such a book is being manufactured and composed: any standard spell book requires a 1000 gp investment for materials, plus 100 gp per level for each spell entered within the book, payable when a magic-user adds a new spell to his repertoire (entering a 1st level spell costs 100 gp, a 2nd level spell costs 200 gp, etc.).

A traveling spell book costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a standard book. All traveling spellbooks must be fabricated by the magic-user, purchased or otherwise discovered as treasure by the magic-user or his associates. A player character cannot automatically possess a travelling spell book at the beginning of his career.

Physical Aspects of Spell Books

A standard adventurer's spell book is approximately 16 inches in height, 12 inches wide and 6 inches thick. (The GM has leeway to reduce or enlarge this general size, although nothing smaller than 12x12x6 inches or larger than 18x12x9 inches is recommended.) The weight of a standard book of median size is 5 pounds (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three or four times its weight (15 pounds or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a standard book is typically heavy leather, dragon hide or something similar, inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a standard spell book has a saving throw equal to that of "leather or book," with +2 to dice rolls made to save against acid, fireball, disintegration, and lightning attacks.

Travelling Spell Books

An adventurer's traveling spell book is approximately 12 inches tall, 6 inches wide and 1 inch thick; 9x9x1 is likewise a good working size. The weight of such a book is approximately one pound, and encumbrance roughly two or three pounds. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a traveling spell book is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protections placed thereon by its owner, a traveling spell book has a saving throw equal to that of 'leather or book' with no inherent bonuses (such as a standard book has) against any forms of attack.

Value of Spell Books

A standard spell book has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as half-level spells), and a Gold Piece Sale Value of 1000 gp per spell level (applies to all spells, including cantrips). Experience points for a book acquired while adventuring are taken when the spells within are either transcribed to the magic-user's personal spell book or used as a scroll. This holds true regardless of whether or not any tome is eventually sold. However, if a spell is transcribed into the player's own spell book and he later reads that same spell as a scroll from the seized spell book, he does not gain experience points for that spell again. Furthermore, if one or more spells are transcribed or read from a seized spell book and the player later sells the book, he will not gain EPs from the gold piece value of the portions of the book that he already gained experience from.

Casting Spells Directly From Books

In extremis, the GM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The caster must be able to know and use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells.)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A Permanency spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature. These strictures apply whether a spell caster is using his personal book or the book of another. Read Magic is required for one magic-user to read another magic-user's spell book, and a magic-user can learn a spell by reading it from another's book. This learning process requires 2-8 hours of study per level of the spell, after which time the spell is learned and thereby immediately usable by the magic-user who did the studying.

Spell Mishaps

Spell mishaps can occur when a spell caster pushes the boundaries of his ability to cast spells. There are various causes that disrupt the caster or warp the flow of magic from the other planes. These include being a magic-user with a relatively low Intelligence who cannot fully understand his own spells, wearing armor, spelljacking, curses and various other factors. Spell mishaps range from the relatively minor to those that have the potential to devastate a person and his associates. Any activity that causes a chance of spell mishap (such as wearing armor or low Intelligence), indicates the precise chance in the activity description. These are the most common causes of spell mishaps, but by no means the only ones.

Whenever a spell caster has a chance of spell mishap, roll percentile dice. If the result is less than or equal to the chance of a mishap, something bad is about to happen (a mishap). Roll a d10 to determine whom (or whose relative, etc.) the mishap affects: 1-7 is the magic-user, 8-10 indicates a random member of the magic-user's party. Finally, roll d10,000 for the specific spell mishap effect on Table 7E: Spell Mishap Table.

A spell-like mishap with a choice of targets always affects the caster. The GM decides all changeable aspects of the spell (center of area for area of effect, direction, etc.). When possible, use the caster's experience level to make such determinations. (N.B.: spell mishaps apply only to magic-users (including specialists). Clerics also have a chance of spell failure as dictated by their Wisdom score, but when a cleric spell fails, there is simply no effect.)

It is absolutely vital that you never tell a player whether an effect is temporary or permanent. If it is temporary, simply announce when the effects fade at the appropriate time. Let the players sweat it out. If it is permanent, do not announce it – make them do some research, find a sage, recover a lost magical antidote, etc. Permanent effects are removable with the sixth level magic-user spell Break Hex. Certain other mishaps may be correctable with appropriate spells.

Such are the risks of tampering with forces arcane. A few of the effects listed in Table 7E: Spell Mishaps require additional rolls on Table 7F: Temporary Spell Mishap Effect Duration, Table 7G: Spell Mishap Color Change, Table 7H: Spell Mishap Insanity Subtable and even Table 7I: Spell Mishap Phobia Subtable.

Insanity

Results on Table 7H: Spell Mishap Insanity Subtable that warrant explanation are described here in detail. As GM you will have to assume the role of insane characters whenever the madness strikes, for most players will not be willing to go so far.

Dipsomania: This mild form of insanity manifests itself periodically. About once per week, or whenever near large quantities of alcoholic beverages, the afflicted will begin drinking excessive quantities of ale, beer, wine or other spirituous liquors. Such drinking will continue until the character passes out. It is 50% likely that the dipsomania will continue if he awakens anywhere near alcohol. If not, it is 10% likely that the individual will seek to find drink and become violent if denied.

Schizoid: This rather mild insanity form manifests its effects in a personality loss. The afflicted has no personality of his own, so he will select a role model and make every attempt possible to become like that character. The insane character will seek to imitate as different a person as is possible with regard to himself. Thus an insane magic-user may begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him in all ways.

Monomania: This character will seem absolutely normal until presented with an idea, goal, quest or similar project that seems at all promising or purposeful to him. As of that moment, the character becomes obsessed with accomplishing that purpose. He will think of nothing else, talk of nothing else, plan and act to accomplish nothing save the end upon which he is entirely focused. The monomaniac will brook no swerving from any friend or associate, and he will insist that such individuals serve the "cause" with the same devotion that the afflicted character shows. Hostility and violence could result, and certainly suspicion and mistrust if cooperation is not heartfelt… Once the desired end has been accomplished, there is a 75% chance that the insane character will manifest symptoms of dementia praecox (see below) until a new purpose is found. Otherwise he returns to normal.

Dementia Praecox: The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. Nothing will seem worthwhile, and the individual will be continually filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is 25% probable that the afflicted will choose to ignore it as meaningless to him.

Melancholia: Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding and feelings of hopelessness. The afflicted will be 50% likely to ignore any given situation due to a fit of melancholia coming upon him.

Megalomania: With this condition, the insane character will be absolutely convinced that he is the best at everything; the smartest, wisest, strongest, fastest, handsomest and most powerful character of his profession. The afflicted will take immediate umbrage at any suggestion to the contrary and he will demand the right to lead, perform any important act, make all decisions, etc. (This one is VERY dangerous.)

Mania: This form of insanity strikes suddenly (1 in 6 chance per hour, lasts 2-12 turns, then 1 in 6 chance per turn of return to normalcy) and violently. The afflicted will become hysterical, enraged or completely maniacal. The insane character will shriek, rave and behave in a violent manner, possessing an 18 or 19 Strength according to the state he is in. (Note that a female can possess 19 strength when afflicted, as can non-human races otherwise limited to lesser Strengths.) The maniac is unreasoning when spoken to, but will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. When the maniacal state passes, the afflicted will not remember his actions and will not believe that he is insane.

Lunacy: This violent and often homicidal state occurs whenever the moon is full or nearly full (one night before and one night after the true full moon). The afflicted character will generally behave as one in a maniacal state, with paranoid, hallucinatory or homicidal tendencies. When the moon is absent or in its first or last quarters, the afflicted will be melancholic. At other times he will be relatively normal – perhaps a bit suspicious and irascible.

Phobia: A phobia is an intense, overriding fear. Phobic characters will go to great lengths to avoid facing whatever they fear so greatly. Even when their fear is not present, they constantly fret and worry over its imminent arrival ("Odin's gonna get me any minute, man, I can feel it!") If forced to confront their fear, there is a 50% chance per round that the character becomes manic (see Mania).

Manic-Depression: This alternating insanity form causes the afflicted to swing from one state to the other in 1 to 4 day intervals. When excited (manic), the afflicted is 50% likely to become maniacal (above). If not, he acts relentlessly cheerful and is prone to bursts of singing "happy songs". When disappointed or frustrated, he is 50% likely to become highly melancholic. If not, he still sulks severely, refuses to smile and generally resents the entire Wurld. In addition to the usual 1 to 4 day cycle of mania-depression, he can jump from one state to the other depending on outside stimuli.

Hallucinatory Insanity: This form of malady causes the afflicted to see, hear and otherwise sense things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. Common delusions include: ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities or forms that creatures do not really have (strength, gender, wings, etc.), threatening creatures appearing from nowhere, etc. It is 50% likely that the insane individual will behave normally until stimulated or under stress. Hallucinations will then commence and continue for 1 to 20 turns after the excitement/stress passes.

Homicidal Maniac: The individual afflicted with this form of insanity appears absolutely normal. He will behave with what seems to be complete rationality and nothing unusual will be noted regarding the individual – except that he will occasionally manifest a unique interest in weapons, poisons and other lethal devices. This form of insanity causes the afflicted to be obsessed with the desire to kill. This desire must be fulfilled periodically (1 to 4 day intervals). The victim must be of the same race as the character; similar human or demi-human races satisfy the urge only 50% of the time. If prevented from killing, the frustrated individ-

Table 7F:
Temporary Spell Mishap Effect Duration
Roll (1d100)

Roll	Effect lasts
1-16	1-24 hours
16-30	1-6 days
31-45	1-4 weeks
46-60	1-12 months
61-70	13-24 months
71-80	2-4 years
81-90	4-7 years
91-95	7-20 years
96-100	Chronic *

* Roll for duration, then again for length between recurrence then, etc. for each occurrence.

Table 7G:
Spell Mishap Color Change

Roll (1d100)	New Color
1-9	Red
10-18	Orange
19-27	Yellow
28-36	Green
37-45	Blue
46-54	Purple
55-63	Pink
64-72	Black
73-82	White
83-86	Geometric designs*
87-90	Striped*
91-94	Polka dot*
95-100	Roll twice

Note: Determine shade for each color by rolling 1d100 (1 is very, very light color, 100 is deep and very, very dark coloring)
* Roll again for color.

Table 7H:
Spell Mishap Insanity Subtable

Roll (1d100)	Insanity type
1-4	Gender Delusion*
5-8	Racial Delusion**
9-15	Dipsomania
16-21	Schizoid
22-25	Monomania
26-29	Dementia praecox
30-34	Melancholia
35-40	Megalomania
41-44	Mania
45-49	Lunacy
50-55	Phobia (See Table 7I: Spell Mishap Phobia Subtable)
56-58	Manic-depressive
59-63	Hallucinatory insanity
64-68	Homicidal maniac
69-71	Hebephrenia
72-74	Suicidal mania
75-78	Catatonia
79-84	Heroic idiocy
85-89	Masochism
90-94	Sadistic (as per major mental quirk)
95-99	Sado-masochism
100	Roll twice (further 100 add additional insanities)

* Convinced he (she) is actually of the opposite gender
** Convinced he is actually of another demi-human or humanoid race

Table 7I:
Spell Mishap Phobia Subtable

Roll	Phobia (fear of...)
1	A certain color[1]
2	Ablutophobia (washing, bathing)
3	Acousticaphobia (sounds)
4	Acrophobia (heights)
5	Aerophobia[2]
6	Agateophobia (insanity)
7	Agliophobia (pain)
8	Agoraphobia (open spaces)
9	Alliumphobia (garlic)
10	Animals (see quirk)
11	Anthophobia (flowers)
12	Anthraxaphobia (Anthraxians)
13	Arachnophobia (spiders)
14	Arcanophobia (magic)
15	Arithmophobia (numbers)
16	Aurophobia (gold)
17	Autodysomophobia[3]
18	Bibliophobia (books, the written word)
19	Caligynephobia or Venustraphobia[4]
20	Chaetophobia (hair)
21	Chionophobia (snow)
22	Chlorophobia (plants)
23	Chorophobia (dancing)
24	Chrometophobia (money)
25	Claustrophobia (closed spaces)
26	Coulrophobia (clowns)
27	Cystallophobia (crystal, glass)
28	Deipnophobia[5]
29	Dendrophobia (trees)
30	Donutiphobia (baked goods)
31	Doraphobia (fur or skins of animals)
32	Dracovideriphobia (Pseudo-dragons)
33	Eisoptrophobia[6]
34	Enissophobia (criticism)
35	Epistaxiophobia (nosebleeds)
36	Ferrophobia (iron, steel)
37	Gamophobia (marriage)
38	Geliophobia (laughter)
39	Gerontophobia[7]
40	Heresyphobia or Hereiophobia[8]
41	Heterophobia (the opposite sex)
42	Hobophobia (bums, beggars)
43	Homilophobia (sermons)
44	Hydrophobia (water)
45	Ichthyophobia (fish)
46	Incantiphobia[9]
47	Kathisophobia (sitting down)
48	Kleptophobia (stealing, theft)
49	Koboldophobia (Kobolds)
50	Limnophobia (lakes)
51	Llamophobia (llamas)
52	Lygophobia (darkness)
53	Maniaphobia (insanity)
54	Melophobia (fear or hatred of music)
55	Metallophobia (metal)
56	Methyphobia or Potophobia (alcohol)
57	Necrophobia (dead things)
58	Nephophobia (clouds)
59	Nomatophobia- (names)
60	Ochlophobia (crowds, mobs)
61	Ochophobia (wheels)
62	Odinophobia (the wrath of Odin)
63	Odontophobia (teeth)
64	Oenophobia (wines)
65	One other class (roll randomly)
66	One other race (roll randomly)
67	Pagophobia (ice, frost)
68	Papyrophobia (paper, papyrus, etc.)
69	Pediophobia (dolls)
70	Pedophobia (children)
71	Peladophobia (bald people)
72	Peniaphobia (poverty)
73	Pharmacophobia (drugs)
74	Phengophobia (sunshine)
75	Phobophobias (phobias)
76	Photophobia (light)
77	Plutophobia (wealth)
78	Pluviophobia (rain, being rained on)
79	Pocrescophobia (gaining weight)
80	Podophobia (feet)
81	Pogonophobia (beards)
82	Potamophobia[10]
83	Pyrophobia (fire)
84	Rhabdophobia (magic items)
85	Rupophobia (dirt)
86	Selenophobia (the moon)
87	Sesquipedalophobia (long words)
88	Sitophobia or Sitiophobia (food, eating)
89	Somniphobia (sleep)
90	Statuphobia (statues)
91	Staurophobia (religious symbols)
92	Teluphobia (weapons)
93	Thanatophobia (death or dying)
94	Tonitrophobia (thunder)
95	Trichophobia (hair)
96	Triskaidekaphobia (the number 13)
97	Vestiphobia (clothing)
98	Xenophobia (foreigners/outsiders)
99	Xylophobia (wood, forests)
100	Zoophobia (animals (all kinds))

1 Roll on Table 7G for color, shade and pattern.
2 Drafts, air swallowing, or airborne noxious substances.
3 Emitting a vile odor.
4 Beautiful women.
5 Dining or dinner conversations
6 Mirrors or of seeing oneself in a mirror.
7 Old people or of growing old.
8 Challenges to official doctrine or of radical deviation.
9 Casting spells, spell casters.
10 Rivers or running water.

ual will become uncontrollably maniacal and attack the first person he encounters, wildly seeking to slay him. After such an occurrence, however, the afflicted will fall into a fit of melancholia for 1-6 days before returning to a homicidal state once again.

Hebephrenia: When afflicted by this form of insanity, the character will evidence a withdrawal from the real world. He will wander aimlessly, talk to himself, giggle and mutter, and act childishly – sometimes even reverting to such a state as to desire to play childish games with others. This insanity is constant, but if sufficiently irritated by someone nearby, the afflicted is 75% likely to become enraged, attacking the offender fiercely. If the insane individual does not become so enraged, he will become catatonic for 1-6 hours and then revert to hebephrenic behavior once again.

Suicidal Mania: This form of insanity causes the afflicted character to have overwhelming urges to destroy himself whenever means is presented – a perilous situation, a weapon, a piece of rope or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80% probability, and if the afflicted does not react suicidally, then he will become melancholic for 1 to 6 days. If frustrated in suicidal attempts, the character will become maniacal for 2 to 8 turns, and then fall into melancholy for 2 to 12 days.

Catatonic: When struck with this form of insanity, the character completely withdraws from reality. He sits staring and unmoving, not reacting to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed and so forth, but he will do nothing personally. If continually provoked and irritated in order to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania. Once provocation ceases, catatonia returns.

Heroic idiocy: The character will act solely based on how heroic an action is, without regards to danger. This might involve charging a Swack Iron Dragon alone or demanding that an army of 20,000 Orcs surrender immediately. Heroic idiocy often results in death, maiming, capture or worse. (It's really more idiotic than heroic, considering the typical results of such activity.)

Masochism: The afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After doing so, normalcy returns for 1 to 3 days. With each episode, there is a 50% chance that the afflicted must hurt himself more severely than he did in the last episode.

Sado-Masochism: This form of insanity is coupled with maniacal urges and behavior. The afflicted individual is equally likely to be in a sadistic or masochistic phase. In the former, he will have an obsessive desire to inflict pain (and probably eventual death) upon any living thing encountered. However, after so doing, the insane character will return to a relatively normal state for 1 to 3 days. Likewise, when in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After so doing, normalcy returns for 1 to 3 days. Note that the afflicted individual will make no distinctions between friends, allies or enemies during an episode.

DISCLAIMER: Naturally, the forms of insanity and flaws listed here are not clinically correct, nor are they in any way meant to diminish or insult those tragically afflicted with mental illness in the real world. They are designed to conform to game terms and situations.



Combat: The Art of Hack

Now you have reached the single most important section of the HackMaster GMG – the Combat Section. As stated in the PHB, the Art of Hack is preeminent and every player should know the rules for handling combat inside and out. Therefore, this section is an order of magnitude MORE important for you, the GM. Why so, you ask? The answer is not as complicated as it might seem. First, since combat is central to the game, vast portions of your sessions, if not entire sessions at times, will be devoted to resolving combat. Second, your players will devote themselves to learning the ins and outs of combat, both because it is their duty and because they will attempt to gain an edge against their foes by knowing every possible tactic, action and maneuver available to them. Given these two facts, it is a must for you to know the combat rules better than they do. Failure to do so means you are not worthy of your title, as you are no more 'Master of the Game' than Sparky your pet goldfish is master of his tank. What's worse, your players will not respect you. They will challenge each and every call because they do not trust you to make the right one.

Let me give you a tangible example: professional baseball. The umpires (GMs) were so poor that the players and managers argued incessantly with them. It started with arguing close calls at the bases, missed tags and such. Eventually it degraded into jawing over balls and strikes. Finally, the players had so little respect that they actually took to spitting on the umps. Shortly thereafter, the umpires were all replaced with others that could handle the title. The moral here is simple: maintain control of your game by impeccably mastering the Art of Hack. Lose control and your players will at best leave for new, more capable GMs, and at worst, loogey on you and then leave. So do yourself a favor and study this chapter well. Your players will thank you for it and your clothes will more likely remain spit-free.

Players know, because I told them in the Player's Handbook, that combat isn't the most important thing in HackMaster – winning combat is. What I want to make perfectly clear to you, the GM, is that the same holds true for you as well. It is your right, nay, your DUTY to push the players to the limit. It is the only way they ll improve to a level of greatness worthy of your time and effort. So you should try your best to win each combat.

Now winning can mean several different things. On long dungeon crawls, you might consider the first few encounters victories if you merely cause the magic-user to burn his best spells. Or deliver some damage to weaken the fighters and make the cleric burn his cures. Eventually, you'll want the last battle to be a life and death struggle. Of course, you could simply slaughter them outright with dragons and beholders at first level, but that would prove nothing. That would be like defeating a five-year-old at wrestling, and with the same results: your players would run home crying and likely not come back again. Instead, you should balance your encounters to make them challenging to the players. This will allow them to improve their pathetic play and raise weak characters to a respectable level; a level worthy of your talents. Then you can freely try to smash them with all your might, while they use all of their faculties to thwart your efforts and even thrive.

But back to reality. The reason you're reading this is because you don't know squat. So, it's time we stopped dreaming and got down to the brass tacks. From here on, I'll be taking you through rules you'll need to know inside and out. In addition to explaining the basic mechanics of smashing and chopping characters into tiny pieces, there are rules here for smacking PCs around bare-fisted (useful for peasants and beggars), shooting them with projectiles (great for kobolds and other wimpy monsters), burning them with oil (perfect for angered hirelings), and blasting them with dragon fire, plus special ways for your monsters and NPCs to attack, defend and escape (the latter REALLY annoys them!). Sounds damn fun, does it not?

Terms

Here are some terms we will use throughout the combat rules. You should already be familiar with these from the PHB, but I place them here for your easy reference.

Armor Class (AC)

The protective rating of a type of armor or natural protection of a creature. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder while a barrage of missile fire is coming improves a character's Armor Class, while being attacked from behind by your stealthy NPC assassin worsens his AC.

Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor also absorbs some damage. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is no small task.

Armor Class starts at 10, the worst base (a guy in his skivvies with no Dexterity penalty), and counts down, as low as –10 and even beyond. Shields also improve the AC of a character (see shields in Chapter 9: Good and Services, PHB).

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if your monsters sneak up on him when he's asleep or laying prone.

Critical Hit

A hit which lands in such a way as to cause a particularly nasty wound. Perhaps the Owlbear's claw finds a gap in the character's armor, or maybe that Fire Giant's club deflected off the character's sword only to smack him deathly hard in the chest. In this chapter, we'll unveil special matrices that will determine how much damage a critical hit does and exactly the type of damage is rendered. Damage types include; Incapacitating (painful) Wounds, Fractures, Internal Bleeding Wounds, Concussions, Scar Damage, Bruise/Contusion Damage, Tearing Damage, Profuse Bleeding Damage, Acid Damage, Vital Organ Damage, Paralyzation, Scalding Damage, etc.

Damage

What happens to a character, object (like a door or wall) or armor (absorption) when successfully attacked by an opponent. Damage can also occur as the result of poison, fire, falling, acid or anything else you manage to do to your players. Damage from most attacks is measured in hit points. Each time a character is hit, he suffers points of damage. It could be as little as one point to as many as 100 or more. These points are subtracted from the character's current hit point total (though some may be absorbed by his armor). When this reaches zero, the character is dying.

Initiative

Determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation and chance.

At the start of each round of battle each character makes an initiative roll. This roll can and will be modified by the abilities of the combatants and by the situation. The person with the lower modified die roll acts first.

Melee

A fancy French word for hand-to-hand battle. Here you will make every effort to dispense defeat and humiliation to your players.

Missile Combat

Occurs any time a weapon is shot, thrown, hurled, kicked or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.

Saving Throws

"Saves" are measures of a character's resistance to special types of attacks – poisons, magic and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level. High Ability Scores can also help you make saves.

Surprise

Can happen any time one or more of your denizens unexpectedly meet the characters. Surprise is simply what happens when one side – the PCs or your team – is taken unawares, unable to react until they gather their wits. Their opponents, if not surprised, are allowed a certain amount of bonus time to take action while the surprised side recovers. It is entirely possible for both sides in a given situation to be surprised!

Attacking with surprise gives bonuses to the attack roll (see Table 8A: To-hit Modifiers). A surprised monster also has a decreased chance of rolling a successful saving throw, if one is needed. Surprise is determined by a die roll and is normally checked

at the beginning of an encounter. Surprise is very unpredictable, so there are very few modifiers to the roll.

Prelude to Combat

After becoming intimately familiar with Chapter 12 of the Player's Handbook and the Hacklopedia of Beasts, it is no surprise that you would wish to jump right in to combat. After all, you have your legions of vicious monsters and you are aching to bash some PC heads. Easy there, Tex. A combat encounter is only as effective and exciting as its setup. Before you can humiliate the players, you must give them all the pre-combat information they are entitled to. After all, what good is killing off an entire party if they were using the combat tacticals of a kindergarten class?

Encounter Distance

The most basic element of any encounter, and a crucial element of combat setup, is the distance between the parties. When encounters occur, you will need to determine this encounter distance. Typically, encounters will begin at a distance of 50 to 100 ((d6+4)x10) feet, subject to the following modifying factors:

1. **Surprise:** Surprise can only be a factor in close encounter situations (see Surprise, below). If either or both parties are surprised, the distance must be 10 to 30 (d3x10) feet or less as determined under the actual area modifier. Thus if the actual area were a 40 x 60 foot room, surprise only exists if the distance between the parties is 10 to 30 feet. If one party opened the door to a 5-foot by 5-foot broom closet and was surprised by another creature, the encounter distance could be no greater than five feet.
2. **Noise:** If one party is making considerable noise that is discernible by the other party, the latter will have the options of fleeing or concealment; the former negating the encounter, the latter allowing distance to be 10 to 40 (d4x10) feet before discovery by the noisy party.
3. **Actual Area:** If the encountered party is in a small area, distance between the two can be no greater than the maximum distance possible for discovery of the one by the other, i.e. opening a door into a 20 x 20-foot room will mean the distance between the two parties can be under 10 feet, 10 feet or thereabouts, or 20 feet (d4 x 5) feet. The sudden precipitation of one party upon the other due to any of a number of factors (teleportation, Dimension Door spell, other magical means, a chute, etc.) will cause distance to be similar to that found when actual area is a factor.
4. **Unobstructed Line of Sight:** If this is unobstructed and light is involved, the distance possible for determination of another party present is virtually infinite. It could likewise be sharply restricted due to obstructions.
5. **Light:** The illumination factor or visual capability of the concerned parties will affect encounter distance as follows:

   A. A light source reliance limits the encounter distance to twice the normal vision radius of the source (2 x radius of the light source).

   B. Infravision and/or ultravision operate only to the stated limit of their range and limit encounter distance accordingly.

Surprise

The second pre-combat consideration is what happens when the players and monsters initially meet. The first thing you must do is check for surprise. The term surprise is obvious and basically self-explanatory. A surprised party is caught unaware or unprepared. In such circumstances, the non-surprised (or less surprised) party has an immediate advantage which is reflected in the penalty of one or more segments of action to the surprised party.

Several actions are possible: avoiding, parleying, awaiting the action of the surprised, missile discharge, spell discharge (though 1d4 segments are still required to find any necessary spell components), movement, charging, attacking (if in close quarters) and setting of weapons (typically spears or spearing types of polearms). Many spells cannot be cast during surprise segments, although first level magic-user spells are usually but one segment long, as are some other spells, and these spells are possible to use in but one surprise segment. Other, longer casting time spells can only be begun during surprise, though, in some surprise situations, there is plenty of time to cast even longer spells. Similarly, the distance separating the parties may be too great to close during bonus segments, even by charging, and thus melee striking or grappling might not always be possible. However, during the surprise segment or segments, the surprised party is unable to react in any way, so such actions might be possible.

Surprise is determined by rolling a ten-sided die for each party concerned. In general, if the result on either die is three or less, one or both the parties may be surprised. See the Example of Melee on page 108 for an example of how to resolve surprise.

Furthermore, some monsters, characters and PC races can surprise more often than 3 in 10 so you will need to modify the surprise range up accordingly when those monsters are met. For example, a halfling applies a –4 penalty to the surprise roll of foes under the right conditions (90 feet ahead, not in metal armor). In this case, your halfling assassin will surprise the PCs on a roll of 1-7 (by the PCs).

Table 8A:
To-hit Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground than defender	+1
Defender invisible	-4
Defender off-balance, encumbered, held by one leg	+2
Defender sleeping, held, paralyzed or totally immobile	Automatic*
Defender stunned, prone, slowed, held by both legs, or partially bound	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2 and defender may not use shield or Dex.
Flank attack	Defender may not use shield.
Rear flank attack	Defender may not use shield or Dex.

*If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically. This is a good tactic for spell-casters and torchbearers.

If surprise is indicated for both parties concerned, each party is surprised for a number of segments equal to their chance of surprise (in the current situation) plus one, minus the number rolled. Nonetheless, it is possible for both parties to be surprised equally - with surprise thus having no effect (but if one side has several characters with excellent Reaction Adjustments, they will certainly recognize a surprise advantage). So, in the simplest case, two groups (group X and group Y) with a standard 3 in 10 chance of surprise and lacking Reaction Adjustment bonuses or penalties, we have:

EXAMPLE

Outcome	X	Y	Surprise Effect
A	4 to 10	4 to 10	none
B	1	1	both surprised 3 segments
C	2	2	both surprised 2 segments
D	3	3	both surprised 1 segment
E	1	2 to 10	X surprised difference in segments
F	2	3 to 10	X surprised difference in segments
G	3	4 to 10	X surprised difference in segments
H	2 to 10	1	Y surprised difference in segments
I	3 to 10	2	Y surprised difference in segments
J	4 to 10	3	Y surprised difference in segments

Note that in the case of Outcomes E and F, if Y rolled a 2 or 3, Y is actually surprised for 2 or 1 segments, respectively, but in the above example, the net effect is to reduce the surprise of party X (who would have been surprised longer). The same applies for Outcomes H and I. This is important to understand because once Reaction Adjustments come into play, it can shift surprise on an individual character basis.

In the case where the parties have unequal chances of surprise, the character with the lowest chance of surprise gains a bonus to his roll equal to the difference in chance of surprise. The below example shows the possible outcomes when a grel party (surprised only 1 in 10) encounters a human party (normal surprise, i.e. 3 in 10).

EXAMPLE

Modified Die Roll		
Grel	Human	Surprise Effect
4 to 12	4 to 10	none
3	3	both surprised 1 segment
3	2	grel surprised 1 segment; human surprised 2 segments
3	1	grel surprised 1 segment; human surprised 3 segments
3	4 to 10	grel surprised difference in segments
4 to 12	1-3	human surprised difference in segments

Mixed Groups

Now the above is all well and good when the groups are monolithic, but what of hybrid groups? When there are heterogeneous groups of varying levels of surprise, the situation may change. If it is the case that one member of the groups is better at surprising others, such as a halfling amidst a group of half-orcs, there is no effect. The stealthy, surprise ability of the tricky halfling is simply negated by the boorish brutes. Thus, penalties in excess of the worst party member's ability to surprise others may not be gained. But in the case where certain members are better at avoiding surprise, such as the pixie fairy (who cannot be surprised at all) or the drow (1 in 10), such characters retain their ability to be alert and avoid surprise. Unfortunately for the colleagues of such characters, (except in the very special telepathic case of the pixie fairy) this benefit does not transfer to others. Such a transfer would, of course, be ludicrous.

What Can Be Done During Surprise

Because surprised characters are just standing there mouths agape, the surprising party will be able to attempt telling blows during each segment of surprise as if the segment were an entire round! That is, a fighter able to attack twice during a normal round of combat will be able to do so twice during each surprise segment. Dice are rolled for



hit determination accordingly (if the fighter is within reach and had his weapon drawn). Characters can move at one-fifth movement rate for each segment of surprise if no members of the other side are active (charge speed with no ill effects due to the unpreparedness of the other side), or one-tenth movement rate if members of the other side are active (one-fifth if members of the other side are active and the character elects to charge). Even if distance prevents striking with melee weapons, the discharge of arrows, bolts or hand-hurled weapons is permissible at the rates shown in Table 8B: Surprise Segment on which Missile Attacks Occur (note crossbows and similar items cannot be loaded at increased rates during surprise segments). Once surprise segments are over, melee proceeds normally on a round-by-round basis.

If there are a mixture of non-surprised and surprised characters on each side (such as when surprise for both sides is indicated and each side has members with high Dexterity, grels, barbarians, etc.) and the unsurprised characters choose to attack the surprised characters on the other side, run the surprise as normal. However, if they choose to engage one another, have them move simultaneously until engaged, then have them roll initiative, deducting any remaining surprise segments as a bonus to initiative. Attacks on zero or a negative initiative occur during the surprise segments. Attacks with positive initiative occur on that segment in the first non-surprise round.

Table: 8B:
Surprise Segment on which Missile Attacks Occur

Rate of Fire	Readied	Not Readied
1/2	1, 11	nil
1	1, 4, 7, 10	6
2	each odd segment	4, 7
3+	1 per segment	4, 7, 10

Surprise Negation

Prior detection negates the possibility of surprise. Thus, magical devices can possibly negate surprise by detection of thoughts or intentions. Noise can negate surprise considerations, whether the sound is the normal progress of the party or the effect of a pathetic and fruitless attempt to open a door. Light can spoil the chance of surprise. The particular condition of a monster can likewise negate any chance of it being surprised. In any event, it is of the utmost importance to realize that surprise can be and often is unilateral. That is, one party can be surprised while the other, somehow aware of the other's presence, CANNOT be so taken and thus has a zero number as the chance for surprise. Even in this case it is necessary to roll, however, to determine how long the unaware party is surprised for.

Dexterity Reaction In Surprise: This factor (see Table 1B: Dexterity in Chapter 1 of the PHB) affects both surprise and mutual surprise situations. In the former case the penalty (-5 to -1) or bonus (+1 to +8) allows a surprised character on an individual basis only the opportunity to mitigate the condition. That is, if there is a Dexterity penalty, the individual will suffer that many additional segments of time in a surprised state. On the other hand, if the Dexterity bonus applies that individual negates that many segments of surprise as far as that individual only is concerned. Dexterity reaction bonus for surprise never creates surprise in an opponent party or in an individual with regard to its penalty factor; it adds to existing surprise or detracts from it, and only as far as the particular individual is concerned, not for any other individuals concerned. As GM you will undoubtedly decide that there are situations where penalties and/or bonuses do not apply, such as when an individual is otherwise prepared or when the individual is in the act of pulling chain mail over his head. Such adjudication is properly within the scope of refereeing the game, and you should feel free to deny either case as you see fit.

Factors Contributing To Surprise

When one side or another is surprised, this general term can represent a number of possible circumstances. In the first place it simply represents actual surprise - that is, the opponent was unprepared for the appearance or attack. The reason for this could be eating, sleeping, waste elimination, attention elsewhere, no weapon ready, etc. While each possible cause of surprise has been detailed in prior editions of this exalted game, with a matrix and factors of time for recovery from the condition calculated to a nicety, no such table appears herein. Such a revamped table, however, will appear in a future supplement for fourth edition.

Surprise and Morale

Another factor affected by surprise is morale. What is the effect of being taken unaware and/or unprepared upon the surprised party? Reactions are not only hampered by circumstances of a physical nature. Panic or fear reactions to the situation take their toll. If any condition that calls for a morale check occurs before, during or immediately following the first round after surprise, each character on the surprised side must make a morale check with a penalty equal to the number of segments surprised.

Awareness

Finally, the surprising group must be able to assess the situation and act upon it, so surprise doesn't mean that the party with the advantage has automatically achieved victory and triumph. What is gained is the opportunity to act as is seen best in the circumstances; be it to flee the encounter like a bunch of schoolgirls with skinned knees, take defensive position and wait actions, attempt to initiate a parley or negotiation, or to attack in a manly, violent and brutal fashion with spells, missiles and/or blows. Of course, the other side is then forced to react to whatever the surprising side has chosen to do.

Encounter Reactions

Once the particulars of the encounter are determined, the parties involved must decide how to act. In the case of PC parties, the players themselves will make this decision. It is up to you to make a similar decision for any of your NPCs or monsters involved in the encounter. In some cases, previously recorded information, such as an NPCs personality or the monster description in the Hacklopedia of Beasts, will help shape the decision. However, the final result is up to you. As the GameMaster, it is your duty to make the most appropriate and rational decision given the circumstances. This is not a responsibility to take lightly, for it will shape the events of your game. If you are not up to the task, put the book down and let a more qualified individual be the GameMaster.

The following descriptions will provide you with the basic options for the characters and creatures under your control. Though there are hundreds of specific actions that can be taken, they all fall under one of these general categories.

Parleying

Upon encountering another party, one can always elect to attempt some form of communication. This can be a friendly gesture, a throwing down of arms, offering of treasure, or some spoken word or phrase. Just what this effect will be is determinable only by the GM considering the prevailing circumstances. It is safe to say that a group of elves attempting to parley with a Red Dragon will find their efforts generally unsuccessful unless they also have some obvious advantage of which the dragon is aware or if they offer large sums of cash stored elsewhere. It is common for player characters to attack first, parley afterwards. It is recommended that you devise encounters which penalize such action so as to encourage parleying attempts. Of course, such parley attempts should then usually be fruitless, of course!

Table 8C:
NPC Reactions

Adjusted Die Score	Reaction
1 or lower	Violently hostile, immediate attack*
2-5	Hostile, immediate action*
6-9	Uncertain but 55% prone toward negative
10-11	Neutral - uninterested - uncertain
12-15	Uncertain but 55% prone toward positive
16-19	Friendly, immediate action
20 or higher	Enthusiastically friendly, immediate acceptance

* In some instances involving henchmen, hirelings, family members, mentors, etc., these results call for a morale check rather than attacks or hostility. For example, if the speaking character were attempting to rouse his troops just before battle, they would not attack him simply because his speech was lousy. But they would need to make an immediate morale check or disperse, leave the battlefield, refuse to break camp, etc.

Parley Reactions

Any intelligent creature which can be conversed

with will react in some way to a character that is speaking, whether it be listening attentively, mocking, cowering or delivering a sock in the nose. Reaction is determined by rolling a d20, adjusting the score for the Charisma of the speaker (Reaction Adjustment) and the applicable loyalty base adjustment if the creature is in service to the character speaking (henchmen, hireling, etc.), and comparing the modified score of the d20 to Table 8C: NPC Reactions.

Awaiting Action

This is self-explanatory, not an attempt to parley but neither an attack. It is seldom utilized by experienced adventurers. I've said it before, I'll say it again: he who hacks first hacks last.

Avoiding

It is always possible to flee from an undesirable confrontation if the other party is completely unaware. It is likewise always possible to flee if the other party is surprised, but surprise will merely give a certain number of segments movement advantage. Likewise, fleeing with initiative will also provide a certain number of segments movement advantage. It is never possible to flee from an encounter where the opponent party is in striking range without possible negative violent effects. When the characters flee, whether the opponent party will follow in pursuit of the fleeing party depends on the following factors:

1. What you, the GameMaster, have stated in your key concerning the NPC party, if applicable. This is first and foremost in ALL cases.
2. What the stated characteristics of the creature(s) involved are. That is, if player characters, do they say they will pursue, or if monsters, does their description say that they will always seek to pursue?
3. Obvious deterrents to pursuit, such as a caltrops, pool of flaming oil, a secured portal, etc. will modify monster behavior accordingly.
4. Fleeing party behavior and/or possessions noted by the opponent party will modify pursuit desire (running with overflowing pots of diamonds will almost certainly draw pursuit).
5. Relative speed will cause the pursuing party to cease fruitless chase if they are obviously being outdistanced (except if the pursuers are player characters who must state they are halting such chase).
6. Otherwise, 50% of the time (d6, 1-3 = pursuit, 4-6 = break off pursuit).

Combat

And of course, the bloody art of battle is always an option. Without it, the game would be nothing more than LackMaster. The rest of the chapter is devoted to these essential rules, so gird up your loins and prepare yourself.

Combat

Combat is the magic in magic-user, the fight in fighter and the Hack in HackMaster. It sits at the head of the HackMaster table and carves the meat. It is The Man, the pimp daddy, the head honcho and the big cheese. So give it the respect it deserves, and listen as I lay down the details for you, fool.

The Combat Round

When an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds or combat rounds). A round is approximately six seconds long and is further broken into 10 segments. Segments are important, particularly during initiative. Ten combat rounds equal a turn (or, put another way, a turn equals a minute of game time). This is particularly important to remember for spells that last for turns, rather than rounds.

What Can Be Accomplished in One Round

A character can make only one basic action in a melee round, be it attacking, casting a spell, drinking a potion, tending to a fallen comrade or cutting pouches from a lifeless victim. The basic action, however, may involve several lesser actions.

When making an attack, a monster is likely to scramble up to his opponent, circle for an opening, feint here, jab there, dodge a weak thrust, duck and move in to deliver a grievous claw wound. An evil Orc shaman may dodge an attacker, shout a command to his troops, run behind his guard and fumble for his components so next round he can ensorcel some poor slob and then laugh behind his Orcish guards when it is all done.

Some examples of the actions a monster can accomplish during a round include the following:

- Make an attack or attack routine, such as claw, claw, bite
- Cast one spell (if the casting time is 10 segments or less)
- Use a magic item, such as a wand or potion
- Slay a sleeping PC
- Move to the limit of his movement rate
- Attempt to open a stuck or secret door
- Rifle through the pouches on a slain ally or enemy
- Charge to combat and knock the block off of some mouthy player

The Combat Sequence

Combat follows a simple three step process:

1. You announce that it is time to begin initiative. Each player that wants to cast a spell must immediately shout "Spell!" at this time (and be prepared to tell you what spell it is he plans to cast!) or he forfeits the right to cast a spell that round.

2. Each player and you roll for initiative. Those planning to use readied missile weapons need not roll initiative.

3. Actions are made in order of modified initiative.

These steps are repeated until the combat ends—one side is defeated, surrenders or runs away.

Initiative

Initiative is determined when an encounter occurs and at the start of each combat round. It indicates in which order and on which segment the characters will act/react. This can be critical, as I stated in the PHB, "he who hacks first [often] hacks last." Initiative is not set, but changes from round to round, combat being an uncertain thing at best. Such a thing as set initiative, while espoused by those of weak mind that prefer "abstract" gaming, is perhaps the most inane concept since the "luck" concept for hit points over true damage. Set initiative essentially means that each character stands toe-to-toe exchanging blows, in order, patiently one at a time awaiting their turn while bloodthirsty enemies swipe at them with razor-sharp, deadly blades. How absurd!

Initiative Procedure

As with surprise, a d10 is rolled for each character and like set of monsters (though, see Table 8E: Monster Attack Routine Initiative for monsters with multiple attack routines such as claw, claw, bite, etc.), then modified as shown in Table 8D: Standard Modifiers to Initiative. Each character's modified initiative number indicates the segment on which he acts. It is recommended that such initiative rolls be made openly unless there is some reason to hide that of the encountered monster party (such as special bonuses that would be unknown to the player characters involved).

Time-Important Situations

The activity of player characters and player character-directed creatures must be stated precisely and without delay at the start of each melee round or before the appropriate divisions of other situations where exact activity must be known. If you are a stickler or you believe your players are acting on knowledge their character would not know, it is within your right to require all participants to write their actions on paper. Conversation regarding such activities is the same as if player characters were talking aloud, of course.

Delay in deciding what is to be done should be noted, as such hesitation will basically mean that the individual is not doing anything whatsoever during the period, but he is simply standing by and dithering like an indecisive idiot, trying to arrive at a decision as to what should be done. Considering the melee round is a mere six seconds, get out a stop watch and actually time a participant, and you will see what I mean. In a similar vein, some players will state that they are going to do several actions, which, if allowed, would be likely to occupy their time for many rounds. For example: "I'll hurl

Table 8D:
Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-10
Slowed	+10
On higher ground	-1
Set to receive a charge	-3
Slippery footing	+3
Wading in deep water	+6
Foreign environment*	+8
Hindered (tangled, climbing, held)	+5
Waiting (see Chapter 14)	+1
Attacking with weapon	Weapon speed
Draw a weapon	Weapon speed + 5
Fist or natural weaponry	-2
Breath weapon	-1
Casting a spell	Casting time
Innate spell ability	Casting time as if spell
Magical items	Casting time as if spell
Search for item	+d4
For every 1/10th movement rate traveled	+1

*This applies to situations in which the character is in a completely different environment (swimming underwater without the aid of a Ring of Free Action, for example).

Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a –1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

grain alcohol at the mayor, ignite it, drink my Potion of Invisibility, sneak up behind him, and then assassinate him!" How ambitious indeed. Where is the liquor? In a hip flask or perhaps belt pouch, assuming he's a drinker, so that will take at least 1-4 segments at best to simply locate and then another to hurl. If the potion is in the character's back pack, 2-5 segments would be spent removing the pack, another 1-4 segments will be taken up just finding it, and another segment will be required to consume its contents. (See Potions in Appendix B.) Now comes the tricky part, sneaking up. Assuming that the potion has taken effect (1d4+1 segments later), and that our dauntless character has managed to transfer his weapon back to his hand (for certainly all the other activity required the character to at least put the weapon in the off hand), he is now ready to creep around the fringe of the combat and steal up behind the public servant to smite him in the back of the head. If the space is not too crowded (remember, his friends and any other mortified lookers-on can't see the 'invisible' character either) and the civic leader is not too far away, the time should only amount to about a round or so. Therefore, the character's actions will fill something over two complete rounds.

As GM, simply note these actions, and begin them accordingly. Then, when the player starts to give instructions about additional activity, simply remind him that he is already engaged in the former course, and that you will tell him when that is finished and new instructions are in order. If the player then changes plans, take the character from its current state and location accordingly.

Magical Device Attacks

These attacks are the spell-like discharge functions of rods, staves, wands and similar items. If the magical device is readied (as with missile weapons, above) these devices discharge on segment one plus the discharge time stated under the device description herein, or if no time is stated, the casting time of the spell being emulated or most closely related. Devices not readied discharge with a +4 penalty to an initiative roll (i.e. d10 +4 plus discharge time as per above).

Multiple Attacks and Missile Weapons

Fighters with multiple attacks with the same weapon roll twice for initiative, and re-roll ties (the same weapon cannot strike twice in one segment). Monsters attacking multiple times that usually follow a claw, claw, bite or similar routine will roll initiative as shown in Table 8E: Monster Attack Routine Initiative, with the quicker attack coming first. So claw attacks come before bites, bites before tail stings, tail stings before tail slaps, tail slaps before wing buffets, etc.

Readied missile weapons attack on pre-determined segments (no initiative roll is required). A weapon is considered readied if it is drawn or otherwise held on the verge of fire. Weapons not readied require an initiative roll with a modifier to determine whether it can fire that round. Table 8F: Missile Weapon Initiative shows various rates of fire (ROF) and initiatives.

Initiative Ties

It will often occur that initiative determination results in a tie. When this happens, each combatant with the same initiative value should roll their Honor Die and add their Dexterity. The combatant with the highest value goes first, followed by the second highest value, etc. Unfortunately, your monsters always go after any PCs.

Spell Casting, Combat and Initiative

When casting spells, the spell caster must declare that he is casting a spell, and state the name, or otherwise commit to the casting, of a particular spell (thus, the spell cannot be altered once the spell caster has committed to casting rather than another action). If he needs to retrieve material components he rolls a d4 for initiative (modified by Dexterity, but result cannot drop below one). If he had the components in hand or dangling from his neck (such as a holy symbol might be), he need not roll the d4 for initiative. The spell activates on the segment of its casting time (regardless of Dexterity bonuses or penalties) plus the d4 result, if any. Note well that casting times for spells replace initiative rolls; if initiative is rolled, the spell caster may NOT cast that round, even if the spell could otherwise be cast in any allowable remaining segments. Spell casting takes forethought and utmost concentration. Running around casting spells on a whim and with the flick of a wrist is the stuff of which video games are made, not realistic role-playing such as that found in this exalted tome. Remember well that magic inspires awe and power. Keep it special, difficult to master and potent. Your players will thank you later.

Spell casting is tiring work and no action may be taken for 5 segments after a spell is cast. Thus, if a spell caster finishes a spell on segment 4 or earlier, he can use any remaining segments to hunt around on his person for the next components he needs for his subsequent spell, move, etc. When a spell requires one round to cast and the components were handy, it takes effect at the end of the current round, after all other actions are completed. Spells that require more than one round to cast continue to be intoned by the spell caster through additional rounds.

Whiney spell casters will always insist that they are able to cast their spells during melee. Do not be strong-armed by such complainers. As GM, you must adjudicate the success of each such use. Consider this: The somatic (movement) portions of a spell must be begun and completed without interruption in a clean, smooth motion. The spell as a whole must be continuous and uninterrupted from beginning to end. Once interrupted, for any reason whatsoever, the spell is spoiled and lost (just as if used).

Table 8E:
Monster Attack Routine Initiative

No. Attacks	Die rolled	Segment #s
1	d10	roll normally
2	d5	*
3	d3	**
4	d3	***
5	d2	***

* 1-5, 1-5+5 (add to d5 roll)
** 1-3, 1-3+3, 1-3+6 (add to d3 roll)
*** 1-3, 1-3+2, 1-3+4, 1-3+6
**** 1-2, 1-2+2, 1-2+4, 1-2+6, 1-2+8

Table 8F:
Missile Weapon Initiative

ROF	Readied Initiative	Not Readied Modifier*
1/2 or worse	1	**
1	1	+5
2	1, 6	+4
3	1, 5, 9	+3
4	1, 4, 7, 10	+2
5	1, 3, 5, 7, 9	+1

* Modifier to initiative roll.
** Weapon cannot be fired this round.

Spells cannot be cast while violently moving - such as running, dodging a blow or even walking normally. They are interrupted by a successful hit - be it blow, missile, shove, hearty clap on the back or certain spells (not saved against or not subject to saves).

Thus, casting a spell requires that a figure be relatively motionless and concentrating on the effort during the entire course of uninterrupted casting. For example, a magic-user casting a Skipping Betty Fireball must be in sight of the intended area of effect during the course of the spell (although an associate could be there to open an intervening door between caster and target area at an appropriate time - provided the timing isn't botched…). The caster cannot begin a spell, interrupt it just prior to completion, run to a different area, and then complete the spell; interruption instantly cancels it. Unless a spell has no somatic components, the caster cannot be crouching, let alone prone, during casting.

It can thus be understood that spell casting during a melee can be a tricky business, for a mere shove at any time can spoil the dweomer! Any spell can be attempted, but success is likely to be uncertain. Use the following procedure for spells cast during melee:

1. As stated above under initiative, spell casters must note what spell they intend to cast at the beginning of each round.
2. Intelligent monsters able to recognize the danger of spells will direct attacks against spell casters (if not engaged by other opponents) so as to prevent the spell from succeeding.
3. The spell caster cannot use his Dexterity bonus to avoid being hit during spell casting; doing so interrupts the spell (note that this also negates any Dexterity penalty).
4. Any successful attack, or non-saved-against attack, upon the spell caster during the actual segments of casting will interrupt the spell. Note that attacks prior to casting might dislodge any material components or destroy same, effectively eliminating the spell caster's chance to cast the spell that round.
5. In the case of grappling or overbearing, the spell caster will absolutely be prevented from spell casting until such time as he can extract himself from the situation (i.e. even if he gains initiative the next round sufficiently to be able to cast the spell, he is still engaged in wrestling and spell casting will be impossible due to his inability to concentrate while so engaged).

The bottom line is this: if the spell casting character is disturbed in any way during casting, the spell is lost both that round and from memory (as if it were actually cast). Because spell casting is so difficult in melee, most magic-users and clerics will opt to cast from behind a line of defense. When forced into melee most will use very quick spells that do not require spell components, or magical devices whenever possible, if they are wise.

Touch Spells and Combat

Many spells used take effect only when the caster touches the target. Under normal circumstances, this is no problem - the spell caster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

Unwilling Targets: The spell caster must make a successful attack roll for the spell to have any effect. The caster attacks against AC 10, modified only by the victim's Dexterity adjustment. If the roll succeeds, the spell caster touches the target and the normal spell effect occurs.

Willing Targets: When attempting to cast a spell on a willing target, the casting is automatic as long as both characters are not engaged in combat. For example, if a fighter withdraws from melee, a cleric could heal him the next round. If the recipient of the spell attempts to do anything besides waiting for the spell to take effect, an attack roll against AC 10 must be made as above, however, no AC modifiers for Dexterity are applied, since the target is not trying to avoid the spell. In order to cast a touch spell on a character engaged in combat, not only does the spell caster need to hit AC 10, the recipient also must also 1) make a successful Dexterity check to avoid bumping the spell caster and ruining the spell, 2) forfeit his Dexterity bonus as he is also preoccupied with avoiding the spell caster, and 3) the chance for a fumble or combat mishap doubles to include rolls of 1 or 2 with all ill effects affecting the spell caster. Note that the recipient of the spell may choose to ignore the spell caster and avoid the penalty under 2,

above, but two Dexterity checks must then be made as per 1, above, and the chance for a fumble or combat mishap are quadrupled!

Movement in Combat

In a combat round, a being can move up to 10 times its movement rating (see Chapter 16: Time and Movement in the Player's Handbook) in feet. Thus, if a character has a movement rating of 9, he can move up to 90 feet in a round. However, the types of moves a character can make during combat are somewhat limited.

Movement in Melee

The basic move is to get closer for combat—i.e. move close enough to an enemy to attack. This is neither a blind rush nor a casual stroll. Instead, the character approaches quickly but with caution. The character should announce to you where he intends to go. You can then count the feet he must travel and assess a +1 initiative penalty for every tenth of his movement rate (round fractions up when he finally gets to melee). Thus, as stated simply in the PHB (for the lower-cranial capacity of players), if a player elects for his character to make a half-move, add +5 initiative penalty. Likewise, a full move will add a +10 penalty. Once you calculate the penalty based on declared movement, tell the player his new initiative and corresponding segment of his attack, but if it would exceed 10, merely stop the character short; he will have to finish his movement next round.

Movement and Missile Combat

Rather than slug it out toe-to-toe with an opponent, a character can move up to one-half his normal movement rate and engage in missile fire at half his normal rate of fire. Thus, a man capable of moving 120 feet and armed with a long bow (two shots per round, under normal circumstances) could move 60 feet and still fire one shot. The shot occurs on the latest possible segment, in this case segment 6. The same man, armed with a heavy crossbow (one shot every other round) would be able to shoot only once every four rounds while on the move.

Charging an Opponent

A character can also charge a foe. A charge increases the character's movement rate by 50% and enables the character to make an attack at the end of his movement. To make a charge, the player must declare that his character is charging on his initiative. At least 3/4 of his movement must be in a straight line (an all-out no-holds-barred sprint with weapon held in the ready position).

A charging character gains a +2 bonus to his attack roll, mainly from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

However, charging gives the opponents several advantages. First, they gain a -3 bonus to their initiative rolls. Second, charging characters gain no Dexterity bonuses to Armor Class and they suffer an AC penalty of -1. Finally, if the defender is using a puncturing weapon with reach longer than the attacker's weapon and sets it against the charge (bracing the butt against a stone or his foot or firmly holding the blade forward with both hands), he inflicts double damage on a successful hit.

Retreat

To get out of a combat, characters can make a careful withdrawal or the true cowards can simply flee. Note that this type of action will have a negative effect on the Honor of such yellow wuss-boys.

Withdrawing: When making a withdrawal, a character carefully backs away from his opponent (who can choose to follow immediately, even if his movement has been expended, but may not advance faster than normal movement). The backing character moves at up to 1/3 his normal movement rate.

If two characters are fighting a single opponent and one of them decides to withdraw, the remaining character can block the advance of the opponent. This is a useful method for getting a seriously injured monster out of a battle so it can regenerate and attack again later.

Fleeing: To flee from combat, a yellow, cowardly sissy-PC simply turns tail and runs up to his full movement rate. The fleeing character drops his defenses and turns his back to your NPC, allowing you an automatic free attack or attack routine on him.

Such a free attack (or multiple attacks if the creature has several attacks per round) will be at the rear of the fleeing PC (no Dexterity or shield bonuses). This attack is made the instant the sissified-PC flees – it doesn't count against the number of attacks your creature is allowed during the round, and initiative is irrelevant. What's more, the fleeing player character can be pursued, unless a companion blocks the advance of your character. Unfortunately, all of these rules apply equally to your monsters. Chin up, though, because once again the math favors you, since many monsters use neither Dexterity nor shields. So once again: advantage GM!

The Attack Roll

At the heart of the HackMaster combat system stands the all-important attack roll, also known as the "to-hit" roll. This is the die roll that determines whether an attack succeeds or fails. Attack rolls are used for attacks with swords, crossbows, boulders, claws, teeth and other weapons, as well as sucker punches, tackling, groin kicks and other hand-to-hand attacks. Making an attack roll is simple: just roll a d20 and add all relevant bonuses. You then look up the total on the to-hit tables, cross-index it against your opponent's Armor Class and see if you scored a hit.

Find the level of the attacker on the appropriate table (selected from Tables 8H through 8L) and the Armor Class (See Table 8M: Opponent Armor Class Description (If Armor is Worn)) of the defender. The resulting number or greater must be rolled on a d20 for a successful hit. Penalties and bonuses modify the die roll.

The players will tell you their result including bonuses. Look the players' results up and tell them if they hit. Determining and declaring hits and misses are the purview of the GM, and only the GM. Never let a player tell you he hits, or even worse, assume he hits and begin to roll damage. A good punishment for this behavior is declaring the otherwise-hit a miss. If the player whines, smack 'em with a minus four to his next roll. And so on.

Attack Roll Modifiers

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the attack roll or opponent's AC.

Strength Modifiers: A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melee attacks, while only the damage modifier is applied to hurled missile weapon attacks (a boulder or a tree stump, but not a crossbow bolt).

A positive Strength damage modifier can be applied to bows if the character has a special bow made for him; one designed to take advantage of his high Strength. Characters and monsters with Strength penalties always suffer them when using a bow. Monsters never have Strength modifiers when using crossbows – the power of the shot is imparted by a machine, not the creature. Therefore, you'll need to provide crossbows and flaming oil for your weaker denizens.

The Strength modifier to damage for a weapon can never exceed the maximum possible damage roll (excluding penetration) for a weapon. Thus a weapon that does 1d4 points of damage can never have a more than a +4 modifier, even if the character using the weapon has a Strength of 17 or greater.

Magical items: The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a sword +4 improves a character's to-hit roll (and damage roll) by four. A suit of Plate Mail +1 improves the Armor Class of the character by one (which means you subtract one from the character's AC, changing an AC of 3 to an AC of 2, for example). If monsters have magical armor in their hoards, they should be wearing it. Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class. Intelligent monsters that know items are cursed will not wear them, but ones that do not know might. It's fun to give your denizens cursed armor to wear because, in the end, it screws over the PCs. While it makes the monster weaker, it's only one encounter. Players will always scramble for the right to use magic armor that was worn by a foe and thus you will glean the benefit of easy hits on some chump character for several encounters or even adventures!

There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll. Various standard combat modifiers are listed throughout this chapter. Positive numbers are bonuses for the attacker, negative numbers are penalties. You would do well to memorize these modifiers.

Weapon Type vs. Armor Type Modifiers

Not all weapons were forged equally. Aside from the differences in size, weight, length and shape, certain types of weapons are more useful against some types of armor than others. Indeed, the different armors and weapons of the HackMaster world were created to defeat one another. Every newly invented weapon led to the development of a new type of armor designed to counter it. This led to new weapons of destruction, which led to new armor, and so on. Finally, each weapon type (and ultimately each weapon as will be seen in a later supplement devoted solely to this topic) provides variable types of damage when it is used to deliver a critical hit to an opponent.

In the HackMaster game, weapons fall into several categories based on how they are used. The basic categories are hacking, puncturing and crushing.

Hacking weapons include most swords and axes. Damage is caused by the combination of weight, muscle and a good sharp edge. These weapons excel at severing body parts.

Puncturing weapons (spears, pikes, arrows, javelins, etc.) rely on the penetrating power of a single sharp point and thrust or propulsion (in the case of missile weapons). These weapons excel at damaging vital organs.

Crushing weapons (maces, hammers, clubs and flails) depend almost entirely on the impact caused by momentum, weight and strength. These weapons excel at breaking bones and smashing skulls as well as objects.

A few weapons, particularly some of the more exotic polearms, fall into more than one of these categories. A simple kitchen knife can be used as a hacking weapon or a puncturing weapon. The versatility of these weapons provides the user with a combat advantage, in that the mode most favorable to the attacker can be used, depending upon the situation. Polearms can be especially effective in the hands of a troll or giant-kin that can wield them one-handed.

Table 8G:
Weapon Type vs. Armor Type To-hit Modifiers

Armor Type	Hacking	Puncturing	Crushing
Banded mail	-2	0	-1
Brigandine	-1	-1	0
Chain mail	-2	0	+2
Bronze plate mail	-2	0	+2
Field Plate	-3	-1	0
Full Plate	-4	-3	0
Leather armor	0	+2	0
Hides	0	+2	0
Padded armor	0	+2	0
Plate mail	-3	0	0
Ring mail	-1	-1	0
Scale mail	0	-1	0
Splint mail	0	-1	-2
Studded leather	-2	-1	0

Armor types, in turn, have different qualities. Field plate is more effective, overall, than other armors by virtue of the amount and thickness of the metal, but it still has specific weaknesses against certain classes of weapons.

Table 8G: Weapon Type vs. Armor Type To-hit Modifiers lists the weapon type vs. armor type modifiers applied to the attacker's die roll. To use this table, the actual armor type of the target must be known in addition to the target's Armor Class. The bonuses of magical armor do not change the type of armor, only the final Armor Class. This system is used only when attacking creatures in armor. The modifiers are not used when attacking creatures with a natural Armor Class. Thus, while made to look like a bonus for the players, it is used mostly against them. Kewl huh? So consider this table when equipping your NPCs and monsters, and devising your traps.

Creatures Struck Only by Magic Weapons

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as described in Table 8N: Weapon Immunities.

This provides for magical properties and sizes of the attacking monster. Thus, massive Hill Giants can effectively attack most creatures, and all other types of giants can affect everything save a few gawds.

Table 8M:
Opponent Armor Class Description (If Armor is Worn):

Armor Class	Type of Armor
2	Plate mail + buckler
3	Splint or banded mail + buckler/plate mail
4	Chain mail + buckler/splint or banded mail
5	Scale mail + buckler/chain mail
6	Studded leather or ring mail + buckler/scale mail
7	Leather or padded armor + buckler/studded leather or ring mail
8	Leather or padded armor
9	Buckler only
10	None

Armor Class worse than 10 is possible through cursed items and extreme clumsiness (low Dexterity). Armor Class better than 2 is easily possible due to magical bonuses, the larger shields and Dexterity bonuses. To determine a "to-hit" number not on the charts, project upward or downward by 1's (5% increments), repeating 20 six times before continuing with 21.

Table 8N:
Weapon Immunities

Defender Is Hit By Weapon	Attacker Must Be/Have: Hit Only By	OR	Hit Dice Of*
+1 or better	+1 or better		4 + 1 or more
+2 or better	+2 or better		6 + 2 or more
+3 or better	+3 or better		8 + 3 or more
+4 or better	+4 or better		10 + 4 or more

*This is only for monsters and does not apply to characters of any sort.

Table 8H:
Attack Matrix for Monsters

Armor Class	Hit Dice: <1-1	1-1	1	1+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
-20	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17
-19	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16
-18	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-17	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-16	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-15	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-14	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-13	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-12	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-11	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-9	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
-8	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
-7	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
-6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
-4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-3	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
-2	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
-1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
0	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
2	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
3	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
4	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
6	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
7	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
8	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
9	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
11	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
12	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
13	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
14	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
15	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18

Note: Any plus above +2 equals another hit die, i.e. 6+3 equals 7 hit dice.

Table 8I:

Attack Matrix for Clerics and Druids

Armor Class	Character Level														
	1	2	3	4	5-6	7	8-9	10	11-12	13	14-15	16	17-18	19	20-21
-20	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20
-19	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20
-18	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20
-17	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20
-16	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20
-15	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20
-14	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19
-13	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18
-12	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17
-11	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16
-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-9	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-8	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-7	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-3	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-2	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
0	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
1	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
2	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
3	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
4	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
6	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
7	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
8	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
9	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
11	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
12	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
13	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
14	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
15	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Table 8J:

Attack Matrix for Magic-users and MU Specialists

Armor Class	Character Level											
	1	2-3	4-5	6	7-8	9-10	11	12-13	14-15	16-17	18-19	20-21
-20	35	34	33	32	31	30	29	28	27	26	25	24
-19	34	33	32	31	30	29	28	27	26	25	24	23
-18	33	32	31	30	29	28	27	26	25	24	23	22
-17	32	31	30	29	28	27	26	25	24	23	22	21
-16	31	30	29	28	27	26	25	24	23	22	21	20
-15	30	29	28	27	26	25	24	23	22	21	20	20
-14	29	28	27	26	25	24	23	22	21	20	20	20
-13	28	27	26	25	24	23	22	21	20	20	20	20
-12	27	26	25	24	23	22	21	20	20	20	20	20
-11	26	25	24	23	22	21	20	20	20	20	20	20
-10	25	24	23	22	21	20	20	20	20	20	20	19
-9	24	23	22	21	20	20	20	20	20	20	19	18
-8	23	22	21	20	20	20	20	20	20	19	18	17
-7	22	21	20	20	20	20	20	20	19	18	17	16
-6	21	20	20	20	20	20	20	19	18	17	16	15
-5	20	20	20	20	20	20	19	18	17	16	15	14
-4	20	20	20	20	20	19	18	17	16	15	14	13
-3	20	20	20	20	19	18	17	16	15	14	13	12
-2	20	20	20	19	18	17	16	15	14	13	12	11
-1	20	20	19	18	17	16	15	14	13	12	11	10
0	20	19	18	17	16	15	14	13	12	11	10	9
1	19	18	17	16	15	14	13	12	11	10	9	8
2	18	17	16	15	14	13	12	11	10	9	8	7
3	17	16	15	14	13	12	11	10	9	8	7	6
4	16	15	14	13	12	11	10	9	8	7	6	5
5	15	14	13	12	11	10	9	8	7	6	5	4
6	14	13	12	11	10	9	8	7	6	5	4	3
7	13	12	11	10	9	8	7	6	5	4	3	2
8	12	11	10	9	8	7	6	5	4	3	2	1
9	11	10	9	8	7	6	5	4	3	2	1	0
10	10	9	8	7	6	5	4	3	2	1	0	-1
11	9	8	7	6	5	4	3	2	1	0	-1	-2
12	8	7	6	5	4	3	2	1	0	-1	-2	-3
13	7	6	5	4	3	2	1	0	-1	-2	-3	-4
14	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
15	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6

Table 8K:

Attack Matrix for Thieves, Bards and Assassins

Armor Class	Character Level											
	1	2	3-4	5	6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21
-20	35	34	33	32	31	30	29	28	27	26	25	24	23
-19	34	33	32	31	30	29	28	27	26	25	24	23	22
-18	33	32	31	30	29	28	27	26	25	24	23	22	21
-17	32	31	30	29	28	27	26	25	24	23	22	21	20
-16	31	30	29	28	27	26	25	24	23	22	21	20	20
-15	30	29	28	27	26	25	24	23	22	21	20	20	20
-14	29	28	27	26	25	24	23	22	21	20	20	20	20
-13	28	27	26	25	24	23	22	21	20	20	20	20	20
-12	27	26	25	24	23	22	21	20	20	20	20	20	20
-11	26	25	24	23	22	21	20	20	20	20	20	20	19
-10	25	24	23	22	21	20	20	20	20	20	20	19	18
-9	24	23	22	21	20	20	20	20	20	20	19	18	17
-8	23	22	21	20	20	20	20	20	20	19	18	17	16
-7	22	21	20	20	20	20	20	20	19	18	17	16	15
-6	21	20	20	20	20	20	20	19	18	17	16	15	14
-5	20	20	20	20	20	20	19	18	17	16	15	14	13
-4	20	20	20	20	20	19	18	17	16	15	14	13	12
-3	20	20	20	20	19	18	17	16	15	14	13	12	11
-2	20	20	20	19	18	17	16	15	14	13	12	11	10
-1	20	20	19	18	17	16	15	14	13	12	11	10	9
0	20	19	18	17	16	15	14	13	12	11	10	9	8
1	19	18	17	16	15	14	13	12	11	10	9	8	7
2	18	17	16	15	14	13	12	11	10	9	8	7	6
3	17	16	15	14	13	12	11	10	9	8	7	6	5
4	16	15	14	13	12	11	10	9	8	7	6	5	4
5	15	14	13	12	11	10	9	8	7	6	5	4	3
6	14	13	12	11	10	9	8	7	6	5	4	3	2
7	13	12	11	10	9	8	7	6	5	4	3	2	1
8	12	11	10	9	8	7	6	5	4	3	2	1	0
9	11	10	9	8	7	6	5	4	3	2	1	0	-1
10	10	9	8	7	6	5	4	3	2	1	0	-1	-2
11	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
12	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
13	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
14	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
15	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7

Table 8L:

Attack Matrix for Fighters, Paladins, Monks, Rangers, Barbarians, Berserkers, Rogue Knights, Dark Knights, Human and Halfling Commoners (<0), Men-at-arms (0)

Armor Class	Character Level																						
	<0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
-20	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18
-19	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17
-18	33	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16
-17	32	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-16	31	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-15	30	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-14	29	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-13	28	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-12	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-11	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-10	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-9	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-8	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
-7	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
-6	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
-5	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
-4	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
-3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-2	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
-1	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
2	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
3	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
4	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
5	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
6	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
7	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
8	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
9	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
10	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
11	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
12	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
13	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
14	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
15	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17

Table 8O:
Monk's Stunning Height and Weight Limit

Monk's Level	Opponent Max. Height	Opponent Max. Weight
1st	6'6"	300#
2nd	6' 8"	350#
3rd	6' 10"	400#
4th	7'	450#
5th	7' 2"	500#
6th	7' 4"	550#
7th	7' 6"	600#
8th	7' 8"	650#
9th	7' 10"	700#
10th	8'	750#
11th	8' 2"	800#
12th	8' 4"	850#
13th	8' 8"	950#
14th	9'	1,050#
15th	9' 4"	1,150#
16th	9' 8"	1,250#
17th	10'	1,350#
18th	10' 6"	1,500#
19th	11'	1,750#
20th	12'	2,250#
21st	13'	2,750#

Important: Monks' stunning/killing ability can only apply to living things. Undead cannot be affected, neither can golems nor Dopplegangers. Damage from open hand attacks still accrues if the monster can be hit otherwise.

Impossibly Easy or Hard To-Hit Numbers

Sometimes your creatures will find themselves with an impossible to-hit roll needed. Maybe your town beggar or chimney sweep is blind and being attacked by a bully adventurer in magical plate mail. Never fear, if you roll a natural 20 on the attack roll, you hit! Unfortunately, a natural 1 is always a miss.

On a natural roll of 20 (i.e. the number showing on the die is 20) the character has scored a critical hit. This represents a blow that has found a weakness in the opponent's defenses and has the potential to do extra damage. Likewise, on a natural roll of 1 (i.e. the number showing on the die is 1) the attacker has screwed up significantly. The rules for critical hits and misses are described in detail at the end of this chapter.

Melee

Ah, melee. The very term has surely come to mean so much more than ever imagined by the first French pantywaist ever to utter its melodic tune. Thanks to the brilliance of HackMaster, this otherwise pansified word has been saved from Frenchdom and raised on high to mean HACK! The term melee includes striking with bodily weapons such as teeth, fangs, tusks, tushes, claws, nails, talons, paws, as well as striking with various objects and weapons. Sounds great, doesn't it! The Combat Tables included within this revered tome (and reprinted upon the official HackMaster GM's Shield) are used for determination of hits, and the amount of damage scored is given in either the Hacklopedia of Beasts (under the appropriate monster entry) or in the Player's Handbook (for weapons). For weapons not on these lists, or for improvised weapons used by characters other than monks (see the monk entry in the PHB for special rules), the GM should simply assign a reasonable damage rating for that weapon until such time as an official supplement detailing the particular instrument of destruction is released. Later in this chapter, I have also included the ever-important Non-Lethal and Weaponless Combat Procedures for use during barroom brawls and especially for when you've cleverly disarmed those snotty player characters. While combat includes melee, melee does not include such facets of combat as missile fire, spell casting, etc. In general, the procedure followed in melee has already been explained above. Special considerations are given here.

Number Of Opponents Per Figure

Physical size and space will dictate limitation upon the number of opponents able to engage a single figure in melee. If Official HackMaster Tactical Combat Miniatures™ are used to represent the creatures involved in a melee, then these miniatures will dictate the number of opponents which can be involved. Beware of using other fantasy miniature figures, as most of them are not designed to the specific scale and do not conform to the standards of the Hacklopedia (or even necessarily conform to scale!). Note well, that use of non-HackMaster figures affords a –1 penalty to all abilities, die rolls (per die) and a 50% hit to Honor and experience for the character in question. If you are not using HackMaster Tactical Combat Miniatures™ use the following rule of thumb:

1. If the single figure is size S, then at most 4 size M or 2 size L figures can attack it under optimum conditions during any single round. 6 size S figures can attack it, however, space permitting.
2. If the single figure is size M, it can be attacked by a maximum of 8 size S opponents, 6 size M or 4 size L.
3. If the single figure is size L, a maximum of 12 size S, 8 size M or 6 size L figures can engage it at one time.

Every modifier is impossible to detail fully, as by definition they include the physical circumstances prevailing at the time. It is obvious that a figure in a narrow passage or in a corner can be attacked only from a limited front. Similarly, the shape of the single figure and the attackers will be a factor, as a giant snake has more body space subject to attack than does a giant, unless the attackers are able to fly or otherwise attack the entire vertical surface of the giant. Any long-bodied creature has more area open to attack, and wide-bodied creatures, or those which employ some natural body weaponry which requires contact with the opponent, will be more restricted with respect to the number of attackers possible, viz. how many constrictor snakes can effectively attack an opponent? Two basic grid systems are shown, one with hexagons, one with squares. These grids demonstrate how multiple opponents engage a single figure.

To determine the number of opponents which can attack the single defender, use squares or hexes of one inch per face for heroic 32mm scale. For example, in the case of a human being attacked by giant rats, 2 of the attackers would certainly be able to fit into each hexagon (if normal rats were attacking, 4 per hex) so 6 would attack frontally, 4 from flank positions, and 2 from the rear. If these same giant rats were attacking a Centaur, for instance, the number of flank attacks would certainly be increased to allow 2 more hexes (4 more attackers gaining flank attack advantage). Refer to Figure 8.1: Combat Miniature Facings for a basic idea of the square and hex facings of a Miniature.

Table 8P:
Special To-Hit Bonuses

Opponent encumbered, held by one leg, off balance, etc.	+2
Opponent stunned, held by both legs, slowed, partially bound, etc.	+4
Opponent magically asleep, held, paralyzed or totally immobile	Automatic*

*Missile weapons still require an attack roll to hit a magically asleep, held paralyzed or totally immobile character, but they receive a +4 to hit.

Special "To-Hit" Bonuses:

The general rules in Table 8P: Special To-Hit Bonuses will be of assistance when you must adjudicate melee combat or missile fire:

Apply bonuses to the to-hit roll of the attacker. The opponent will gain no Dexterity bonus, of course. In totally immobilized and powerless situations, the opponent can be fully trussed, slain or whatever in one round, so no bonus need be given.

Flank Attacks: All flank attacks negate any defender Armor Class addition for shield. Attacks against a rear flank, where the opponent is virtually unable to view the attackers, negate Dexterity Armor Class bonus.

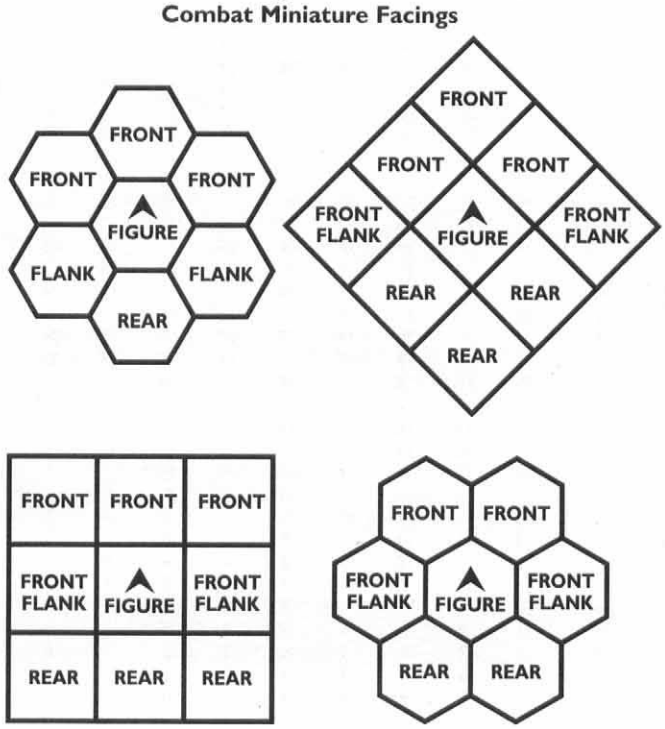
Rear Attacks: Opponents attacking from the rear gain a +2 to hit, negate any consideration for shield and also negate any consideration for Dexterity.

Stunned, Prone or Motionless Opponents: Opponents attacking such movement hindered defenders gain a +4 to hit-bonus, negate any consideration for shield, and also negate any consideration for Dexterity.

Magically Sleeping or Held Opponents: If a general melee is in progress, and the attacker is subject to enemy actions, then these opponents are automatically struck by any melee attack to which they would normally be subject. Missile attacks still need to make an attack roll, but they gain a +4 bonus to hit. Damage is automatically maximum, but the damage die should be rolled to check for possible penetration damage. Additionally, the number of attacks or attack routines possible against such an opponent is twice the number normally allowed in a round (the defender needing a full round to awake from most magically-induced sleep and the held opponent is transfixed for the duration of the spell, regardless). If the attacker is not subject to enemy actions (and thus needn't worry about attack on his own person), magically sleeping or held opponents may be automatically slain, or bound as appropriate to materials at hand and size, at a rate of one per round. Note that this does not include normally sleeping opponents (see Table 8W: Assassination Success, for such cases).

Invisible Opponents: Invisible opponents are always at an advantage; heck, they're invisible for gawds' sake! They can only be attacked if they are attacking or otherwise

Figure 8.1:
Combat Miniature Facings



detected somehow. These opponents always cause the attacker to attack at a -4 on to-hit rolls because of the invisibility. They can never be attacked from flank or rear positions unless the attacker can see them (thus they are, in fact, visible and you shouldn't be using this rule, dummy!).

Attacking with Two Weapons

A character that chooses not to use a shield in favor of another weapon receives a greater number of attacks, but suffers a penalty to his attack in most cases.

When using a second weapon in his off-hand, a character is limited in his weapon choice. His principal weapon can be whatever he chooses, provided it can be wielded with one hand. The second weapon must be smaller in size and weight than the character's main weapon (though a dagger or a hand axe can always be used as a second weapon, even if the primary weapon is also a dagger or hand axe). A fighter can use a long sword and a short sword or a long sword and a dagger, but he cannot use two long swords. Nor can the character use a shield, unless it is kept strapped onto his back.

When attacking, these characters suffer penalties to their attack rolls. Attacks made with the main weapon suffer a -2 penalty, and attacks made with the second weapon suffer a -4 penalty. The character's reaction adjustment (based on his Dexterity, see PHB Table 1B) modifies this penalty. A low Dexterity score will worsen the character's chance to hit with each attack. A high Dexterity can negate this particular penalty, although it cannot result in a positive modifier on the attack rolls for either weapon (i.e. the reaction adjustment can, at best, raise the attack roll penalties to 0). Contrary to what your spoiled players will surely argue, the secondary weapon does not act as a shield or parrying device in any event.

The use of two weapons enables the character to make one additional attack each combat round, with the second weapon only. The character gains only one additional attack each round, regardless of the number of attacks he may normally be allowed. Thus, a fighter able to attack 3/2 (once in the first round and twice in the second) can attack 5/2 (twice in the first round and three times in the second).

A Note on Multiple/Fractional Attacks for Characters

Characters that have multiple attacks (such as a 7th level fighter at 3 attacks per 2 rounds, or a first level fighter specialized in a particular weapon) gain the extra attack on the latest possible rounds. That is, for 3/2 attacks, the two-attack round comes on the second round and each subsequent even round of melee, for 5/4 attacks, the two-attack round occurs on the fourth round of melee and every four rounds thereafter. Note also, that the extra attacks MUST be taken on the same creature as the first attack. In other words, in order for a fighter to gain his three attacks over two rounds, he must attack the same creature with all three strikes. If he slays the creature with his first attack, the routine must restart on a new creature (regardless of Follow Through Damage). Likewise, if he slays his victim on his second attack, his round is over and the third attack is forfeit if not used to attack the lifeless form of the dropped foe… just in case. This later type of attack is useful to finish off annoying PCs knocked down, but still alive and bleeding.

Monks' Open Hand Melee

Despite their training and capabilities, monks are not supermen. The Player's Handbook states that they are able to stun or kill opponents with open hand attacks, and this is so; but such opponents are limited in general to man-size or smaller. A monk at 1st level is capable of stunning or killing only an opponent of man-size or smaller. For each level above the 1st, the monk will gain additional stunning/killing ability roughly at the rate of 2 inches of height and 50 pounds of opponent weight per level of experience gained. See Table 8O: Monk's Stunning Height and Weight Limit.

The Full Parry

So far, the bulk of this chapter has dealt with ways to attack. This is as it should be, for those who hesitate will wind up skewered in most encounters. Your players will hack first and ask questions later, so in most cases you should too. If you must go on the defensive in melee, use the full parry. As you well know (because you've already memorized the Player's Handbook) choosing to parry, in and of itself, is not a separate option under the HackMaster game rules.

Normally your NPC parries blows, then counters, then parries, etc. However, if all you want to do is defend yourself (perhaps waiting for the evil cleric to get close to cure you, waiting for your opponent's magic to wear off or simply to annoy the hell out of the PCs) your character can use the full parry maneuver. When executing a full parry, a character forfeits all actions for the round—he can't attack, move or cast spells. This frees the character to concentrate solely on defense. At this point, all characters but fighters and monsters gain an AC bonus equal to half their level. A 6th level thief would have a +3 bonus to his AC (lowering his AC by 3). A fighter type gets a bonus equal to half his level plus one. A 6th level gnome titan fighter would gain a +4 AC bonus. Monsters of average Intelligence or higher (as defined in the Hacklopedia of Beasts) gain an AC bonus equal to half their Hit Dice plus one. Monsters of Semi to Low Intelligence gain an AC bonus equal to half their Hit Dice. Monsters of Animal Intelligence or lower cannot execute a full parry maneuver.

The full parry has no effect on magic or missile attacks.

Missile Discharge in Combat

Missile weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles—slings, arrows, quarrels, stones, sticks, tankards, spears, throwing axes and the like.

The second category includes all grenade-like missiles that have an area effect, no matter how small. Thus, an attack with these weapons does not have to hit its target directly to have a chance of affecting it. Included in this group are small flasks of oil, acid, poison, holy water, barrels, potions and anything else you can find that splatters, explodes or leaves a wide swath of destruction in its path.

Range

The first step in making a missile attack is to find the range from the attacker to the target. This is measured in yards from one point to the other when outdoors or when there exists a sufficiently high ceiling (equal to at least one-half the desired distance); otherwise, when in dungeon settings, building interiors, natural caverns and the like, range is determined in feet. This distance is compared to the range categories for the weapon used (see Table 9V: Missile Weapon Ranges in Chapter 9: Goods and Services, of the PHB).

If the distance is greater than the long range listed, the target is out of range. If the distance is between the long and medium range numbers, the target is at long range. When the distance is between the medium and short range numbers, the target is at medium range. When the distance is equal to or less than the listed short range, the target is at short range.

Short range attacks suffer no range modifier. Medium range attacks suffer a -2 penalty to the attack roll. Long range attacks suffer a -5 penalty. Some weapons have no short range since they must arc a certain distance before reaching their target. These attacks are always made with an attack roll penalty. The minimum range for all missile weapons is 5 feet, regardless of the type.

Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF) – the number of missiles they can shoot in a single round.

Small, light weapons can be thrown very quickly, so up to three darts can be thrown in a single round. Arrows can be nocked and let loose almost as quickly, so up to two shots can be fired in a single round.

Some weapons (such as heavy crossbows) take a long time to load and can be fired only every other round. Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative. The ROF of each missile weapon is listed in Table 9V in the PHB.

Ability Modifiers in Missile Combat

Dexterity Penalty and Bonus Considerations: The Dexterity reaction adjustment is not for missile firing considerations when initiative is considered. It does not adjust the initiative die roll in any way. Rather, Dexterity gives the individual a "to-hit" penalty or bonus when discharging a missile at an opponent (missile adjustment). Dexterity always modifies the attack roll of personal missile weapons (i.e. not siege engines and the like). The missile adjustment corresponding to the attacking character's Dexterity (from Table 1B in the Player's Handbook) is added to the attack roll.

Strength Bonus and Penalty Considerations: Attack modifiers for Strength are not used when attacking with any missile weapons. Damage modifiers for Strength are ordinarily used when an attack is made with a hurled weapon. Here the power of the character's arm is a significant factor in the effectiveness of the attack.

The Strength bonus for damage does not apply to mechanically hurled missile weapons (such as bows or slings) unless the character so entitled specifically takes steps to equip himself with special weapons to take advantage of the additional Strength. This will result in the weapon doing the additional damage (note this cannot be achieved with crossbows in any case). In no event will it add to the effective range of the character's weapon. Thus, the character will employ a heavier missile or a more powerful bow and heavier arrows or larger sling missiles to gain the advantage of Strength. To do so, he must obtain the special weapon or weapons. This is within the realm of your adjudication as GM as to where and how it will be obtained, how much cost will be involved and the amount of time required for manufacture. Feel free to rape the character in question's purse mercilessly in these cases. Also, mind the item saving throw charts as specially made weapons can break from falls, lightning bolts and other destructive events (See Table 8Y: Item Saving Throw Matrix).

Similarly, the Strength damage penalty for having a low Strength does not apply to ordinary bows because people with less than 10 Strength can not even use ordinary bows. If a person with less than 10 Strength desires to use a bow, he will have to procure a training bow that is attuned to one with such lesser Strength scores. Such bows are commonly given to youths who are just learning the art of archery when they are not developed enough to use a man's bow. These bows cost the same as an ordinary bow but have half the base availability and suffer range effects depending on the user's Strength score. Take the user's Strength and divide by 10. Multiply this fraction by the range increments of the weapon in question to get the reduced range increments for an archer using a practice bow. Note that the archer's Strength penalty to damage will still apply.

Table 8Q:
Grenade-like Missiles

Missle	Content
Acid	1/2 pint (8 oz.)
Holy/Unholy Water	1/4 pint (4 oz.)
Oil	1 pint (16 oz.)
Poison	1/4 pint (4 oz.)
Alcohol	1 pint (16 0z.)
Hot Coals	3 coals

Effects

Liquid Contents	Area of Effect	Damage From a: Splash	Direct Hit
Acid	1' diameter	1 h.p.	2-8 h.p.
Holy/Unholy Water	1' diameter	2 h.p.	2-12 h.p.
Oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p
Poison	1'diameter	special	special
Alcohol	3' diameter	1 h.p.**	1-6 + 1-3
Greek Fire	2' diameter	1 h.p.***	special***
Hot Coals	none	n/a	2 pt per coal****

* Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

** Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.

*** Greek Fire burns for but one second on a splash. A direct hit causes 2-12 damage the first round, then 1-6 each succeeding round until a 1 damage is rolled at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.

**** Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

Firing into a Melee

Missile weapons are intended mainly as long-range weapons. Ideally, they are used before the opponents reach your line. However, there's always some jerk that thinks he can shoot sharp pointy objects at high speed into melee and avoid hitting his friends. While possible, and certainly allowed, this is a risky proposition. Typically, guys like this wake up the next morning with a shiner or worse.

When missiles are fired into a melee, the player rolls to hit as per usual, however, the GM needs to determine the final target. To do this, the GM counts the number of figures in the immediate area of the intended target. Each Medium figure counts as 1. Small (S) figures count as 1/2, Large as 2, Huge as 4, and Gargantuan as 6. The total value is compared to the value of each character or creature in the target melee. Using this ratio, the GM rolls a die to determine who (or what) will be the target of the shot.

Malcolm (man-sized, or 1 point) and Grinder (also man-sized, or 1 point) are fighting a giant (size G, 6 points) while Rob fires a long bow at the giant (rolling an 18). The total value of all possible targets is 8 (6+1+1). There's a 1 in 8 chance that Grinder is the target, a 1 in 8 chance that Malcolm is hit, and a 6 in 8 chance the shot hits the giant. The GM could roll an 8-sided die to determine who gets hit, or he could reduce the ratios to a percentage (75% chance the giant is hit, etc.) and roll percentile dice. In this case, he rolls a 78; Malcolm is targeted and the 18 is enough to hit him. Rob better hope the shot kills Malcolm at this point or tomorrow morning Rob will wake up with a shiner.

Large missiles shall be treated in the same fashion.

Grenade-Like Missiles

Boulders and Containers of: Acid, Holy/Unholy Water, Oil, Poison

Hurling various containers of liquid (oil, unholy water, potent acid, etc.) is a tactic you will find useful against the PCs, especially in dungeon adventures where they have little room to avoid the attack. The projectiles are perfect for inferior but intelligent monsters sich as Goblins and their ilk. A well-armed band of Kobolds, with proper tactics and kegs of flaming oil, can put even a group of high level characters to task. Molotov cocktails, vials of acid, Potions of Impact and other such hurled items are generally known as grenade-like missiles and carry their own set of rules and considerations.

Unlike standard missiles, which target a specific creature, grenade-like missiles are indirect fire. That is, they are aimed at a point and can be tossed over barriers (such as the first rank of fighters to immolate the magic-users and cut off spell casting early), whether this point is a creature or a spot on the ground. When attacking with a missile like this, simply pick where you want the weapon to land. This then becomes the target point and is used to determine the direction and distance of a miss or scatter.

A grenade-like missile of five pounds or less has a short range of 10 feet, medium range up to 20 feet (-2 to hit), and everything beyond that to a maximum of 30 feet is long range (-5 to hit). Heavier items have reduced ranges.

Once a container hits, it has to break to spill its contents. The item will have to fail a saving throw or it will bounce and not break. If the item is hurled at short range, or with neither an arc nor finesse, the item receives a penalty (or bonus) to its saving throw equal to the character's strength to-hit bonus (see Table 8Y: Item Saving Throw Matrix).

Types of Grenade-Like Missiles

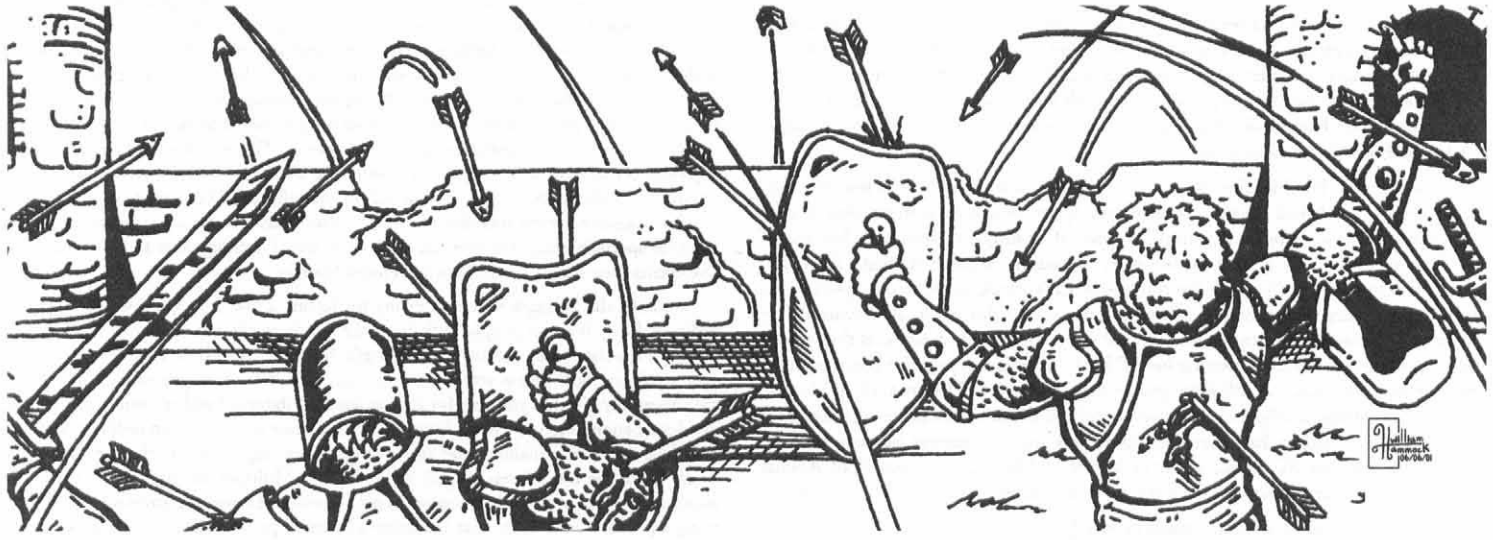
Acid damage is particularly grim. Aside from the possibility of scarring (depending on the type of acid and length of exposure) acid damage cannot be healed by regeneration. It must be healed normally or magically. Thus, it is very useful against characters employing Rings of Regeneration and the like.

Holy water affects most forms of undead and creatures from the lower planes. It has no effect against a creature in gaseous form or undead without material form. Unholy water (as holy water, but used by minions of evil) affects paladins, angels, good gawds and creatures and other beings from the upper planes. Holy (or unholy) water affects these creatures as does acid, causing damage that cannot be regenerated but must be healed normally or magically. Undead in non-material form cannot be harmed by holy water, i.e. until a Ghost takes on material form, it is unaffected, and a Vampire in gaseous form cannot be harmed by holy water. In the case of gaseous form a special holy water atomizer works well, so any successful Vampire hunter will be so-armed.

Oil causes damage only when it is lit.' Sometimes this requires a two-step process, such as when tossing oil into melee with allies. Step one is soaking the target in oil. Step two is hitting him with a torch, candle, open lantern, Fireball or the like. Thus, using flaming oil often requires two successful attacks. Another method is to light a soaked piece of cloth tied to the oil flask (the Molotov cocktail method). Use this method when there are no friendly troops involved or when you dislike your allies.

Other types of grenade-like missile weapons include high proof alcohol, Greek fire, alchemical napalm, satchels of red hot coals, Potions of Impact, jars full of marbles, etc. Details of some of the basic grenade-like missles are outlined on Table 8Q: Grenade-like Missiles.

Poison (special) is dependent upon whether or not the poison is a contact poison or if the container was hurled into the ingestive or respiratory orifice on the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered, make saving throw for breakage using the Normal Blow column (column 3) of Table 8Y: Item Saving Throw Matrix. Obviously, poison damage varies by type.



Crossing Flaming Oil

Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly inflammable. Creatures with garments of cloth must save versus Normal Fire (column 8) on Table 8Y: Item Saving Throw Matrix or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-6 points of damage per melee round spent in the fire.

Table 8R:
Boulder Damage

	Weight (pounds)				
Distance	5	10	20	30	40
5'	1	d3	d4	1d6	2d6
10'	d3	d6	2d6	3d6	4d6
15'	d6	2d6	3d6	4d6	5d6
20'	3d3	3d6	4d6	5d6	6d6
25'	2d6	4d6	5d6	6d6	7d6
30'	5d3	5d6	6d6	7d6	8d6
35'	3d6	6d6	7d6	8d6	9d6
40'	7d3	7d6	8d6	9d6	10d6
45'	4d6	8d6	9d6	10d6	11d6
50'	9d3	9d6	10d6	11d6	12d6
55'	5d6	10d6	11d6	12d6	13d6
60'	11d3	11d6	12d6	13d6	14d6

Table 8S:
Grenade-like Missile Misses

Roll	Miss Direction
1	long* right
2	right
3	short right
4	short (before)
5	short left
6	left
7	long left
8	long (over)

* If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

Table 8T:
Bouncing Items

Roll	Bounce Direction
1	back*
2	right
3	long right
4	long
5	long left
6	left

* Back toward the thrower.

Direct Hits

When the die roll indicates the missile has hit, then roll a save for the container to see if it shatters - use the Crushing Blow column (column 2) on Table 8Y: Item Saving Throw Matrix - unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil and alcohol, which must be alight (flaming) to cause damage. If said flammable has been specially prepared as a Molotov by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the flammable. If the item doesn't break, obviously, its contents will not spill. For this result, consider the item to simply bounce off the target. For specific areas, use Table 8T: Bouncing Items, for individuals struck, use Table 8S: Grenade-like Missile Misses first, then Bouncing Items if the container has still not broken. Note that uncorked items or otherwise open containers will spill some contents as they careen along.

Splash Hits

All creatures within the stated number of feet of the breaking position of the container missile suffer the effects of the contents of the shattered container.

Boulders

A dropped boulder (or any heavy weight) will do damage on a successful hit as indicated on Table 8R: Boulder Damage. Distances above 60 feet are treated as 60 feet. Continue the damage dice pattern for weights above 40 pounds. For weights or distances inbetween numbers on the Table, round to the nearest Table increment.

Special Note Regarding Giant and Machine Missiles

When giants hurl boulders or any of the various siege machines (ballistae, catapults, etc.) fire missiles, target characters do not gain Dexterity bonus considerations to Armor Class when "to-hit" computations are made. Missiles from giants are approximately 1 foot in diameter, as are those from small catapults. Those from large catapults (and trebuchets) are approximately 2 feet in diameter. Thus, the sheer size of the incoming projectile, as well as the potentially indirect nature of the hurled item preclude a character's ability to dodge (i.e. use Dexterity to avoid). Note also that those clumsy oafs with low Dexterity actually gain an advantage to their Armor Class because they can no more blunder into such missiles than agile ones can avoid them. By way of example: Excalibus the cavalier has an Armor Class rating of -2, but as Dexterity accounts for two of these armor class points, AC rating drops to 0 if a giant is hurling rocks at the character or if some machine is discharging boulders at him.

Misses

If the "to-hit" die roll indicates a miss, roll a 1d8 to determine where it hit and a d6, d8 or d12 to determine distance in feet the grenade-like missile flew off target for short, medium and long range respectively. (If the target is part of a larger structure, simply compute the distance from the appropriate portion of the target that the character was aiming for, i.e. the character aims at a section of the floor which is one foot square, and miss distance is measured from the appropriate edge of the targeted area as explained below.) See Table 8S: Grenade-like Missile Misses. After determining where the missile hits, roll a save for the container to see if it shatters - use the Normal Blow column (column 3) of Table 8Y: Item Saving Throw Matrix as per hits, above. If the item saves, continue to Table 8T: Bouncing Items.

Tossed Torches and Lanterns

If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. The hit here must be direct, although bounces from a torch can and will set oil or other flammables alight. A lantern should be handled similarly, but lanterns can light oil in a one foot radius due to scattering of its own contents as it impacts.

Bouncing Misses

After items miss areas targeted and do not break, they begin to scatter along the ground or floor. Like misses, after the item hits the ground and bounces, you must determine to where it travels. Roll a d6 and check location per Table 8T: Bouncing Items. The distance traveled depends on a number of factors. On relatively hard, smooth surfaces, roll a d6, d8 or d10 (in feet traveled) for short, medium or long range, respectively. For rough and otherwise bounce-dampening surfaces (such as grass or loose sand), roll d4, d6 or d8 to determine the number of feet bounced. Deduct one cumulatively for each bounce. Two results of zero indicate the item has stopped moving. Each time an item bounces it must save on the Normal Blow column (column 3) of Table 8Y: Item Saving Throw Matrix, but with a +3 bonus per bounce (again, cumulative).

How Long Does it Take?

Direct hits and first miss location determination are decided during the segment the toss was made for short range, the segment after the toss was made for medium range and two segments after the toss was made for long ranged shots. Each bounce takes but one segment to land. Obviously, the bounces occur consecutively, i.e. determine the location of each bounce every segment until the item breaks or the dice indicate it stops moving.

Opponent Actions

A successful Dexterity check (and declared action) by a character within arm's reach of the bouncing item, will allow such a character to scoop up the bouncing missile (and potentially toss it back next round!). Likewise, a successful Dexterity check will allow the target to catch the missile and hurl it back in the next segment! Opponents with shields may only catch with one hand at –4 penalty (for medium and larger shields). Note that in this latter case only, the item must make a save on the Normal Blow column (column 3) of Table 8Y: Item Saving Throw Matrix or it will shatter when caught by the target. The opponent may add his Dexterity missile adjustment to the saving throw, but any hand covering adds a –1 (soft gloves) to -6 (metal gauntlets) to the saving throw.

Taking Cover Against Missile Fire

One of the best ways to avoid having your monsters be hit and injured by opposing missile fire is to have them crouch behind something - a curtained defense wall, a door, a building corner, an oak tree, or whatever happens to be available. This is called taking cover.

There are two types of protection your monsters can have. The first is concealment, also called soft cover. A character hiding behind a small pine tree is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The needles cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, bushes, draperies, smoke, fog and brambles.

The other type of protection is cover, or, more precisely, hard cover. It is, as its name implies, something your monster can hide behind that will block a PC missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks and the like.

Cover helps a potential target by giving the attacker a negative modifier to his attack roll. The exact modifier for concealment or cover depends on the degree to which it is being used as shelter. A human character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. Table 8U: Cover and Concealment AC Modifiers lists the different modifiers for varying degrees of cover and concealment.

25% is cover to the knees, part of the left or right side of the body screened, a target which is seen for only three quarters of a round, etc. Men on a walled parapet would typically be 25% covered. 50% cover or concealment equals protection or screening to the waist, half of one side of the body, being seen for only half the round, etc. Figures in thick brush and men on a castle wall with embrasures and merlons would be at least 50% covered. Shuttered embrasures and narrow windows would provide 75% cover, while arrow slits offer 90% cover.

Table 8U:
Cover and Concealment AC Modifiers

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

Table 8V:
Called Shots*

Location	To-Hit Penalty
Arm	-3
Artery**	-10
Eye**	-10
Groin	-4
Hand	-6
Head	-6
Leg	-2
Neck	-6
Tendon	-8
Torso	-2

* Extrapolate as necessary, but the minimum penalty must be -2.
** -10 applies to all specific internal organ calls.

Cover also has an effect on saving throws, granting the character the modifier listed on Table 8U: Cover and Concealment AC Modifiers as a bonus to his saving throws against spells that cause physical damage (for example, Fireball, Lightning Bolt, etc.)

Furthermore, a character who has 90% cover (or more) suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful. This assumes, of course, that the Fireball, Lightning Bolt or whatever, hit the cover. A man crouching behind a stone wall would be protected if a Fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall.

The Effects of Darkness

You never know when the characters will get themselves into trouble. It could happen at high noon or close to midnight in the alley behind a pub. As you can imagine, combat often presents itself at night, in dark caves and in areas of poor illumination. Poor lighting causes creatures that typically live under the sun (like humans and pixie fairies) to suffer penalties, whereas those that dwell underground and in darkness (such as most undead and drow) suffer penalties in well-lighted conditions. Therefore, if the opponent cannot be seen due to complete darkness (for normal creatures) or bright light (for underground dwellers) assess a –4 penalty to the attack roll because the opponent is essentially invisible. Likewise, if the opponent can be seen as a blur, a darker shape that vaguely stands out, a dark form in the shadows (or light), or is otherwise vaguely discernable, assess but a –2 penalty.

Called Shots

At any time, a player may announce that his character is making a specific called shot. A called shot suffers a penalty depending on where the shot is aimed (see Table 8V: Called Shots). If the called shot succeeds, the attacker automatically scores a hit on the desired location (which may then become disabled depending on the maximum damage allowable for that location – see Critical Hit Tables (8HH through 8JJ) for more info). Furthermore, the attacker scores a critical hit on a roll of 19 or 20, but the critical hit is restricted to the called location and must actually hit the desired location as well (i.e. if the die roll of 19 or 20 plus all bonuses and minus the applicable penalty provides a result of a miss). Additionally, with called shots, the result of 20 is no longer always a hit! See Table 8V: Called Shots.

Attacking Without Killing

There are times, oddly enough, when a character wants to defeat another being without killing it. A companion may have been charmed into attacking his friends (and his friends don't want to kill him at this time), an enemy may want information the PCs have so he may try to capture and torture them later, your NPCs may simply see the monetary value of ransoming a wealthy PC, or local beggar mobs may simply want to kick the snot out of the highbrow PCs.

There are three types of non-lethal attacks—punching, wrestling and overbearing. Punching is basic bare-fisted fighting. Wrestling is the classic combination of grappling, holds and throws. Overbearing is simply trying to pull down an opponent by sheer mass or weight of numbers, pinning him to the ground.

Punching and Wrestling

Punching is defined as when a character bludgeons others with his fists. Sometimes you just need to have a knock-down drag-out good old-fashioned fist fight. There's just nothing like the feeling of your lowly townsfolk pummeling the snot out of a high and mighty too-big-for-his-britches PC and rearranging his nose to nearabouts his ear. No weapons are used, although wearing brass knuckles, an iron gauntlet or similar item can be effective if you want to do more damage to an upstart PC.

Wrestling requires both hands free, unencumbered by weapons (other than natural claws, etc.), shields and the like, and it's primarily for sissies, but if the players want to do it, go ahead and let them.

When punching or wrestling a normal attack roll is made. The normal Armor Class of the target is used. If a character is attempting to wrestle in armor, the modifiers on PHB Table 12D: Armor Modifiers for Wrestling are used. Normal modifiers to the attack roll are also applied. Penalties for being held (other than magically) or attacking a held opponent do not apply to wrestlers. Wrestling involves a lot of holding and twisting as it is, and the Damage Resolution System for punching and wrestling takes this into account.

If the attack roll is successful, consult PHB Table 12E: Punching and Wrestling Results to find the result of the attack: Cross-index the character's modified attack roll with the proper attack form. If, for example, a character successfully punched with a 16, the result would be a jab (if he rolled a 16 on a successful wrestling attempt, the result would be an arm lock). Punching and wrestling attacks can succeed on attack rolls of 1 or less (exceptions to the general rule).

Punch: In game terms, this type of blow has little effect, but using the names adds spice to the battle and helps you convey the results of the combat in more dramatic fashion.

Damage: Bare-handed attacks cause only d2 points of damage. Penetration damage does not apply to punching or wrestling attacks. Metal gauntlets, brass knuckles and the like cause 1d6-1/1d6-2/1d6-3 points of damage against small, medium and large opponents respectively. Using these items during a brawl does allow penetration damage. A character's Strength bonus or penalty, if any, applies to punching attacks.

Punching damage is handled a little differently than normal damage. Only 25% of the damage caused by a pummeling attack is normal damage. The remaining 75% is temporary. For the sake of convenience, record punching damage separately from other damage and calculate the percentage split at the end of all combat.

If a character reaches 0 hit points due to punching attacks (or any combination of punching and normal attacks), he immediately falls unconscious.

A character can voluntarily pull his punch, not causing any damage, provided he says so before the damage is applied to his enemy. There is still a chance of a knockout.

% K.O.: Although a punch does very little damage, there is a chance of knocking an opponent out. This chance is listed on the PHB Table 12E as "% K.O." If this number or less is rolled on percentile dice, the victim is stunned for 1d10 rounds.

Wrestle: This column lists the action or type of grip the character managed to get. A hold is broken by a throw, a gouge, the assistance of another person or the successful use of a weapon. (Penalties to the attack roll apply to weapon attacks by a character who is in a hold.)

All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires) or penalty, while continued holds cause cumulatively 1 more point of damage for each round they are held. A bear hug held for six rounds would inflict 21 points of damage total (1+2+3+4+5+6).

Overbearing

Sometimes the most effective attack is simply to pull an opponent down by sheer numbers. No attempt is made to gain a particular hold or even to harm the victim. The only concern is to pin and restrain him. Clearly enough people (such as an angry mob) could automatically pull down a single character if given the opportunity, but in the case of a few characters per side, it becomes more dicey. Thus, I present to you the overbearing rules.

To overbear an opponent, a normal attack roll is made. For every level of size difference (1 if a Large attacker takes on a Medium defender, for example), the attack roll is modified by 4 (+4 if the attacker is larger, -4 if the defender is larger).

The defender also gains a benefit if it has more than two legs: a -2 penalty to the attacker's roll for every leg beyond two. There is no penalty to the defender if it has no legs. A lone PC attempting to pull down a Sturm Wolf would have at least a -8 penalty applied to the attack roll (-4 for size and -4 for the wolf's four legs).

If the attack succeeds, the opponent is pulled down. A character can be pinned if further successful overbearing attacks are rolled each round. For pinning purposes, do not use the prone modifier to combat (from PHB Table 12A: To-Hit Modifiers).

If multiple attackers are all attempting to pull down a single target, make only one attack roll with a +1 bonus for each attacker beyond the first. Always use the to-hit number of the weakest attacker to figure the chance of success, since cooperation always depends on the weakest link. Modifiers for size should be figured for the largest attacker of the group.

A giant and three pixies attempting to pull down a man would use the pixies' attack roll, modified by +3 for three extra attackers and +8 for the size difference of the giant (Huge) and the man (Medium).

Weapons In Nonlethal Combat

Sometimes one party makes the mistake of bringing nothing but their fists to a sword fight. Such poor chumps will find these rules useful. While not very sporting, in this case it's a lot more fun to be the guy with the weapon. This is because the character attempting to punch, wrestle or overbear an armed opponent can do so only by placing himself at great risk. An armed defender is automatically allowed to attempt a strike with his weapon before the unarmed attack is made, regardless of the initiative die roll. Furthermore, since his opponent must get very close, the defender gains a +4 bonus to his attack and damage rolls. If the attacker survives, only then can he attempt his attack.



Those involved in a wrestling bout are limited to weapons of small size after the first round of combat. You can't very well use a halberd on someone who has you in a headlock and is poking you in the eyes or hanging on your back biting off your ear. For this reason, all NPCs looking to wrestle should carry a hidden dagger or knife to shove between the ribs of a would-be ear-biter PC.

Nonlethal Weapon Attacks

It is possible to make an armed attack without causing serious damage (striking with the pommel, for example). The character has a -4 penalty to his attack roll for trying to use his weapon in a way not intended (hey, these things were forged to kill, not pussyfoot around). Roll damage normally in such cases. 25% of the damage (rounded down) is actual, 25% is temporary, and the other 50% is ignored (never happened).

Nonlethal Combat and Creatures

The various non-human creatures at your disposal love nonlethal combat because it favors them. Consider the following factors. First, unintelligent creatures will gleefully bite, gouge, rip out the spine, or otherwise attempt to maim opponents to the best of their ability. In other words, they simply won't try to grapple, punch or pull opponents down.

Second, and best of all, the natural weapons of such creatures are always usable. Unlike men with swords, an Owlbear or a rabid pit bull doesn't lose the use of its claws and/or fangs just because a stupid character is very close to it. They sadistically go for the voice box, groin or whatever they can damage.

Finally, and of greatest importance, creatures tend to be better natural fighters than characters.

So the moral is simple. Get the players to discard their weapons! You'll enjoy the advantage for a change.

Multiple Opponent Attacks: It is possible for as many opponents as will physically be able to attack a single adversary to engage in pummeling, grappling, or overbearing attack modes. Attack order must first be determined. Attack from behind negates the shield and Dexterity components of the defending creature. Hits are determined, then results, in order of attack.

Monsters using these attack modes will choose the most effective attack if they are human or humanoid and have above average Intelligence, otherwise they will use the modes in random fashion. Creatures will always attack to overbear if they do not use weapons, except bears and similar monsters who seek to crush opponents by hugging attacks (these are grappling).

Even if grappled, pummeled or overborne, monks are able to conduct open-hand combat normally until stunned or unconscious.

Striking To Subdue: This form of nonlethal combat is effective against some monsters (and other creatures of humanoid size and type). The victim must have at least low Intelligence and no greater than genius Intelligence. Subdual is useful against dragons and their relatives (such as Wyverns, Dragonnes, Dragonnel, Chimerae, Basilisks, etc.) as well as giants and the various giant-kin and other distant cousins of size Large or greater (Bugbears, Gnolls, Ettins, etc.). Note well that creatures from other planes cannot be subdued except on their home plane, but this fact need not be common knowledge! Player characters can never be subdued by this method.

Attacks to subdue use the flat, butt, haft, pommel or otherwise nonlethal parts of the weapons concerned but are otherwise the same as other attacks. All subduing damage is 75% temporary with 25% of such damage actually damaging to the creature being subdued. This means that if 40 hit points of subduing damage has been inflicted upon an Ettin, the creature has actually suffered 10 hit points of real damage. Any attacks or spells delivered for full regular damage automatically negate any chance of subdual and the temporary damage inflicted to that point is removed as if the creature were healed (effectively, it is no longer tired, feels renewed vigor and now begins an aggressive battle to the death).

When a creature has been subdued, it will not further attack the party that subdued it. It will surrender if forced, but will attempt escape at the soonest opportunity with a reasonable chance of success. If it ever thinks it has the upper hand, such as when a party gets smoked by a nasty Lightning Bolt trap that leaves them severely weakened, it will attempt to slay them.

Turning Undead

One important, and potentially life-saving, combat ability available to clerics and paladins is the ability to turn undead. This is a special power granted by the character's gawd. Druids cannot turn undead.

Through the cleric or paladin, the gawd manifests a portion of its power, terrifying undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, a cleric or paladin can attempt to turn the creatures. Only one attempt can be made per character per round, but several different characters can make attempts at the same time (with the results determined individually).

Attempting to turn counts as an action, requiring one round and occurring during the character's turn in the initiative order (thus, the undead may get to act before the character can turn them). The mere presence of the character is not enough. Speech and gestures and the forceful presentation of a holy symbol are required so the character must have his hands free and be in a position to speak. However, turning is not like spell casting and is not interrupted if the character is attacked during the attempt.

To resolve a turning attempt, refer Table 12K: Turning Undead from the PHB. Cross-index the Hit Dice or type of the undead with the level of the cleric (two levels lower for a paladin). If there is a number listed, roll 1d20. If the number rolled is equal to or greater than that listed, the attempt is successful. If the letter "T" (for "turned") appears, the attempt is automatically successful without a die roll. If the letter "D" (for "dispel") is given, the turning utterly destroys the undead. A dash (—) means that a cleric or paladin of that level has no chance of turning that type of undead. A successful turn or dispel affects d4 undead, a "T" or "D" result affects 2d4 undead. The closest undead are affected first; they must be able to see the cleric and be within 20 feet.

Failure to score the number shown or greater means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead creatures, and they may proceed to rip the failed character to shreds (perhaps ultimately dining on his remains or worse) or otherwise operate unconstrained.

Turned undead bound by the orders of another (for example, Skeletons) simply retreat and allow the character and those with him to pass or complete their actions. Free-willed undead attempt to flee the area of the turning character, until out of his sight, by moving directly away from his person at full speed and staying as far away as possible. If unable to escape, they circle at a distance, no closer than ten feet to the character, provided he continues to keep his holy symbol visible and presented forcefully. Turn effects last not less than three nor more than 12 rounds. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

If the character forces the free-willed undead to come closer than ten feet (by pressing them into a corner, for example) the turning is broken and the undead attack normally, though they may be turned again.

Counter-Affecting Turning

If a cleric has just successfully turned a group of undead, an enemy cleric may attempt to counter the turning. The countering cleric must be of the opposite alignment to the original cleric. A good cleric can be countered by an evil cleric, an evil cleric by a good cleric, and a neutral cleric by another neutral cleric. To counter a turning, the opposing cleric makes a turning roll as if he were attempting to turn the undead in question normally. A success means that the undead are freed of the effects of the first cleric's efforts. Note that countering a turning cannot restore any undead who were destroyed by a good cleric. This counter may in turn be countered, etc. This process can continue until one cleric fails to counter the effects of the other. Any undead who have clerical effects countered are unable to act on the following round.



Evil Clerics and Undead

Evil clerics are normally considered to be in league with undead creatures, or at least to share their aims and goals. Thus, they have no ability to turn undead. However, they can attempt to command these beings. This is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the evil cleric, while a "D" means the undead become completely subservient to the evil cleric. They follow his commands (to the best of their ability and understanding) until turned, commanded or destroyed by another.

Evil clerics also have the ability to affect paladins, turning them as if they were undead. However, since the living spirit of a paladin is far more difficult to quell and subvert, paladins are vastly more difficult to turn.

An evil cleric attempting to turn a paladin does so as if the cleric were three levels lower than he actually is. Thus, a 7th level evil cleric would turn paladins on the 4th level column. He would have only a slim chance of turning a 7th level paladin (7 HD) and would not be able to turn one of 8th level at all (using the level of the paladin as the HD to be turned). All "D" results against paladins are treated as "T" results.

Assassination by PC Assassins

Eventually, your assassin PCs are going to get tired of just spying, stealing and gathering information like a simple thief - they're gonna want to assassinate somebody! A PC assassin must successfully spy on his target (see Table 2M: Spying Chance of Success) before he can perform an assassination on that target. After a successful spying attempt, if the PC can intentionally surprise his sleeping, helpless or otherwise unaware victim, he may attack as described on Table 8W: Assassination Success. Remember, this has to be intentional- it is the premeditated condition of this type of attack that eliminates the need for a standard attack roll. Don't use the assassination table if the player stumbles over a sleeping Ogre or accidentally turns a corner and surprises a down-on-his-luck beggar.

Assassination attempts only apply backstab damage multipliers (see Table 3QQ: Backstab Damage Multipliers in the PHB) if the attack is actually made from behind. Assassination attempts may be made with missle weapons, though the spying attempt must be made at the level of Difficult or Extraordinary, regardless of the target or circumstances.

Monster Charm Power

The magical charming power of creatures such as Nixies and Vampires is much more powerful than that of the simple Charm Person spell. While it will eventually wear off, until it does, the charmee is subject to mental commands by the charmer, unlike either the Charm Person or Charm Monster spell. This means that a monster-charmed character does not need to speak the creature's language to understand commands from the monster which charmed it, although only basic emotions or simple commands can be mentally communicated to the charmee unless some mutual language is common to both the charmer and the charmee. While the charmed character is not an automaton, he will certainly hasten to carry out whatever instructions or commands are received from the charmer, except those which are obviously self-destructive. This relatively complete control of the charmee's mind enables the charmer to make the victim almost totally subject to its will, including giving up personal possessions, betraying associates and so forth.

Mental communication between charmer and charmee extends only to sight range or up to a 60 foot radius if not in sight range. Magic circles of protection (spells or specially drawn) will break the communication link and seemingly cause the charm to be broken, but unless magically dispelled, or until the power of the magic wears off, the effect is again evident when the charmee is outside such protection.

Psionics

The rules for psionics will be detailed in a later supplement. For now, any character or creature who is the target of a psionic power is entitled to a saving throw vs. spell to negate the power. Failure means they are subject to the psionic power's effects.

Saving Throws

The term saving throw is common enough, coming to us from miniature wargames and a certain HMPA–forced set of rule amendments to this hallowed game. Suffice it to say that as a result saving throws were added to this game, and we will speak no more of that event herein.

A saving throw represents the chance for the figure concerned to avoid (or at least partially avoid) the cruel results of fate. By means of skill, luck, magical protections, quirks of fate and the aid of supernatural powers, the character making his or her saving throw takes none or only part of the indicated results - spell damage, poisoning, being turned to stone by a Medusa or whatever. The various saving throw tables are presented in full below for characters, monsters and items as well. When someone or something fails to roll the number shown or better, whatever is coming, comes in full.

Footnotes on all Saving Throw Tables:

1) Excluding polymorph wand attacks
2) Excluding those that cause petrification or polymorph
3) Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

Multi-class characters and characters with two classes check the matrix for each class possessed, and use the most favorable result for the type of attack being defended against.

All monsters use the matrix for characters. Hit Dice equate to experience level, with each additional +1 to +4 hit points moving the creature upward by one Hit Die (so +5 to +8 move the character upward 2 Hit Dice, etc.). Non-intelligent creatures save at an

Table 8W:

Assassination Success*

Level of the Assassin	Level of the Intended Victim 0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	–	–	–	–
2	55%	50%	40%	30%	15%	2%	–	–	–	–
3	60%	55%	45%	35%	20%	5%	–	–	–	–
4	65%	60%	50%	40%	25%	10%	1%	–	–	–
5	70%	65%	55%	45%	30%	15%	5%	–	–	–
6	75%	70%	60%	50%	35%	20%	10%	1%	–	–
7	80%	75%	65%	55%	40%	25%	15%	5%	–	–
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	–
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	–
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%
16	100%	100%	100%	100%	100%	99%	85%	70%	60%	40%
17	100%	100%	100%	100%	100%	100%	99%	85%	70%	60%
18	100%	100%	100%	100%	100%	100%	100%	99%	85%	70%
19	100%	100%	100%	100%	100%	100%	100%	100%	99%	85%
20	100%	100%	100%	100%	100%	100%	100%	100%	100%	99%

*Or attacks on magically sleeping and/or helpless opponents by any character class (see Special To-Hit Bonuses).

The percentage shown is that for success (instant death) under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or on behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

experience level equal to one half their Hit Dice, rounded upward, except with regard to poison or death magic (against which they save against at full Hit Dice).

Most monsters save as fighters, except:

1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score be it cleric, magic-user or thief.
2. Those with no real offensive fighting capabilities save according to their most closely-related area of ability – cleric, magic-user or thief.

Ability Checks as Saving Throws

When a character attempts to avoid danger through the use of one of his abilities, an ability check can be used in lieu of a saving throw.

For example, Jonas the thief has broken into the ancient Pyramid of the Pharaoh Ghanapicko when he enters your marvelously planned falling block trap in the alcove of room 26b. You tell him he hears the grinding of stone from above and that a five-ton block of the ceiling is headed straight for him! He is going to need speedy reactions to roll out of the way, so a Dexterity ability check should be rolled to see if he avoids the trap. Now you can sit back and enjoy the unfolding drama as he squirms in his chair. Savor these moments, they are some of the most rewarding of all!

Modifying Saving Throws

Saving throws can be modified by magical items, specific rules and special situations. These modifiers can increase or decrease the chance of a successful saving throw. Modifiers that increase the chance are given as a number preceded by a plus sign. Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc.).

Ability Scores: High Ability Scores sometimes give saving throw bonuses. A high Wisdom protects against illusions, charms and other mental attacks. Dexterity can give a character a slightly higher chance of avoiding the effects of Fireballs, Lightning Bolts, crushing boulders and other attacks where nimbleness may be a help (see Tables 1B and 1E in Chapter 1 of the Player's Handbook). Of course, low scores in these abilities can have the opposite effect, like that tall skinny kid with the freckles in third grade that always seemed to dodge into the ball rather than evade it.

GM Stipulations: You may assign modifiers to any saving throws as you see fit, always keeping in mind game balance.

Rule Stipulations: Some attack forms will always give an adjustment to saving throws because of the creature considered, e.g. a large spider's poison attack is always at a plus on the saving throw dice. Some attack forms always receive adjustments against certain creatures also. Check facts regarding the characters and/or monsters concerned. To be wrong is to be an unskilled GM, undeserving of the title.

Magical Devices and Protections: Various magic items (rings, armor, shields, etc.) allow saving throw dice modifications. In general, these modifiers are cumulative, unless otherwise stated. Some spells will also cause such modifications. It is necessary to familiarize yourself with all such information by having a working knowledge of both the Hacklopedia of Beasts and the Player's Handbook, as well as this volume.

Table 12G (from the PHB):
Cleric Saving Throws

Level	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph[1]	Breath Weapon[2]	Apology	Spells[3]
1	10	14	13	16	15	15
2	10	14	13	16	14	15
3	9	14	13	16	14	15
4	9	13	12	15	13	14
5	9	13	12	15	13	14
6	8	12	11	14	12	13
7	8	12	11	14	12	13
8	7	11	10	13	11	12
9	7	11	10	13	11	12
10	6	10	9	12	10	11
11	6	10	9	12	10	11
12	6	10	9	12	9	11
13	5	9	8	11	9	10
14	5	9	8	11	8	10
15	5	9	8	11	8	10
16	4	8	7	10	7	9
17	4	8	7	10	7	9
18	3	8	6	9	6	8
19	3	6	6	9	6	8
20	2	6	5	8	5	7

Table 12I (from the PHB):
Magic-user Saving Throws

Level	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph[1]	Breath Weapon[2]	Apology	Spells[3]
1	14	11	13	15	17	12
2	14	11	13	15	17	12
3	14	11	13	15	16	11
4	14	10	12	14	16	11
5	13	10	12	14	15	11
6	13	10	12	14	15	10
7	13	9	11	13	14	10
8	13	9	11	13	14	10
9	12	8	11	13	13	9
10	12	8	10	12	13	9
11	12	8	10	12	12	9
12	12	7	10	12	12	8
13	11	7	9	11	11	8
14	11	7	9	11	11	8
15	11	6	9	11	10	7
16	11	6	8	10	10	7
17	10	5	8	10	9	7
18	10	5	8	10	9	6
19	10	5	7	9	8	6
20	10	4	7	9	8	6

Table 12H (from the PHB):
Fighter Saving Throws

Level	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph[1]	Breath Weapon[2]	Apology	Spells[3]
0	16	18	17	20	19	19
1	15	17	16	19	18	18
2	14	16	15	18	18	17
3	13	15	15	17	17	16
4	13	15	14	16	17	16
5	12	14	13	15	16	15
6	11	13	12	14	16	14
7	10	12	11	13	15	13
8	10	12	11	12	15	13
9	9	11	10	11	14	12
10	8	10	9	10	14	11
11	7	9	8	9	13	10
12	7	9	8	8	13	10
13	6	8	7	7	12	9
14	5	7	6	6	12	8
15	4	6	5	5	11	7
16	4	6	5	4	11	7
17	3	5	4	3	10	6
18	3	5	4	2	10	6
19	2	4	3	2	9	5
20	2	4	3	2	9	5

Table 12J (from the PHB):
Thief Saving Throws

Level	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph[1]	Breath Weapon[2]	Apology	Spells[3]
1	14	15	13	17	16	16
2	13	14	12	16	16	15
3	13	14	12	16	15	15
4	13	13	11	16	15	14
5	12	12	11	15	14	14
6	12	12	11	15	14	13
7	12	12	11	15	13	13
8	12	11	11	15	13	12
9	11	11	10	14	12	12
10	11	10	10	14	12	11
11	11	10	10	14	11	11
12	11	9	10	14	11	10
13	10	9	9	13	10	10
14	10	8	9	13	10	9
15	10	8	9	13	9	9
16	10	7	9	13	9	8
17	9	7	8	12	8	8
18	9	6	8	12	8	7
19	9	6	8	12	7	7
20	9	6	8	12	7	7

Table 8X:
Item Saving Throw Attack Forms

Column	Attack Form
1	Acid
2	Blow, Crushing
3	Blow, Normal
4	Disintegration
5	Fall
6	Fireball (or breath)
7	Fire, Magical
8	Fire, Normal (oil)
9	Frost, Magical
10	Lightning Bolt
11	Electrical Discharge/Current

Table 8Y:
Item Saving Throw Matrix (Magical and Non-Magical Items)

Item Description	Attack Form Number 1	2	3	4	5	6	7	8	9	10	11
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	15	15
Metal, hard	7	6	2	17	2	6	2	1	1◊	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

* Potions, magical oils, poisons, acids while container remains intact.
** Includes pearls of any sort.
***Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard."
◊ If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

Circumstantial Adjustments: Such adjustments are quite similar to GM stipulations. That is, if a character in plate mail is standing in a pool of water holding a broad sword in his steel-gauntleted hand when your clever NPC magic-user villain lobs a forked Lightning Bolt at him at him, you just might wish to slightly alter his chances of saving. In like manner, you might wish to give this same character one-half or NO damage from a Fireball in the same circumstances. But of course, your NPC would never be THAT stupid, though this situation could easily occur in the reverse. (In this same fashion you may feel no constraint with respect to allotting pluses to damage so meted out to players, adjusting the score of each die upwards or downward as you see fit because of prevailing circumstances.)

Certain Failure: As shown on the Saving Throw Tables, a 1 is ALWAYS a failure, regardless of magical modifiers to the contrary. As GM you may be tempted to adjust such failures according to prevailing circumstances, although any adjudication which negates failure on a roll of 1 is not recommended at all, is illegal and may result in loss of credentials and dignity.

Poison Saving Throws For Monsters: There are exceptions to the death (or damage) rule for poison. Any creature with a thick layer of fat (where blood vessels and nerves are virtually non-existent) will be totally immune to poison from creatures which are not able to penetrate this fat layer when injecting their poison. All swine, Wereboars included, will be in this protected class. Similarly, very large creatures poisoned by very small ones are not likely to be affected. Even the poison of the deadly coral snake would not be likely to harm a 120-foot long Giant Alligator. Giants would simply smash giant centipedes without fear of their poison - which would cause a swelling and rash, perhaps, at worst. Whenever a situation arises where poison is involved, consider both of these cases in reaching a decision.

Magic Armor and Saving Throws

The magical properties of the various sorts of magic armor will sometimes, but not always, add bonuses to saving throw dice rolls made by wearers. All cases cannot be dealt with, for there will undoubtedly be many special circumstances which occur. There are guidelines, however, which will generally serve.

Saving throws will NOT be aided by magic armor against:
Gas,
Poison,
Spells which do not cause physical damage
petrification, polymorph, Magic Jar, charm.

Saving throw rolls WILL receive an armor bonus against:
Acid, except when immersion occurs,
Disintegration,
Falling damage,
Fire, magical and otherwise,
Spells which cause physical damage

Exception: Metallic armor will NOT add to saving throws versus electrical attacks, although nonmetallic armor will do so.

Of course, where no saving throw is permitted, magic armor does not then give such an option unless otherwise stated.

Item Saving Throws

These saving throws are self-explanatory in general. It is a case of either the item saving or being destroyed by the attack form. Potions and liquids which do not make their saving throws should be noted secretly by you - unless the player concerned has his character check to determine if the fluid was harmed. Such failure will not otherwise be notable without examination and testing.

Artifacts and Relics: Because of the very nature of these items, they are subject to harm only from other artifacts and relics or attacks by gawds or similarly powerful beings. Typically, these items may only be destroyed in one or a handful of particular ways.

Those items which do not exactly conform to item descriptions in Table 8Y: Item Saving Throw Matrix (Magical and Non-Magical Items) should be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. Items within containers that afford the necessary protection need not save unless the protecting item first fails its save. For example, a scroll need not save versus acid if it is carried in a sealed soft leather scroll tube that makes its save versus the acid. Of course, if the tube fails its save and dissolves, the scroll must then save. Likewise, if the save were against crushing blow, the tube might make its save, but the scroll could still be crushed. Use common sense in all such instances.

Magical Items: Magical items gain +2 on all rolls plus +1 for each plus they have above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. Normal Blow vs. Shield, Fireball vs. Ring of Fire Resistance or Fireball Wand.

Description of attack forms in Table 8X: Item Saving Throw Attack Forms.

1. **Acid:** This assumes a considerable volume of strong acid (Black Dragon or Giant Slug spittle) or immersion for a period which would affect the item.
2. **Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from an ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.
3. **Blow, Normal:** This assumes an attack by a normal-Strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.
4. **Disintegration:** This is per the magical effect.
5. **Fall:** This assumes the item falls about 5 feet and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5 feet over the first 5 feet the item falls, subtract -1 from the die roll to save.
6. **Fireball:** This is the magical Fireball, Meteor Swarm, (Red) Dragon breath, etc.
7. **Fire, Magical:** This is the magical Wall of Fire, Fire Storm, Flame Strike, etc.
8. **Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.
9. **Frost, Magical:** This is the magical frost or cold such as a White Dragon's breath or spells such as Lyggl's Cone of Cold or Ice Storm.
10. **Lightning Bolt:** This is a magical attack from lightning called from the sky, Blue Dragon breath, etc.
11. **Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.

Injury and Death

The heroic life of HackMaster carries with it unavoidable risks. If your players wanted to be safe they should have stayed in mommy's kitchen watching Barney episodes on tape. In HackMaster, player characters get injured...seriously injured. If you're doing your job right, they'll be reminded of this fact often.

As I stated in the PHB, some pansified wuss-games (and I use the term 'game' ever so lightly here) handle damage in the 'abstract.' They attribute hit points to some kind of "sixth sense," luck, combat skill and divine protection that somehow wears off after a time. How preposterous! What complete and utter rubbish! Hit points represent quite analytically exactly how much physical abuse a character can withstand before suc-

cumbing to his wounds. Period. All characters and monsters have a number of hit points. The more hit points a creature has, the more physical damage he can take. Are we to believe that a war horse can suffer the same physical damage as a peasant, but it merely has more "luck" or some kind of equine sixth sense that affords it more hit points? How sad for those clinging to these foolish notions. Let them go play diceless pastimes and leave you with the knowledge that you are a superior breed of gamer.

Damage is subtracted from a character's (or creature's) current hit point total. Should your Ogre hit one of the player characters with an axe for 14 points of damage, those 14 points are subtracted from the character's total hit points. Hit point loss is cumulative until a character dies or has a chance to heal his wounds.

As characters gain levels they get tougher and can take more physical abuse. Take the hero character in the first Terminator movie. Did you see all the physical abuse he took at the hands of the Terminator? Was it luck? A sixth sense? I think not; he was shot, blown up and involved in high speed accidents without a seat belt. Doesn't sound lucky to me. In any case we KNOW he was high level. That was the whole point of those kewl futuristic "flashbacks": to show he was high level by giving us a first-hand account of all the EPs he gained in combat! Duh!

Constitution measures a character's health, fitness and endurance. Clearly this rating affords additional hit points to the character. We know for a fact that professional football players go through extensive physical training to increase their ability to take hits; in other words to increase their hit points! Thus, Constitution logically adds to the ability of characters to withstand physical damage (and other ailments, plus fatigue, etc.).

Wounds

When a character hits a monster, or vice versa, damage is suffered by the victim. The amount of damage depends on the weapon or monster's natural weaponry. In PHB Table 9T: Weapons, all weapons are rated for the amount of damage they inflict to Small, Medium and Large targets. This is given as a die range (1d8, 2d6, etc.). For your monsters, you'll find their damage ranges and statistics listed in the Hacklopedia of Beasts under the monster's specific entry. Note that some monsters, typically humanoid ones, but also some others, use weapons. For these you'll need to consult the PHB chart, but you'll also need to know the monster's Strength bonus (or penalty) found in the relevant Hacklopedia of Beasts.

Each time a hit is scored, the appropriate dice are rolled and the damage is subtracted from the current hit points of the target. An Orc that attacks with a sword, for example, causes damage according to the information given for the type of sword it uses, plus Strength bonuses (or penalties). A Red-Bellied Armored Lizard that bites once and clubs with its spiked tail causes 7-16 (d10+6) points of damage with its bite and 2-20 (2d10) points with its tail.

Sometimes damage is listed as a die range along with a bonus of +1 or more. The Horned Rager, is a good example (1d6+6). This bonus may be due to high Strength, magical weapons or the sheer ferocity of the creature's attack. The bonus is added to whatever number comes up on the die roll, assuring that some minimum amount of damage is caused. Likewise, penalties can also be applied, but no successful attack can result in less than 1 point of damage unless this is specifically called out as a possibility (eg. 0-1 or 0-3).

Additional Bonus Damage

Damage Multipliers: One thing to always remember are the specific cases where your NPCs and monsters can gain extra damage. Sometimes an attack has a damage multiplier, e.g. a thief's backstab. In this case, roll the damage dice twice, but only add the applicable Strength modifier and other modifiers into the first die roll.

Penetration Damage occurs when a monster or character rolls the maximum number on any damage die. When this occurs the beast can immediately get an additional damage die of that type as penetration damage (but not including any bonuses, just as with multipliers). The result of the extra die, less one point (so penetration can actually result in zero extra damage if a one is rolled), is added to the total damage. This process continues indefinitely (but there's always only a –1 subtracted from the extra die, even if it's, say, the third die of penetration damage) as long as the damage die in question continues to come up maximum. Armor absorption does not protect against penetration damage and shields suffer additional damage from penetration damage when it is being rolled against a shield. In the case of shields, any damage in excess of the shield hit point total is applied to the defender as usual (though armor DOES absorb a portion of the first die that penetrates).

Follow Through Damage occurs any time a monster deals enough damage to another monster or character to drop that character to zero or more. Any additional damage can (attacker's choice) be immediately applied to an adjacent defender (or ally). Note that applying follow through damage may allow a dropped character to live where he might have died because damage application to that character stops when he is reduced to zero. If you want to make sure some over confident PC is slain I strongly recommend against applying follow through. Follow through damage does not require an additional attack roll nor does it afford a saving throw. This process continues until all damage from the roll has been dealt, or all adjacent characters are slain. Spells cannot exceed area of effect and where applicable, spells and missile weapons must follow proper trajectory (i.e. there are no magic bullets in HackMaster).

Trauma Damage

Pain and shock go hand in hand with grievous wounds. Being the single most detailed and realistic role-playing game ever created, HackMaster takes these factors into account, of course. Any time a character (including most monsters) suffers damage in a single round equivalent to half or more of its starting hit point total, that character must make a threshold of pain check. The character must save versus death (add Wisdom bonus to save) or fall to the ground incapacitated with pain for a number of rounds equal to the amount his saving throw fell short of the required number. If the character failed his save by 4 or more, he is also in shock. While in shock a character must make a Constitution check each turn. If the character fails his Constitution check, he will be affected as if under a Confusion spell for a turn. If he failed by 8 or more, or runs the course of the confusion effect noted above, he then falls unconscious. An unconscious victim of trauma damage must continue to make a successful Constitution check each round or he will lose a point of Constitution. When the character's Constitution drops to zero, he dies. The above effects can be stopped by rendering first aid-related skill treatment or magical healing. Note, these rules supercede the Resistance to Excessive Injury Table in the prior edition.

Healing

Once a character is wounded, undoubtedly the cowardly PC will want to get him healed, sometimes in lieu of performing more exciting actions like continuing to sally forth deeper into your dungeon of doom. Likewise, this may occur if your monster manages to survive a battle injured, whether because the PCs fled like the yellow armor-wetters you know they are, or because your monster wisely escaped to gleefully become a thorn-in-the-side another day, perhaps when most inconvenient for the PCs. Characters can heal either by natural or magical means. Natural healing is slow, but it's available to everyone, regardless of class and is often the only method available to monsters. Magical healing may or may not be available, depending on the presence (or absence) of spell casters or magical devices. The only limit to the amount of damage a character can recover through healing is the total hit points the character has. Healing can never restore more hit points to a character than his maximum hit point total. A character cannot exceed this limit until he gains a new level, whereupon another Hit Die (or a set number of points) is added to his total. Note that monsters can exceed their maximum hit points by growing larger over time or surviving many battles.

Character Natural Healing

Average characters heal naturally at a rate of 1 hit point per day of mild activity. This rate can be modified by high or low Constitution (see Constitution in PHB Chapter 1). Mild activity is defined as low activity—nothing more strenuous than riding a horse or traveling from one place to another. Your players will almost certainly try to do more than allowable and claim their precious PC can still heal. Not so! Fighting, running in fear, hastily donning armor, defending in melee or any other physical activity prevents resting, since it strains old wounds and may even reopen them. If a PC engages in any of these activities, hammer them the next morning by not giving the extra hit points they think they've 'earned' through 'rest.'

If a character has complete bed rest (doing nothing for an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution hit point modifier he might have to the base of 21 points (3 points per day) he regained during that week.

In both cases above, the character is assumed to be getting adequate food, water and sleep. If these are lacking, the character does not regain any hit points that day, no matter how much he whines.

Monster Natural Healing

Humanoid monsters such as Orcs, Goblins, etc. heal as do characters. The rest of the monsters do not. But this is good news, because they heal faster! Again, advantage: GM! If you think about this, it is most logical and obvious. Do not wolves, dawgs, cats and other common animals heal faster and more heartily than humans? Of course. So, it is ludicrous to think that the same would not be true of the rest of the monsters.

Non-humanoid monsters heal naturally at a rate of 2 hit points per day of mild activity (light walking, picking berries, slow tracking, etc). Such monsters heal at a rate of 5 hit points per day if afforded complete rest, plus an additional Hit Point per hit die above 2.

Magical Healing

Healing spells, potions and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in the PHB (with annotations herein) and in this exalted tome for magical items. By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of a bloody combat or to eliminate the effects of a particularly grave wound (aka a critical hit).

Note well that intelligent monsters that have magical healing available to them will use it at an appropriate time. It's especially rewarding to have a monster use up magic items that the PCs would otherwise gain if the monster had died without their use, such as Potions of Extra Healing, etc. Even if the monster is ultimately, slain, he's managed to deprive the PCs of the healing benefits of its treasure!

Table 8Z:
Morale Check Circumstances

Faced by obviously superior force*	check each round
25% of party** eliminated or slain	check at + 5%
Leader falls or appears down	check at + 10%
50%+ of party** eliminated or slain	check at + 15%
Leader obviously slain or deserts	check at + 25%

* Such as in melee when one force is hitting twice as often as the other.
** Or individual taking this much personal wound damage.

Table 8AA:
Other Morale Check Modifiers

Each enemy deserting	-5%
Each enemy slain	-10%
Chieftain present	-10%
Inflicting casualties without receiving any	-20%
Each ally slain	+10%
Taking casualties without receiving any	+10%
Each ally deserting	+15%
Outnumbered & outclassed by 3 or more to 1	+20%

Table 8BB:
Morale Failure Results

Failed By	Result
1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. These skills are explained in PHB Appendix G.

Character Death

If a character or monster suffers a single blow that drops him to –4 hit points, he's dead. If a character suffers a hit that drops him to 0 to –3 hit points in a single blow, that character is fallen and bleeding to death. The character must make a Constitution check against half his Constitution in order to remain conscious. He can do nothing but bleed and speak in a soft voice (perhaps to bequeath an item or share a secret of some import before his demise). He cannot fight, move or cast spells. Conscious or unconscious, the character is dying and loses one hit point per round (at the beginning of each round) until someone either stops the bleeding using magic (even one point will do it), healing skill, herbalism skill or successfully tends to his wounds by making a Wisdom save against half his Wisdom. Each round a conscious character must make another Constitution check to remain conscious. Any character reaching –6 hit points or less will have permanent scarring. If the character drops to –10, he is dead.

Death From Massive Damage

In addition to dying when hit points reach -4 or -10, a character also runs the risk of dying abruptly when he suffers massive amounts of damage. A character who suffers 50 or more points of damage from a single attack must roll a successful saving throw vs. death or die.

This applies only if the damage was done by a single attack. Multiple attacks totaling 50 points in a single round don't require a saving throw.

For example, a character with 94 hit points would be required to make a check if a dragon breathed fire on him for 88 points of damage. The same character wouldn't have to do so if four Trolls hit him for a total of 59 points of damage in that round. But more than likely, in either case, your monster(s) will be finishing the chump off next round!

If the saving throw is successful, the character remains alive (unless of course the 50+ hit point loss reduced his hit points to -4 or below!). If the saving throw fails, the character immediately dies from the intense shock his body has taken.

The character may still be raised in the normal ways, however.

The best part about death from massive damage is that it only applies to humanoids, humans and demi-humans, NOT other monsters! Another nice little perk for you.

Inescapable Death

Luckily, you can create occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to squash him like a bug. He could be Teleported into solid granite. He could be trapped in an escape-proof box filled completely with acid or buried. He could have his throat cut while sleeping by the local drunk. He could be on the receiving end of a nasty critical hit result (such as severed head). Or, an assassin could simply succeed in an assassination attempt. While these examples are brutal (but very enjoyable to think about, especially for certain characters), they could easily, and will likely, happen at some point in the world of the HackMaster game.

Raising the Dead

Curative and healing spells have no effect on a dead character—he can only be returned to life with one of the various Raise Dead, Reincarnation or Resurrection type-spells (or a device that accomplishes one of these effects). Each time a character is returned to life, the player must make a Resurrection survival roll based on his current Constitution (see PHB Table 1C). If the die roll is successful (i.e. the player rolls equal to or less than his resurrection survival percentage), the character is restored to life in whatever condition is specified by the spell or device.

A character restored to life in this way has his Constitution permanently lowered by 1 point. This can affect hit points previously earned. Should the character's Constitution bonus go down, the character's hit point total is reduced by the appropriate number of hit points (the amount of hit point bonus lost is multiplied by the number of levels for which the character gained extra hit points from that bonus). When the character's Constitution drops to 0, that character can no longer be raised. He is permanently removed from play.

Morale

Morale checks are used to determine the amount of will to fight in non-leader NPCs, and can be applied both to henchmen and hirelings of character types and groups of intelligent opponent monsters (see also Loyalty of Henchmen & Hirelings, Obedience and Morale). Various instances, detailed on Table 8Z: Morale Check Circumstances, dictate when such characters must gut-check to see if they really want to stick around and have a stake in the outcome (one way or another) or cut and run. Base unmodified morale score for NPC characters is 50% plus 5% times the loyalty base associated with their leader's Charisma (PHB Table 1F). Creatures detailed in the Hacklopedia of Beasts have a base morale of 5% times their morale rating as defined in that exalted collection. Modifiers to morale are listed in Table 8AA: Other Morale Check Modifiers.

Morale Scores

Henchmen or Associated Creatures: For each creature take the base morale (loyalty) score and cast percentile dice. Adjust the score for penalties and bonuses. If the adjusted score is equal to or less than the loyalty score, morale is good. If the number exceeds the loyalty score, the creature will react according to Table 8BB: Morale Failure Results.

Monsters, Intelligent: Each monster has a base morale of 5% times its morale rating (as found in the Hacklopedia of Beasts entry for the creature). If a morale check is required, scoring and reaction are as stated above for henchmen, et al.

Morale Failure

The difference between the maximum score needed to retain morale and the number actually rolled, as adjusted, is the % of morale failure. See Table 8BB: Morale Failure Results for the specific action taken.

Pursuit and Evasion of Pursuit

There are two cases of pursuit and evasion of pursuit. The first is in underground situations, and the second is in outdoor settings. There are various special circumstances which pertain to each case, so each will be dealt with separately.

Pursuit And Evasion In Underground Settings

When player characters (with attendant hirelings and/or henchmen, if any), elect to retreat or flee from an encounter with a monster or monsters, a possible pursuit situation arises. Whether or not pursuit will actually take place is dependent upon the following:

1. If the matrix or key states that the monster(s) in question will pursue, or if the Hacklopedia of Beasts so states, then pursuit will certainly occur.
2. If the monster or monsters encountered are semi-intelligent or under, hungry, angry, aggressive, and/or trained to do so, then pursuit will be 83.33% likely to occur (d12, 1 through 10).
3. If the monster or monsters encountered are of low Intelligence but otherwise suit the qualifications of 2., above, then pursuit will occur with the following probabilities:

   A. If the party outnumbers the potential pursuers, then pursuit is 25% likely (3 in 12).

   B. If the party is approximately as numerous as the potential pursuers, then pursuit is 41.67% likely (5 in 12).

   C. If the party is outnumbered by the potential pursuers, then pursuit is 75% likely (9 in 12).

   D. If condition C. exists, and furthermore the potential pursuers conceive of themselves as greatly superior to the party, then pursuit is 100% certain.

When Pursuit Ends

Unless there are extenuating circumstances, such as a ranger NPC or an Invisible Stalker or a Slithering Tracker pursuing, then pursuit will end as soon as any one of the following conditions is met:

If the pursued are faster than the pursuers:

A. The pursued are in sight but over 100 feet distant; or

B. The pursued are out of sight and were over 50 feet distant when they have left the perception of the pursuer(s); or

C. Pursuit has continued over 5 rounds, and the pursuer has not gained perceptibly upon the pursued.

If the pursued are of equal speed to the pursuers:

A. The pursued are in sight but over 150 feet distant; or

B. The pursued are out of sight and were over 80 feet distant when they left the perception of the pursuer(s); or

C. Pursuit has continued over 1 turn, and the pursuer has not gained perceptibly upon the pursued.

If the pursuer is faster than the pursued:

A. The pursued are out of sight and were over 200 feet distant when they left the perception of the pursuer(s); or

B. The pursuer is unable to continue due to reasons of physical endurance.

Modifiers To Pursuit

There are several circumstances which will affect the pursuer. These are:

1. **Barriers:** Physical or magic barriers will slow or halt pursuit, i.e. a fallen portcullis, a pool of burning oil, a swift river, etc.

2. **Distractions:** Actual or magic distractions will be from 10% to 100% likely to cause pursuit to falter or cease altogether. For example, a Dancing Lights spell moving away from a fleeing party which has extinguished its light sources might distract pursuers, just as a Phantasmal Force of a strong helper joining the pursued might cause the pursuers to cease pursuit. Similarly, if the pursued passed through or near some other creatures which would be hostile to the pursuing force, or at least not friendly to the pursuers, then it is quite possible that the creatures passed through and the pursuers would become embroiled. The likelihood of any distraction being successful is a matter for individual adjudication by the GM, using HackMaster principles and common sense as they apply to the particular circumstances prevailing. There are also 2 sub-cases here:

   A. **Food:** Food, including rations and/or wine, will be from 10% to 100% likely to distract pursuers of low Intelligence or below, providing the food/wine is what they find palatable. Roll d10 x 10% to find the probability, unless you have a note as to how hungry or food oriented the creatures are. Add 10% to the result for every point of Intelligence below 5, and give a 100% probability for non-intelligent creatures pursuing. If probability is under 100%, roll the d10 a second time, and if the result is equal to or less than the probability determined, then the pursuers break off pursuit for 1 round while the food/wine is consumed.

   B. **Treasure:** Treasure, including precious metals, gems, jewelry, rare stuffs such as ivory or spices, valuable items and/or magic will be 10% to 100% likely to cause pursuers of low or greater Intelligence to be distracted. Pursuers of low Intelligence will have an additional 10% per 10 items (regardless of actual value) dropped, i.e. 20 copper pieces have a 20% additional probability of causing a distraction. The value of items dropped, known or presumed or potential, will likewise cause pursuers of average or greater Intelligence to be more likely to be distracted. For each 100 gp value or seeming value, add 10% to base probability. Roll the d10 a second time to see if potential and actual interest are the same, just as is done when food is used as a possible distraction. (Note, however, that very small items of value - notably, gems and the like - would have a chance of going completely unnoticed in the heat of pursuit and that 20 coppers in a pouch count as only one item since the pursuers witness the dropping of but one pouch, NOT 20 coppers.) If success occurs, the pursuer will be distracted for 1 round, or the length of time necessary to gather up the treasure, whichever is the greater.

3. **Multiple Choice:** It will most often come to pass that the pursued take a route which enables them to cause the pursuer(s) to have to make decisions as to which direction the pursued took in their flight. Thus, at a branching passage where there are 3 possible ways which could have been taken, there is a basic 2 in 3 chance that the pursuer(s) will take the wrong passage. Likewise, if there are a door and a passage, there is a 1 in 2 chance of wrong choice. This base chance assumes that the pursuer cannot see the pursued when choice is made, that sound does not reveal the direction of flight, that smell does not reveal direction of flight, nor do any other visual, aural or olfactory clues point to the escape path. As GM, you will have to adjudicate such situations as they arise. The following guidelines might prove helpful:

   LIGHT: Straight line of sight near infinite, any corner cuts distance to 60 feet.

   NOISE: Characters in metal armor can be heard for 90 feet, hard boots can be heard at 60 feet, relatively quiet movement can be heard at 30 feet.

   ODORS: Normal scent can be detected by creatures hunting or tracking by scent for several hours - even in a dungeon setting. Scent can be masked with various things - mustard powder, oil of citronella, crushed stinging nettle, etc.

Building Interiors: Treat these settings the same as one underground, as applicable.

Procedure For Determination Of Evasion Underground: If it is discovered that a pursuit situation exists, and the one side elects to evade rather than confront pursuers, simply continue as if a melee were under way, but conduct ALL movement before combat (so as to avoid moving segment by segment). Spells and missile fire occur on their assigned segments so distance may need to be calculated on that particular segment for range purposes. At the end of each round it is necessary to follow the procedures under When Pursuit Ends to see if the pursued party has succeeded in evading the pursuers. Keep track not only of the route of flight, but also of the amount of game time so spent, as some pursuit will automatically cease after a set period without confrontation. Note also the Fatigue rules set forth, herein.

Mapping During Flight: No mapping is ever possible during flight. Give no distance measures in moving the pursued. Give no compass directions either! In fact, it is within your jurisdiction to remove all writing implements and the map from the mapper. If he complains, return the map, but assess a 50% movement penalty and require Dexterity checks to avoid falling since he is looking at the map rather than pursuing/evading.

Pursuit And Evasion In Outdoor Settings:

Pursuit in the outdoors is generally similar to that in settings underground or indoors. The three general rules of likelihood of pursuit apply. However, pursuit will certainly continue until evasion is successfully accomplished. In outdoor settings, evasion is accomplished in a different manner, the variables being the relative speed of movement and size of the parties concerned and the type of terrain over which pursuit takes place. Available light is also a factor. The base chance and potential modifiers are listed in Table 8CC: Outdoors Pursuit.

Procedure For Determination Of Evasion Outdoors: First, determine if a condition of surprise exists. If the evading party has surprised the other party, evasion is automatic. If no surprise exists, then follow the procedure below. If the evading party itself is surprised, then no evasion is possible, until after they are no longer surprised (and at that point likely, there will be a confrontation or melee situation in any case, so they will need to flee from combat before evasion can be attempted).

Find all modifiers for the evasion roll and calculate the total modifier. The pursued party rolls percentile dice and adds/subtracts the modifier, and if the number generated is less than or equal to 80%, then they have had immediate success at eluding the pursuers. Otherwise, pursuit continues as in underground setting. If both sides are out of range for ranged attacks, check each time a condition on Table 8CC changes (don't forget fatigue and encumbrance!). In any case, each game hour another evasion check must be made just as is initially done, with the added stipulation that any result of 100% or greater indicates immediate confrontation and no further chance of evasion.

Table 8CC:
Outdoors Pursuit

Base Chance of Evading Pursuit Outdoors:	80%
Movement Speed Adjustment:	
Pursued is faster	-10%
Both parties are of equal speed	0%
Pursuer is faster	+20%
Terrain Adjustment	
Plain, desert, open water	+50%
Scrub, rough, hills, marsh	-10%
Forest, mountains	-30%
Size of Parties Involved Adjustment	
Pursued party totals fewer than 6 creatures	-10%
Pursued party totals 6-11 creatures	0%
Pursued party totals 12-50 creatures	+20%
Pursued party totals over 50 creatures	+50%
Pursuing party totals fewer than 12 creatures	+20%
Pursuing party totals 12-24 creatures	0%
Pursuing party totals over 24 creatures	-10%
Available Light Adjustment	
Light equal to full daylight	+30%
Light equal to twilight	+10%
Light equal to bright moonlight	0%
Light equal to starlight	-20%
Light equal to dark night	-50%

Special Note Regarding Fatigue: Fatigue merely slows movement and reduces combat effectiveness. Exhaustion will generally require a day of complete rest to restore the exhausted creatures. Fatigue is based on a particular character's Fatigue Factor. The Fatigue Factor is calculated by multiplying half of the character's Constitution (truncate all fractions) by his current encumbrance modifier as shown in Table 8DD: Encumbrance Modifiers.

Note that Severely encumbered individuals have a Fatigue Factor of zero. The Fatigue Factor represents how many rounds of exertion it takes before a character must save versus fatigue. The fatigue save is an ability check calculated by combining the Wisdom and Constitution scores (adding fractional values as well), then dividing the result by two and truncating the result to an integer. A character must save versus fatigue each round that he has exceeded his Fatigue Factor or temporarily lose one point of Strength and one point of Dexterity (note that Strength loss can drop a character into a more encumbered state, further degrading his Fatigue Factor). Whether the check was successful or not, a character still exerting himself must make another check the next round, so points can be lost round after round. If Dexterity drops to zero, the character can no longer move. If Strength drops to zero, the character passes into unconsciousness. Points lost due to Fatigue Factor can be recovered by rest only. Each turn that a character rests completely (and performs no other action including speech – he's breathing hard), he can make two Constitution

Table 8DD:
Encumbrance Modifiers

Encumbrance	Modifier
Unencumbered	1
Light	.75
Moderate	.5
Heavy-laden	.25
Severe	0

checks, one each to recover one point from each Ability Score lowered due to fatigue. Each round of exertion requires two rounds of rest. For example, a fighter exerts himself for 6 continuous rounds and the melee ends. If another melee begins after he has rested for 8 rounds, he begins that melee with 2 rounds of fatigue (6 - 8/2 = 2).

Now let's take a look at an example: Smerlis the Cleric. Smerlis the Cleric wades into combat against a group of Gnolls. He has a Strength of 12/37, a Constitution of 9/44, A Wisdom of 16/92 and is carrying 84 pounds of gear (moderately encumbered). His Fatigue Factor is 4 (9.44 x 0.5 = 4.72 truncated = 4). After five rounds of combat, Smerlis must make a fatigue save to see how tired he is from fighting. Thanks to good willpower (high Wisdom), his save is better than typical for a guy that catches a lot of colds (Constitution of 9/44); his Fatigue Save is (9.44 + 16.92)/2 = 13.18 or 13. He rolls a 12 and is unaffected. After round six he rolls a 14 and now loses one point of Dexterity (noting any AC change) and one point of Strength, dropping him to 11/37. He'd better slay those Gnolls soon!

Now what happens after the battle? Let's assume Smerlis got lucky and defeated your Gnolls on round 6. His new Strength score drops him to Heavy Laden and his new Fatigue Factor becomes 9.44 x 0.25 = 2.36 or 2. Smerlis sits down and rests for 3 rounds in the corridor when a wandering Giant Rat tries to drag away a Gnoll (and his treasure) before Smerlis can search the bodies. Three rounds was not long enough for Smerlis to recover any points of Strength or Dexterity, but it does reduce his Fatigue from 6 rounds to 5 (3 rounds rest/2 rest required per point recovered = 1 round of fatigue recovered). Smerlis drops his heavy backpack and extra weapons to lower his encumbrance to 55 pounds or light and increasing his Fatigue Factor to 9.44 x .75 or 7. When he attacks the Giant Rat, he'll only be able to melee for three rounds before he'll need to save versus fatigue once again. Unfortunately for poor Smerlis, four other Giant Rats are now dragging his treasure laden backpack down a drainage pipe, just as you had planned! Guess his Wisdom was not quite high enough.

Example of Melee

Party A (player characters) is composed of:

Agtar the Axe, a 4th level fighter;

Avros, a 5th level magic-user;

Arius, a 4th level cleric; and

Anurra, a 2nd level thief.

They are hastening down a dungeon corridor in order to avoid an encounter with a large group of Goblins, whose territory they are now leaving. It is a ten-foot wide corridor and they are moving with the cleric, fighter and thief in a line in front, followed closely by the magic-user. Suddenly they round a bend and confront party B (NPCs who are earnestly engaged in squabbling over some treasure).

Party B is composed of:

Jackboy Brickhouse, a 6th level dwarf fighter;

Bulldar, a 1st level barbarian,

Biskal, a 4th level magic-user; and

Baornaiy, a 4th/5th level half-elf fighter/magic-user.

First, the GM must determine which members, if any, of either party are surprised. He rolls a d10 for party B (where the players can see it, since there are no secret modifiers) and a 2 comes up. The leader for the players rolls and gets a 5 for party A. Party B is surprised (since they rolled a 2), and will be inactive for 3 segments (the difference between A's roll of 5 and B's roll of 2). Note that Bulldar does not get his surprise of 5 in 10 against party A, because his compatriots only surprise on a 3 in 10; the loud louts ruined it for him. He does, however, retain his personal ability to be surprised only on a 1 in 10, so Bulldar is not surprised.

Next the GM needs to check the distance between parties. His map indicates only a 20-foot stretch of corridor in which this encounter could occur. He rolls a d4 and gets a 2. Multiplying that by five feet indicates that the parties are only ten feet apart – sufficiently near to close and strike.

Party A immediately recognizes party B as a group of "evil marauders" they were warned against and moves to attack. First, Anurra the thief, who had her sling loaded and out (as the player had stated previous to the encounter), fires a shot at Biskal, who is obviously a magic-user since his robes are covered with stars and moon symbols. Anurra needs a 9 to hit. She rolls a 5, and misses.

Agtar the fighter rushes forward to attack the nearest opponent, who happens to be Bulldar, the barbarian. Bad choice. The barbarian is not surprised and meets him halfway, so these two will roll initiative normally with a two segment bonus (to indicate that they began acting during surprise) because they each need one segment to cover the distance between them (5 feet each).

Meanwhile, Avros and Arius have been preparing spells with low casting times (first level spells) and no material components. The cleric shouts a Command of "surrender!" at Jackboy Brickhouse, but Jackboy is 6th level and thus gets a saving throw. Furthermore, he is a dwarf with a Constitution of 16, and thus saves at +4. He therefore needs a 10 or better to save (instead of a 14). He rolls a 17 and saves easily. Unfortunately for him, he is simultaneously hit by three Magic Missiles from Avros, the magic-user. Against these there is no save, and Jackboy suffers 10 points of damage (from a possible 6-15).

As party B is surprised for 3 segments, party A has a chance to hit with melee weapons in each segment as if they were full rounds. This does not apply to spell use, drawing weapons or retrieving stashed items, of course.

In the second segment, Anurra chooses to drop her sling and unsheathe her sword. A short sword's speed factor is –2, but she must add 5 segments to draw a weapon. To attack she would also need a segment to close the ten feet to the enemy. Since there are only 2 segments left, she cannot attack before normal initiative commences. Note that surprise will end before she can fully draw her short sword, so next round she will add a +3 penalty to her initiative, but she will be armed at least.

Arius the cleric readies his footman's mace (speed factor 2 + 5 to draw. That's 7 more segments, but because he has 2 surprise segments left he can draw the weapon with only a 5 segment penalty to his initiative next round). Meanwhile, Avros steps back and wonders why he memorized a Fireball spell for a cramped dungeon crawl (his player loses time shuffling through papers, hemming and hawing and wasting the GM's time).

Now it's time for normal initiative. Each character declares his intentions – everyone is using or drawing a weapon except for Biskal and Avros. Biskal decides to cast a spell (Shocking Grasp, which has no material components and a casting time of 1 segment). Avros finally settles on reading a Web scroll. While he need not retrieve material components for it, he has stashed the scroll in his pack so he will need time to get it ready. Each of the other player characters rolls a d10 for initiative and adds or subtracts appropriate modifiers. The GM rolls party B's initiative and gets a 5.

With fast weapons and high Dexterity scores it is possible to have a negative result for initiative. This does not indicate a negative segment, but merely the order in which the very quick characters take their actions. Technically, all these characters move in the first segment, the time difference between them too quick for most people to even see. In this case, no one ended up with a negative initiative number.

Luckily for Biskal, he has prepared a Shocking Grasp spell – no material components so he need not roll. He goes on segment 1 (the spell's casting time). He steps forward and touches Anurra, the thief. She has no armor and a 15 Dexterity, giving her an AC of 8, so Biskal needs a 10 to hit. He rolls a 15, delivering 1d8+4 points of damage. Biskal rolls an 8, it's a grievous wound! Uh-oh, his second damage die is also an 8! Even though that is only 7 points of damage, the rolls continue. Egad, another 8! Finally it ends with a third grievous wounding die coming up with a result of 5. That's another 4 points of damage, for a total of 30 (8+7+7+4 +4). There is no saving throw; Anurra has only 23 hit points. She dies, having been electrocuted thoroughly.

Using his quarterstaff, which is always at hand and need not be drawn, Bulldar attacks Agtar on segment 2 (initiative roll 6, –1 for the staff's speed factor and –1 for Bulldar's Dexterity, -2 bonus from surprise segments). Note that had Bulldar rolled a 4 or less for initiative, he could have attacked in the surprise segments, then rolled again to attack this round. Agtar wears chain mail and carries a medium shield for an AC of 2. Bulldar hits him on a base 16 to hit, and the +2 for a crushing weapon vs. chain mail makes that a 14 and another +3 for a Strength of 18/09 makes it an 11. The GM rolls a 10 - almost, but not quite! Unfortunately for Agtar's shield, it made the difference here, so Bulldar deals 1d6+6 points of damage to it. He rolls a 5, for 11 total points of damage – Agtar's once pristine medium shield is severely damaged, absorbing all eleven points. Agtar better not even let a fly land on that thing: it is now worth only a +1 AC bonus and has but one hit point left before becoming totally useless.

Agtar's player also rolled a 6 for initiative, and a -1 for his hand axe's speed factor and -2 from the surprise segments indicates that he also goes on segment 3. Note that as with Bulldar, had Agtar rolled a 3 or less for initiative, he could have attacked in the surprise segments, then rolled again to attack this round. Agtar attacks Bulldar. He rolls a 12 to attack, hitting for 9 points of damage. Bulldar only had seven hit points left, (he was wounded previously and can't associate with clerics until next level), so he is at -2 and bleeding to death. Bulldar can now make a Constitution check to see if he can remain conscious. He's successful, but can only speak in a soft voice, imploring someone to help as his life slowly drains out at a rate of one hit point per round. Note that he must make such a Constitution check every round or slip into unconsciousness.

Anurra's player rolled a 9 for initiative. With her 15 Dexterity (-2 reaction adjustment) and the –2 speed factor of a short sword, she would have gone on segment 5. However, being dead, she cannot take any action for awhile.

No one goes on segment 6.

Jackboy Brickhouse attacks Arius on segment 7 (rolled a 2, -1 for his warhammer's speed factor, +5 to draw the weapon, +1 to cover the six feet needed to engage). The cleric's AC is only 6. Jackboy has +2 to hit due to his 17 Strength, and his warhammer's adjustment vs. scale mail is 0, so he needs a 5 or better to hit. He rolls a 12 and hits for 9 points of damage (including his 5 points of bonus damage from Strength).

Arius then gets his normal attack (on segment 8: 1 for initiative, +2 for the speed factor of a Footman's Mace +5 from drawing the mace last round) and attempts to hit Jackboy Brickhouse. The dwarf is clad in splint mail, but he is carrying an enchanted +2 Small Shield, so his effective Armor Class is 0. Arius needs a base 16 to hit AC 0, but using a mace (a crushing weapon) against splint mail gives him an adjustment of -2 to hit, so he really needs an 18 or better! He rolls a 15. This means that Arius did not strike Jackboy but he did hit his shield. The shield, instead of Jackboy, takes 4 points of


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damage. Now it's battered enough to lose one rank of AC so it drops to a +1 magical bonus, leaving Jackboy Brickhouse with an Armor Class of 1.

No characters move in segment 9.

Baornaiy, the fighter/magic-user, uses his broad sword which has a 0 speed factor but takes an extra 5 segments to draw, so after rolling a 4 with no reaction adjustment and a +1 for moving 10 feet to engage, he goes on segment 10. Baornaiy needs a 9 or better to hit Arius, and he rolls a 9 exactly, hitting for 7 more points of damage (2d4 came up 1 and 4, penetration die came up 3, no Strength or magic bonuses). Even though his armor absorbs two points of that (and now only has 5 hit points left before it gets degraded to AC 7), Arius is starting to have second thoughts about this whole affair.

Meanwhile, Avros the maroon had the scroll in his pack. He needs 2-5 (1d4+1) segments to find the scroll case and another 1d4 segments to unscrew the cap, take out the scroll, unroll it, clear his throat and begin reading the spell. Rolls of 3 (+1) and 4 total to 8. A Web scroll takes 2 segments to read, just as a Web spell takes 2 segments to cast. On segment 10 it takes effect. The Web stretches from wall to wall and entangles Jackboy, Baornaiy (simultaneously with his strike on the cleric), the bleeding Bulldar, Biskal and the unfortunate Arius, who was too near to avoid getting caught (the official HackMaster Tactical Combat Miniatures™ on the table show the relative locations of all the characters). All attempt saving throws, but only Jackboy Brickhouse makes his, and thus is only partially entangled (there being no way to completely avoid the Webs). However, even his 17 Strength will not enable him to escape the Web in time to avoid being subsequently subdued or killed by Agtar. The melee is effectively over; Arius can be helped out of the Web by his friends (or not – he's been whiney of late), while Baornaiy and Biskal are basically helpless to avoid whatever the player characters have in mind for them and Bulldar likely bleeds to death, unnoticed by the victors.

As you can see, a large number of things can happen in each round of melee, yet this whole fight took only a fraction of a minute. Some melees will last far longer.

It may seem at first as if there is a tremendous number of confusing variables that modify the action, but you will be surprised at how quickly you will be able to conduct a complicated melee and routinely cover every point. An experienced GM can do it with only an occasional reference to the tables (though it is not recommended that you try this - wait until it comes naturally). The main thing to remember is to do everything in an orderly, step-by-step fashion. Deal with your players' actions and reactions one by one instead of all at once, or you will never be able to keep track of what round it is, and who's doing what when.

Critical Hits

Any time a character rolls a natural 20 on his to-hit rolls, he has scored a critical hit. This is one of the most exciting (or feared if you rolled it!) moments of the game. The critical hit procedure appears complex on the surface, but it goes rather smoothly if you simply follow the rules and roll diligently. Each weapon type (crushing, hacking and puncturing) has its own table on the next few pages (Tables 8HH to 8JJ). Use the table appropriate to the weapon at hand. If the weapon has more than one type (such as many polearms), the wielder may choose what type of damage he wishes to do BEFORE the location and severity dice are rolled.

Critical Hits Procedure

The player that rolled the critical hit immediately rolls a d10,000 and applies the relevant size modifier (simply +/-1,000 per size attacker/defender size category difference, see Table 8EE: Critical Hit Location Size Modifiers) to determine the general location of the attack on Table 8HH through 8JJ: Critical Hit Locations and Effect, on the following pages as applicable for the appropriate weapon type. These locations are specific to each general weapon type (hacking, crushing and puncturing). For all rolls except 9101-9800 an even result is to the right side of the body and an odd result is to the left.

While all this excitement is going on, you will calculate the base severity level for the character that scored the critical hit using the following formula: the defender's AC - the attacker's chance to hit AC 15 + the attacker's current to-hit modifiers. To simplify things, make sure your players all record their base severity modifier (everything but the opponent's AC) for each of their weapons on their record sheets (but be certain not to explain that the base number is their chance to hit AC 15 or clever players will calculate their chance to hit in general and the AC of opposing monsters). So, for example, a first level thief with 10/26 Strength and a +1 Long Sword would have a base severity modifier of: -5 (-1 x chance to hit AC 15) +1 (sword) =-4. A third level fighter, specialized with a battle axe, a +2 axe and 16/78 Strength would yield: -1 (-1 x chance to hit AC 15) +1 (specialization) +2 (axe) +2 (Strength)=+4. If each of these characters critically hit a guard with AC 5, their base severity levels would be: 1 (thief) and 9 (fighter).

Specific armor in a specific location (or lack thereof) will modify the severity level of a hit. For example, if a character is wearing leather armor (AC 8), but has on a great helm (AC 0), any hit to the head would add 0 to the severity level, while any hit to his body would yield a +8 bonus. If he were not wearing leather gloves, gauntlets, etc., any hit to his hands would indicate a whopping +10 bonus (AC 10). So it pays to buy those little extras for your main NPC villains. Let the players find out about this little gem of a rule on their own!

Once base severity level is calculated, have the player roll a d8 and add this to his base severity level to give the final severity level of his crit. A result of 8 necessitates another d8-1 roll that is added to the first roll and so on. Likewise, if a 1 is rolled, a d8-1 is subtracted from the previous roll, with the process continuing if necessary. You, the GM, will then cross reference the final severity level with the hit location and read the result. Severity results of zero or lower indicate a normal hit (just roll damage and deduct hit points as per a normal successful strike), while results of over 24 use the result of 24 anyway (24 is the highest possible severity level and is plenty nasty already). The codes on the Critical Hit Tables describe the effects of each particular critical hit in detail (the key for the codes is on page 118, Critical Hit Effect Explanations). You should elaborately describe the hit based on whatever the circumstances dictate.

Table 8EE:
Critical Hit Location Size Adjustments

Defender Size \ Attacker Size	T	S	M	L	H	G
T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note that the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will need to eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

Size Differential Modifier to Critical Hit Location

Smallish creatures have trouble smacking big ones in the chops. Think of the wingless pixie fairy in armor throwing a hook at a Troll. If he's lucky, he'll hit the baddie in the knee. Now think of the reverse. The Troll's likely to bop him on the head, but will find it virtually impossible to get the little bugger in the hamstring. Accordingly, we have taken this into account with Table 8EE: Critical Hit Location Size Adjustments.

Additional Critical Hit Effects

Aside from the specific effect indicated by the table, there are certain other universal effects that the defending character suffers when struck with a critical hit. Regardless of severity level, all defenders suffer a massive contusion (bruise) that lasts for a number of days equal to 20 minus their Constitution (with a minimum of one day). If the bruised area is injured again before it heals, the character will take an additional point of damage per injury. Additionally, critical hits of severity level 5 or higher eliminate the wounded character's ability to apply follow through damage until the wound is fully healed. Critical hits with severity level 10 or higher eliminate the character's ability to critically hit others. Finally, critical hits of severity level 15 or higher eliminate the character's ability to do penetration damage.

Maximum Body Part Damage Modifier

Clearly, certain body parts can withstand more damage than others. For example, if a character has 100 hit points, his hand is worth at most 10 for a critical hit, while a finger might only be able to withstand 1 point of damage and his chest the entire 100. Therefore, when critical hit results indicate damage to a specific body part, we must look at Figure 8.2: Maximum Critical Damage Modifiers to determine the most that particular body location can withstand before it is removed or disabled. In cases where the specific location can withstand less punishment in hit points than has been dealt by the critical hit, a reduction in bonus damage to that of the body part is necessary. In no case should damage be reduced to less than that of the standard damage roll prior to any crit bonuses; here the hit is assumed to have continued and hit another portion of the body to deal the remainder.

For example, let's assume Tom the dwarf is facing off against a Lizardman with 24 hit points. Tom gets lucky and rolls a crit with his long sword, delivering a brutal hit to the Lizardman's left elbow. His normal damage was 2 points, plus another 6 for the crit. Figure 8.2: Maximum Critical Damage Modifiers indicates that the elbow can sustain up to 25% of the character's hit points from a crtitical hit, or 6 hit points in this case. Since the bonus damage is equal to 6, Tom can deliver the full additional damage for the crit. Had his normal damage roll been a 7, he still would have delivered 7 damage, plus 6 for the crit.

The Permanancy of Critical Hits

The probability of permanent scarring from any critical hit is 5% times the severity level of the hit. Thus, a severity level of 10 would produce permanent scarring 50% of the time. Just as you should elaborately describe the hit and its effects, you should elaborately describe any scarring to the PC as a scar can be a source of great pride or great shame.

Any crit of severity level 13 or higher or any crit that indicates damage to tendons, ligaments, bones, concussions, nerves (parylyzation) or severed limbs will not heal normally. If left to heal naturally, 50% (round up) of the ability reductions, movement penalties, etc. will remain permanently. If cured by magic, 25% will remain permanently. If movement reduction occurs, the character will have a limp. If a fracture, that body part will have a lump or disfigurement, etc. A Cure Critical Wounds spell can cure one crit-

Figure 8.2:
Maximum Critical Damage Modifiers

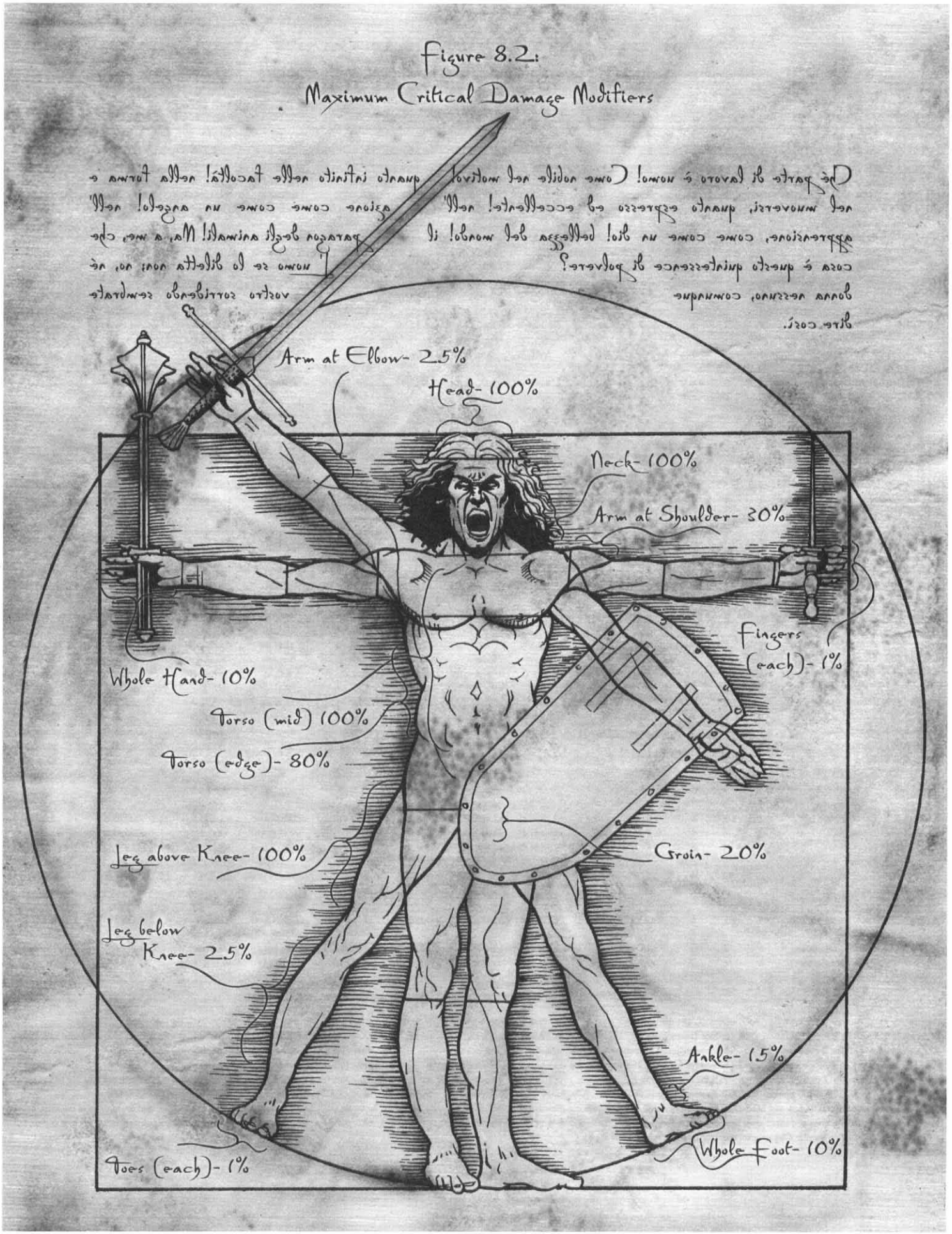


Table 8HH:

Critical Hit Location and Effect: HACKING WEAPONS

		Severity Level												
Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13
1–100	Foot, top	1	1	3	3	4,m1	4,m1	6,t1,m2	6,t1,m2	8,t1,m3	8,t1,m3	x2,t1,m4	x2,t1,m4	x2,t1,m5
101–104	Heel	1	1	3	3	4,m1	4,m1	6,t1,m2	6,t1,m2,a1	8,t1,m3,a1	8,t1,m3,a2	x2,t1,m4,a2	x2,t1,a2,d1,m4	x2,t1,a2,d2,m5
105–136	Toe(s)	1	1	3	3	4,m1	4,m1	6,t1,m2	6,t1,m2	8,t1,m3	8,t1,m3	x2,t1,m4	x2,t1,m4	x2,t1,m5
137–140	Foot, arch	1	1	3	3	4,m1	4,m1	6,t1,m2	6,t1,m2,a1	8,t1,m3,a1	8,t1,m3,a2	x2,t1,m4,a2	x2,t1,a2,d1,m4	x2,t1,a2,d2,m5
141–170	Ankle, inner	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,t1	x2,d2,f,m4,t1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
171–200	Ankle, outer	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,t1	x2,d2,f,m4,t1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
201–220	Ankle, upper/Achilles	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
221–964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2
965–1,006	Calf	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
1,007–1,118	Knee	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,mt1	x2,d2,f,m4,t1	x2,d2,f,m5,mt1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,mt1,t1, f,m5
1,119–1,132	Knee, back	1	1	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2,f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,t1, f,m5
1,133–1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,mt1	x2,d2,mt1,f,m5	x2,d3,t1, f,m5
1,217–2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,mt2,f,m5	x2,d3,t1,f, m5,mt2
2,001–2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,b1,f,m5	x2,d2,b1,f,m5	x3,d2,f,b1,m5	x3,d2,bm1,f,m5	x3,d3,bf2,f,m5
2,331–2,405	Groin (Male only)	1,f,h1	3,f,h1	4,f,h2	4,m1,f,h2	6,m1,f,h2	6,m1,f,h3	8,m2,f,h3	8,m2,f,h4	x2,m2,f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m3,f,h5	x3,m4,f,h5
2,406–2,435	Buttock	1	3	4	6	8	x2	x2,m1	x2,m1	x2,m2	x2,m2,mt1	x3,m3	x3,m3,d1	x3,m3,d1,b1
2,436–2,570	Abdomen, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v2,w,f
2,571–3,020	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1,ws	x2,a2,ws	x3,a2,ws,mt1	x3,a2,ws,mt1	x3,a2,ws	x3,a2,w
3,021–3,110	Abdomen, upper	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v2,w,f
3,111–3,125	Back, small of	3	4	6	8	x2	x2,ws	x2,ib	x2,w,ib	x2,w,mt1	x3,w,ib	x3,w,mt1,ib	x3,mt1,w,ib	x3,mt1,v1,w
3,126–3,155	Back, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,b1	x3,w,ib,f	x3,w,b1,f	x3,mt1,w,ib,f	x3,mt1,b1,w,f
3,156–3,425	Chest	3	4	6	8	x2	x2,ws	x2,ws,b1	x2,w,b1	x2,w,b1,ib	x3,w,b1	x3,w,bm2	x3,bf2,w,ib	x3,mt1,b2,w
3,426–3,455	Side, upper	3	4	6	8	x2	x2,ws	x2,ws,b1	x2,w,b1	x2,w,b1,ib	x3,w,b1	x3,w,bm1	x3,bm1,w,v1	x3,b1,v1,w
3,456–3,485	Back, upper	3	4	6	8	x2	x2,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,w,f	x3,b1,w	x3,mt1,f,w
3,486–3,500	Back, upper middle	3	4	6	8	x2	x2,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,w,f	x3,b1,w	x3,mt1,f,w
3,501–3,820	Armpit	1	3	4	6	8	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
3,821–4,300	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
4,301–4,492	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
4,493–4,588	Elbow	1	1	3	3	4	4,a1,ws	6,a1,ws	6,a1,ws	8,a2,ws	8,a2,w,t1	x2,a2,w,t1	x2,w,a2,t1	x2,w,a3,t1
4,589–4,684	Inner joint	1	1	3	3	4	4,a1	6,a1	6,a1,ws	8,a2,ws	8,a2,ws	x2,a2,ws	x2,w,a2,t1	x2,w,a3,t1
4,685–5,308	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
5,309–5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,w	x2,a2,ws	x2,a3,ws
5,837–5,908	Wrist, back	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,t1	8,w,a2,t1	8,w,a2,t1	x2,w,a2,t1	x2,w,a3,t1
5,909–5,980	Wrist, front	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,t1	8,w,a2,t1	8,w,a2,t1	x2,w,a2,t1	x2,w,a3,t1
5,981–6,052	Hand, back	1	1	3	3	4	4	6,t1	6,t1,a1	8,t1,a1	8,t1,a2	x2,t1,a2	x2,t1,a2	x2,t1,a2
6,053–6,076	Palm	1	1	3	3	4	4	6	6	6t1	6,t1,a1	8,t1,a1	8,t1,a2	x2,t1,a2
6,077–6,220	Finger(s)	1	1	3	3	4	4	6,t1	6,t1	8,t1	8,t1	x2,t1	x2,t1	x2,t1
6,221–7,180	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
7,181–9,100	Shoulder, top	1	3	4	6	8	x2	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
9,101–9,121	Neck, front	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,mc	x3,a3,d3,u	x3,a3,d3,u
9,122–9,142	Neck, back	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x3,a2,d3,u	x3,a2,d3,u
9,143–9,373	Neck, side	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,p	x3,a2,d3,f,mt1	x3,a2,d3,f,mt1
9,374–9,653	Head, side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,654–9,688	Head, back lower	6	8	x2,	x2,f	x2,d1,f	x2,a1,d2,f	x3,a1,d2,f,	x3,a2,d3,f	x3,a2,d3,f,p	x3,a3,d4,f	x3,a4,d4,f,mc	x4,a3,d4,f,sc,p	x4,a4,d5,u,sc
9,689–9,768	Face, lower side	4	6	8	x2,	x2,f	x2,a1,f	x2,a2,u	x3,mt1,a3, d1,f	x3,mt1,a3, d1,u	x3,mt1,a4, d2,f,mc	x3,mt1,a4, d2,u,mc	x4,mt2,a4, d2,u,mc	x4,mt2,a3, d1,f,sc
9,769–9,788	Face, lower center	4	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,u	x3,a3,d3,f	x3,a3,d3,u,	x3,a4,d4,f,mt1	x3,a4,d4,mc	x4,a4,d4, u,mc	x4,b1,a3,d3, f,mc,mt2
9,789–9,823	Head, back upper	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,nt1,mc	x4,a4,d4,f,sc	x4,a5,d5,u,mt1,sc
9,824–9,903	Face, upper side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,904–9,923	Face, upper center	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,924–10,000	Head, top	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f	x3,a3,d3,f	x3,a3,d3,f	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,u,sc	x4,a5,d5,u,sc	x4,a6,d6,u,sc

numeral X - extra damage of dX type
xX - X times the damage
ls - limb severed; pb unless finger or toe
f - fall prone and drop items
aX - -X to-hit
sX - reduce Strength by X
dX - reduce Dexterity by X
w - drops carried weapons or items
ws - as w unless check at 1/2 Str made
p - 5% x severity level chance of paralysis
pb - bleed to death in Con/2 rounds
ib - 1d4 damage/hour; Con check or shock
hX - loss of X Honor
mtX - ws if arm; 3% x severity level of pb
u - unconscious
m1 - 50% move for 1 rd, 10% for 2d4 rds
m2 - 50% move for 2 rds, 25% for 2d10 rds
m3 - m1, then 25% for 1d6 turns
m4 - 50% move for 1d12 hours
m5 - m4, then 25% for 1d12 days
m6 - 75% for 6 hours, 50% for 2d12 days
m7 - 75% for 6 hours, 50% for 4d12 days
m8 - 75% for 6 hours, 50% for 1d3 months
m9 - 75% for 1 day, 50% for 1d4 months
m10 - 75% for 1 week, 50% for d6 months
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
bmX - same as bfX
bsX - same as bfX
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso

Severity Level

14	15	16	17	18	19	20	21	22	23	24
x2,tl,m5	x2,tl,m6	x2,tl,m6	x2,tl,m7	x2,tl,m7	x2,tl,bl,m7	x2,tl,bm1,m8	x2,tl,bfl,m8	x2,tl,bfl,m9	x2,ls,m9	x2,ls,m10
x2,tl,a2,d2,m5	x2,tl,a2,d2,m6	x2,tl,a3,d2,m6	x2,tl,a3,d2,m7	x2,tl,bl,a3,d2,m7	x2,tl,bm1,a3,d2,m7	x2,tl,bm1,a3,d2,m8	x2,tl,bfl,a3,d2,m8	x2,tl,bfl,a3,d2,m9	x2,tl,bs1,a3,d2,m9	x2,tl,bs1,a3,d2,m10
x2,tl,m5	x2,tl,m6	x2,tl,bl,m6	x2,tl,bm1,m7	x2,tl,bm1,m7	x2,ls,m7	x2,ls,m8	x2,ls,m8	x2,ls,m9	x2,ls,m9	x2,ls,m10
x2,bl,a2,d2,m5	x2,bl,a2,d2,m6	x2,bl,a3,d2,m6	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bm1,a3,d2,m7	x2,bm1,a3,d2,m8	x2,bfl,a3,d2,m8	x2,tl,bfl,a3,d2,m9	x2,ls,a3,d2,m9	x2,ls,a3,d2,m10
x2,d3,tl,	x2,d3,tl,	x2,d3,tl	x2,d4,tl,	x2,d5,tl	x2,d5,bl,	x2,bm1,tl,f,	x2,d6bm1,	x2,d6,ls,f,m9	x2,d6,ls,m10,f	x2,d7,ls,m10,f
f,m5	bl,f,m5	bl,f,m6	bm1,f,m7	bfl,f,m7	tl,f,m8	m8,d6	tl,f,m9			
x2,d3,tl,	x2,d3,tl,	x2,d3,tl,	x2,d4,tl,	x2,d5,tl,	x2,d5,tl,	x2,tl,mt2,bm1,f,	x2,d6,tl,	x2,d6,ls,f,m9	x2,d6,ls,f,m10	x2,d7,ls,f,m10
mt2,f,m5	mt2,f,m6	mt2,bl,f,m6	mt2,bl,f,m7	mt2,bfl,f,m7	mt2,bfl,f,m8	m8,d6	mt2,bm1,f,m9			
x2,d2,f,mtl,m5	x2,d2,t2,f,m6	x2,d3,mtl,f,m6, t2	x2,d3,mtl,bl,f, t2,m7	x2,d4,mtl,bl,f, m8,t2	x2,d5,mtl,bfl, t2,f,m9	x2,d5,mtl,bf2,f, m10,t2	x2,mtl,bm2,f,m10, d6,t2	x2,d6,mtl,bm2,f, m10,t2	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d2,f,m2	x2,d2,tl,f,m2	x2,d3,tl,f,m2	x2,d3,tl,bl,f,m3	x2,d4,tl,f,m3	x2,d5,tl,bl,f,m3	x2,d5,tl,mt2,b2,f,m3	x2,tl,b2,f,m4,d6	x2,d6,tl,bf2,mt2,f,m4	x2,ls,f,d6,m10	x2,d6,ls,m10,f
x2,d2,f,mtl,m5	x2,d2,mtlf,m5	x2,d3,f,mtl,m6	x2,d3,t2,mtl,f,m6	x2,d4,t2,f,mtl,m6	x2,d5,bl,mtl,f,m6	x2,d5,t2,mtl,f,m7	x2,b2,f,mtl,d6,m7	x2,d6,t2,mtl,bf2,f,m8	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d3,tl,	x2,d3,tl,	x2,d3,tl,	x2,d4,tl,	x2,d5,tl	x2,d5,tl,	x2,bm3,tl,f,	x2,d6,tl	x2,d6,ls,f,m10	x2,d6,ls,f,m10	x2,d7,ls,f,m10
f,m5	bl,f,m5	bl,f,m6	b2,f,m7	b2,f,m7	bf3,f,m8	m8,d6	bm3,f,m9			
x2,d3,	x2,d3,	x2,d3,	x2,d4,	x2,d5,bl,	x2,d5,bl,	x2,bfl,tl,f,	x2,d6,bfl,	x2,bm1,tl,f,	x2,d6,ls,m10,u	x2,d7,ls,m10,u
tl,f,m5	tl,f,m5	tl,f,m5	tl,f,m6	tl,f,m6	tl,f,m7	m7,d6	tl,f,m8	d6,m8		
x2,d3,tl,	x2,d3,	x2,d3,	x2,d4,	x2,d5,	x2,bl,mtl,tl,f,	x2,d6,tl,mtl,	x2,d6,ls,f,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
f,m5	tl,f,m6	tl,mtl,f,m6	tl,f,m6	tl,f,m7	m7,d6	bm1,f,m8				
x2,d3,mt2, f,m5	x2,d3,bl,f, m6,mt3	x2,d3,bfl, mt3,f,m6	x2,d4,bl,f, m6,mt3	x2,d5,mt4, f,m7	x2,bfl,f,m7, d6,mt4	x2,d6,bm1, f,m8,mt5	x2,ls,pb,f,d6,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
x3,d3,b2,f,m5	x3,d3,b2,vl,f,m6	x3,d3,bm2,f,m6	x3d5,b3,f,m6	x3,d6,b3,f,m7	x3,bm3,vl,f,m7,d7	x3,bm3,vl,f,m8,d7	x3,bs4,v2,f,m8,d8	x3,bs4,v2,m9,u,d8	x4,bs4,v2,m9,u,d9	x4,bs4,v2,m10,u,d9
x3,m4,f,h6	x3,m4,f,h6,vl	x3,m4,f,h6,vl	x3,m4,f,h7,vl	x3,m4,f,h8,v2	x3,m4,f,h9,v2	x3,m5,f,h10,v2	x3,m5,f6,h9,v2,bl	x3,m5,f,h10,v2,bml	x3,m5,f,h10,v2,bfl	x3,m5,f,h10,v2,bsl
x3,m3,d2,mtl	x3,m3,d2,bl,f	x3,m3,d2,mtl,f,ib	x3,m3,d2,mtl,f,ib	x3,m4,d2,b2,f	x3,m5,d3,b2,f	x3,m5,d3,b2,f	x3,m5,d4,b3,f,mtl	x3,m6,d5,bm3,f,mtl	x4,m7,d6,bs3,f	x4,m8,d7,bs3,f,mtl
x3,v2,f,mtl	x3,mtl,v2,f	x3,al,v3,f	x3a2,v3,f,mt2	x3,a3,v3,f	x3,a3,v3,f	x3,a3,mt2,v4,f	x3,u,v4,f	x3,bl,v4,u,f	x4,b2,v4,mt2,u	cut in twain (dead)
x3,a2,mtl,w	x3,a2,f	x3,a2,mtl,f	x3,a3,mt2,f	x3,a3,ib,mt2,f	x3,a3,mt2,vl,f	x3,a4,bl,f	x3,u,b2,mt2	x3,b2,v2,u	x4,b2,v2,mt2,u	cut in twain (dead)
x3,v2,mtl,f	x3,mt2,v2,f	x3,al,v2,f	x3a2,v3,f,mt2	x3,a3,v3,f	x3,a3,v3,f	x3,a3,mt2,v3,f	x3,u,v3,f	x3,bl,v3,u	x4,bl,v3,mt2,u	cut in twain (dead)
x3,vl,mtl	x3,mt2,vl	x3,bl,vl	x3s5,bl,v2,f,mt2	x3,bfl,v2,f	x3,bm1,v2,f	x3,bm1,mt2,v2,f	x3,bs1,u,v2	x3,bs1,v2,u	x4,bs1,v2,mt2,u	cut in twain (dead)
x3,bl,mtl,f	x3,bl,vl,f	x3,al,vl,f	x3a2,vl,f,bl	x3,a3,v2,bl,f	x3,a3,v2,f	x3,a3,bl,v2,f	x3,u,bl,mtl,v2	x3,bl,v2,u	x4,bl,v2,mtl,u	cut in twain (dead)
x3,vl,b3	x3,mt2,vl,b3	x3,bf3,vl	x3s5,b3,v2,f,mt2	x3,bf4,v2,f	x3,bm4,v2,f	x3,bm4,mt3,v3,f	x3,bs4,u,v3	x3,bs4,v3,u	x4,bs4,v3,mt3,u	cut in twain (dead)
x3,vl,bl,w	x3,bm2,vl,w	x3,b2,vl,w	x3s5,b2,vl,f	x3,b2,vl,f	x3,bm2,vl,f	x3,bm2,vl,f	x3,bs2,u,vl	x3,bs2,vl,u	x4,bs2,vl,u	cut in twain (dead)
x3,f,b2	x3,mtl,f	x3,vl	x3s5,b3,f,	x3,b3,vl,	x3,bm3,mt2	x3,bm4,vl,mt2	x3,bs4,u,mt2	x3,bs4,vl,mt2,u	x4,bs4,vl,mt2,u	cut in twain (dead)
x3,f,bl	x3,mtl,f	x3,vl	x3s5,b2,f,	x3,b2,vl,	x3,bm3,mtl	x3,bm3,vl,mtl	x3,bs3,u,mtl	x4,bs1,vl,mtl,u	x4,p,vl,u	cut in twain (dead)
x3,a3,dl,w	x3,a3,d2,w	x3,a3,d2,mtl,w	x3,a3,d2,t2,w	x3,a3,d2,t2,mtl,w	x3,a3,d2,bfl,mt3	x3,a3,d2,bm2,mt3	x3,a3,d2,b3,mt3,t2,w	x3,a3,d2,bf3,mt3,t2	x3,a3,d2,bm3,mt3,t2	x3,a3,d2,ls,w
x2,a3,w	x2,a3,w	x2,a3,mtl,w	x2,a3,bl,w	x2,a3,mtl,bl,w	x2,a3,bfl,mt2	x2,a3,bml,mt2	x2,a4,mt2,bfl	x2,a4,bml,mt2	x2,a4,bml,mt2	x2,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,mtl,w	x2,a3,bl,w	x2,a3,mtl,bl,w	x2,a3,bfl,mt2	x2,a3,bml,mt2	x2,a4,mt2,bfl	x2,a4,bml,mt2	x2,a4,bml,mt2	x2,a4,ls,w
x2,w,a3,tl	x2,w,a3,tl	x2,w,a3,tl	x2,w,a4,tl	x2,w,a4,tl,bl	x2,w,a4,tl,bl	x2,w,a4,tl,bl	x2,w,a5,tl,bml	x2,w,a5,ls	x2,w,a5,ls	x2,w,a5,ls
x2,w,a3,tl	x2,w,a3,tl	x2,w,a3,bl,t2	x2,w,a4,t2,bl	x2,w,a4,t2,bf2	x2,w,a4,t2,bf2	x2,w,a4,t2,bm2	x2,w,a5,t2,bm2	x2,w,a5,ls	x2,w,a5,ls	x2,w,a5,ls
x2,a3,w	x2,a3,w	x2,a3,mtl,w	x2,a3,bl,w	x2,a3,mtl,bl,w	x2,a3,bf2,mt2,w	x2,a3,bm2,mt2,w	x2,a4,mt2,bm2,w	x2,a3,bf2,mt2,w	x2,a4,bm2,mt2,w	x3,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,mtl,w	x2,a3,bl,w	x2,a3,mt2,bl,w	x2,a3,bf2,mt2,w	x2,a3,bm2,mt2,w	x2,a4,mt3,bm2w	x2,a3,bf2,mt3,w	x2,a4,bm2,mt3,w	x3,a4,ls,w
x2,w,a3,tl	x2,w,a3,tl	x2,w,a3,bl,tl	x2,w,a3,tl,bl	x2,w,a3,tl,bfl	x2,w,a3,tl,bfl	x2,w,a3,tl,bml	x2,w,a3,tl,bml	x2,w,a3,ls	x2,w,a3,ls	x2,w,a3,ls
x2,w,a3,tl	x2,w,a3,tl	x2,w,a3,bl,tl	x2,w,a3,tl,bl	x2,w,a3,tl,bfl	x2,w,a3,tl,bfl	x2,w,a3,tl,bml	x2,w,a3,tl,bml	x2,w,a3,ls	x2,w,a3,ls	x2,w,a3,ls
x2,tl,a2	x2,tl,a2,ws	x2,t2,a3,ws	x2,t2,a3,ws	x2,t2,a3,w	x2,t2,bl,a3,w	x2,t2,bl,a3,w	x2,t2,bf2,a3,w	x2,t2,bm2,a3,w	x2,a3,ls,w	x2,ls,a3,w
x2,tl,a2	x2,t2,a2	x2,t2,a2	x2,t2,a2,ws	x2,t2,a3,ws	x2,tl,mt2,a3,ws	x2,tl,mt2,bl,a3,w	x2,tl,mt2,bfl,a3,w	x2,tl,mt2,bml,a3,w	x2,a3,ls,w	x2,ls,a3,w
x2,tl	x2,tl	x2,bl,tl	x2,bml,tl	x2,bml,tl	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls
x2,a3,w	x2,a3,w	x2,a3,mtl,w	x2,a3,bl,w	x3,a3,mtl,bl,w	x3,a3,bfl,mt2,w	x3,a3,bml,mt3,w	x3,a4,mtl,bm4,w	x4,a3,mt4,bfl,w	x3,a4,mt4,bml,w	x3,a4,ls
x3,a3,dl,w	x3,a3,d2,w	x3,a3,d2,mtl,w	x3,a3,d2,t2,w	x3,a3,d2,t2,mtl,w	x3,a3,d2,bfl,mtl	x3,a3,d2,bm2,mtl	x3,a3,d2,b3,mtl,t2,w	x3,a3,d2,bf3,mtl,t2	x3,a3,d2,bm3,mtl,t2	x3,a3,d2,ls
x3,a3,d3,u,mc	x3,a3,d4,u,p,mc	x3,a3,d5,u,mc	x4,a4,d6,u,sc	x4,a5,p,u,sc	x4,pb,ib,vl	x4,pb,ib,vl	x4,p,u,sc	x4,pb,ib,v2	decapitated (dead)	decapitated (dead)
x3,a2,d3,u,mc	x3,a2,d3,u,p,mc	x3,a3,d4,u,mc	x4,a4,d5,bl,u,sc	x4,a5,d6,bl,vl,u,sc	x4,p,bm1,u,sc	x4,p,bm1,vl,u,sc	x4,p,bs1,u,sc	x4,p,bs1,vl,u,sc	decapitated (dead)	decapitated (dead)
x3,a2,d3,u,mtl	x3,a2,d3,u,mtl	x3,a3,d4,u,mtl	x4,a4,d5,u,mt2,mc	x4,a5,d6,mt2,u,sc	x4,p,bm1,u,sc	x4,p,bm2,vl,u,sc	x4,p,bs2,u,sc	x4,p,bs2,v2,u,sc	decapitated (dead)	decapitated (dead)
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo
x4,a5,d6,u,sc	x4,a5,d6,u,sc,p	x4,a6,d7,u,sc	x4,a6,d7,b0,u,sc,p	x4,a6,d7,bl,u,sc	x4,a7,d8,b2,vl,u,sc	x4,a7,d8,bm3,v2,u,sc	x4,p,bm3,v2,u,sc	x4,p,bs3,v2,u,sc	skull caved-in	brain goo
x4,bfl,a3,	x4,bm1,a4,	x4,bf2,a5,	x4,bm2,a5,	x4,bf3,a5,	x4,bm3,a5,	x4,bm3,a6,	x4,bf3,a6,	x4,bm3,a6,	x4,bs3,a7,	jaw removed
dl,u,mc	d2,f,mc	d3,f,mc	d3,f,mc	d3,f,mc	d3,f,sc	d4,u,mc	d4,u,sc	d4,u,sc	d5,u,sc	
x4,bl,a3,	x4,bl,a4,	x4,b2,a5,	x4,b2,a5,	x4,bm2,a5,	x4,bm3,a5,	x4,bm3,a5,	x4,bm3,a5,	x4,bs3,a5,	x4,bs3,a5,	skull caved-in
d3,u,mc	d4,f,mc	d5,f,mc	d5,f,mc	d5,f,mc	d5,f,sc	d5,u,sc	d5,u,sc	d5,u,sc	d5,u,sc	
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a9,d9,bs2,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,b2,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a9,d9,bm3,vl,u,sc	x4,a9,d9,bs3,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo	brain goo

numeral X - extra damage of dX type
sX - reduce Strength by X
pb - bleed to death in Con/2 rounds
m1 - 50% move for 1 rd, 10% for 2d4 rds
m5 - m4, then 25% for 1d12 days
m10 - 75% for 1 week, 50% for d6 months
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb

xX - X times the damage
dX - reduce Dexterity by X
ib - 1d4 damage/hour; Con check or shock
m2 - 50% move for 2 rds, 25% for 2d10 rds
m6 - 75% for 6 hours, 50% for 2d12 days
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso

ls - limb severed; pb unless finger or toe
w - drops carried weapons or items
hX - loss of X Honor
m3 - m1, then 25% for 1d6 turns
m7 - 75% for 6 hours, 50% for 4d12 days

f - fall prone and drop items
ws - as w unless check at 1/2 Str made
mtX - ws if arm; 3% x severity level of pb
m4 - 50% move for 1d12 hours
m8 - 75% for 6 hours, 50% for 1d3 months
bmX - same as bfX
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso

aX - -X to-hit
p - 5% x severity level chance of paralysis
u - unconscious
m9 - 75% for 1 day, 50% for 1d4 months
bsX - same as bfX

Table 8II:

Critical Hit Location and Effect: CRUSHING WEAPONS

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13
1–100	Foot, top	1	1	3	3	4,m1	4,m1	6,b1,m2	6,b1,m2	8,b1,m3	8,b1,m3	x2,b1,m4	x2,b1,m4	x2,b1,m5
101–104	Heel	1	1	3	3	4,m1	4,m1	6,b1,m2	6,b1,m2,a1	8,b1,m3,a1	8,b1,m3,a2	x2,b1,m4,a2	x2,b1,a2,d1,m4	x2,b1,a2,d2,m5
105–136	Toe(s)	1	1	3	3	4,m1	4,m1	6,b1,m2	6,b1,m2	8,b1,m3	8,b1,m3	x2,b1,m4	x2,b1,m4	x2,b1,m5
137–140	Foot, arch	1	1	3	3	4,m1	4,m1	6,b1,m2	6,b1,m2,a1	8,b1,m3,a1	8,b1,m3,a2	x2,b1,m4,a2	x2,b1,a2,d1,m4	x2,b1,a2,d2,m5
141–170	Ankle, inner	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
171–200	Ankle, outer	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b1,t1, f,m5
201–220	Ankle, upper/Achilles	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
221–964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2
965–1,006	Calf	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
1,007–1,118	Knee	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,b1	x2,d2,f,m4,t1	x2,d2,f,m5,b1	x2,d2,f,m5,t1	x2,d2,f,m5,t1	x2,d2,b2,t1, f,m5
1,119–1,132	Knee, back	1	1	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2,f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,t1, f,m5
1,133–1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,mt1	x2,d2,b1,f,m5	x2,d3,s1,bf1, f,m5
1,217–2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,b1,f,m5	x2,d3,s1,bf1,f, m5,mt1
2,001–2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,b1,f,m5	x2,d2,b1,f,m5	x3,d2,f,b1,m5	x3,d2,bm1,f,m5	x3,d3,bf2,f,m5
2,331–2,405	Groin (Male only)	1,f,h1	3,f,h1	4,f,h2	4,m1,f,h2	6,m1,f,h2	6,m1,f,h3	8,m2,f,h3	8,m2,f,h4	x2,m2,f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m3,f,h5	x3,m4,f,h5
2,406–2,435	Buttock	1	3	4	6	8	x2	x2,m1	x2,m1	x2,m2	x2,m2,mt1	x3,m3	x3,m3,d1	x3,m3,d1,b1
2,436–2,570	Abdomen, lower	3	4	6	8	x2	x2,ws	x2,ib,s1	x2,s2,ib,f	x3,s2,ws,v1	x3,s2,w,ib,f	x3,s2,w,v1,f	x3,s3,mt1,w,ib,f	x3,s3,mt1,v2, w,f
2,571–3,020	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1,ws	x2,a2,ws	x3,a2,ws,mt1	x3,a2,ws,mt1	x3,a2,s1,ws	x3,a2,s1,w
3,021–3,110	Abdomen, upper	3	4	6	8	x2	x2,ws	x2,ib,s1	x2,s2,ib,f	x3,s2,ws,v1	x3,s2,w,ib,f	x3,s2,w, v1,f	x3,s3,mt1, w,ib,f	x3,s3,mt1, v1,w,f
3,111–3,125	Back, small of	3	4	6	8	x2	x2,ws,s1	x2,ib,s2	x2,s2,w,ib	x2,s2,w,mt1	x3,s2,w,ib	x3,s2,w,mt1,ib	x3,s3,mt1, w,ib	x3,s3,mt1, v1,w
3,126–3,155	Back, lower	3	4	6	8	x2	x2,ws	x2,ib,s1	x2,s2,ib,f	x3,s2,ws,b1	x3,s2,w,ib,f	x3,s2,w,b1,f	x3,s3,mt1,w, ib,f	x3,s3,mt1, b1,w,f
3,156–3,425	Chest	3	4	6	8	x2	x2,ws,s1	x2,ws,s2,b1	x2,s2,w,b1	x2,s2,w,b1,ib	x3,s2,w,b1	x3,s2,w,bm2	x3,s3,bf2, w,ib	x3,s3,mt1, b2,w
3,426–3,455	Side, upper	3	4	6	8	x2	x2,ws,s1	x2,ws,s2,b1	x2,s2,w,b1	x2,s2,w,b1,ib	x3,s2,w,b1	x3,s2,w,bm1	x3,s3,bm1, w,v1	x3,s3,b1, v1,w
3,456–3,485	Back, upper	3	4	6	8	x2	x2,ws,s1	x2,ws,s2	x2,s2,w	x2,s2,w,mt1	x3,s2,w,mt1	x3,s2,w,f	x3,s3,b1,w	x3,s3,mt1, f,w
3,486–3,500	Back, upper middle	3	4	6	8	x2	x2,ws,s1	x2,ws,s2	x2,s2,w	x2,s2,w,mt1	x3,s2,w,mt1	x3,s2,w,f	x3,s3,b1,w	x3,s3,mt1, f,w
3,501–3,820	Armpit	1	3	4	6	8	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,d1,ws	x2,a3,s2,d1,w	x3,a3,s2,d1,w
3,821–4,300	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,ws
4,301–4,492	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,ws
4,493–4,588	Elbow	1	1	3	3	4	4,a1,ws	6,a1,ws	6,a1,ws	8,a2,ws	8,a2,s1,w,b1	x2,a2,s1,w,b1	x2,w,a2,s2,b1	x2,w,a3,s2,b1
4,589–4,684	Inner joint	1	1	3	3	4	4,a1	6,a1	6,a1,ws	8,a2,ws	8,a2,s1,ws	x2,a2,s1,ws	x2,w,a2,s2,t1	x2,w,a3,s2,t1
4,685–5,308	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,ws
5,309–5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,w	x2,a2,s2,ws	x2,a3,s2,ws
5,837–5,908	Wrist, back	1	3	3	4,ws	4,ws,a1	6,ws,a1,s1	8,ws,a1,s1	8,ws,a2,s1	8,ws,a2,s1,t1	8,w,a2,s1,t1	8,w,a2,s2,t1	x2,w,a2,s2,t1	x2,w,a3,s2,t1
5,909–5,980	Wrist, front	1	3	3	4,ws	4,ws,a1	6,ws,a1,s1	8,ws,a1,s1	8,ws,a2,s1	8,ws,a2,s1,t1	8,w,a2,s1,t1	8,w,a2,s2,t1	x2,w,a2,s2,t1	x2,w,a3,s2,t1
5,981–6,052	Hand, back	1	1	3	3	4	4	6,b1	6,b1,a1	8,b1,a1	8,b1,a2	x2,b1,a2	x2,b1,a2,s1	x2,b1,a2,s2
6,053–6,076	Palm	1	1	3	3	4	4	6	6	6b1	6,b1,a1	8,b1,a1	8,b1,a2	x2,b1,a2
6,077–6,220	Finger(s)	1	1	3	3	4	4	6,b1	6,b1	8,b1	8,b1	x2,b1	x2,b1	x2,b1
6,221–7,180	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,ws
7,181–9,100	Shoulder, top	1	3	4	6	8	x2	x2,a1,ws	x2,a1,s1,ws	x2,a2,s1,ws	x2,a2,s2,ws	x2,a3,s2,d1,ws	x2,a3,s2,d1,w	x3,a3,s2,d1,w
9,101–9,121	Neck, front	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,mc	x3,a3,d3,u	x3,a3,d3,u
9,122–9,142	Neck, back	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x3,a2,d3,u	x3,a2,d3,u
9,143–9,373	Neck, side	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,p	x3,a2,d3,f,mt1	x3,a2,d3,f,mt1
9,374–9,653	Head, side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f,	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,654–9,688	Head, back lower	6	8	x2,	x2,f	x2,d1,f	x2,a1,d2,f	x3,a1,d2,f,	x3,a2,d3,f	x3,a2,d3,f,p	x3,a3,d4,f,	x3,a3,d4,f,mc	x4,a3,d4,f,sc,p	x4,a4,d5,u,sc
9,689–9,768	Face, lower side	4	6	8	x2,	x2,f	x2,a1,f	x2,a2,u	x3,b1,a3, d1,f	x3,b1,a3, d1,u	x3,b1,a4, d2,f,mc	x3,b1,a4, d2,u,mc	x4,b1,a4, d2,u,mc	x4,b2,a3, d1,f,sc
9,769–9,788	Face, lower center	4	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,u	x3,a3,d3,f	x3,a3,d3,u,	x3,a4,d4,f,mc	x3,a4,d4, u,mc	x4,a4,d4, u,mc	x4,b1,a3,d3, f,mc
9,789–9,823	Head, back upper	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f,	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,824–9,903	Face, upper side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f,	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,904–9,923	Face, upper center	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f,	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,924–10,000	Head, top	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f	x3,a3,d3,f	x3,a3,d3,f	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,u,sc	x4,a5,d5,u,sc	x4,a6,d6,u,sc

numeral X - extra damage of dX type
sX - reduce Strength by X
pb - bleed to death in Con/2 rounds
m1 - 50% move for 1 rd, 10% for 2d4 rds
m5 - m4, then 25% for 1d12 days
m10 - 75% for 1 week, 50% for d6 months
xX - X times the damage
dX - reduce Dexterity by X
ib - 1d4 damage/hour; Con check or shock
m2 - 50% move for 2 rds, 25% for 2d10 rds
m6 - 75% for 6 hours, 50% for 2d12 days
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
ls - limb severed; pb unless finger or toe
w - drops carried weapons or items
hX - loss of X Honor
m3 - m1, then 25% for 1d6 turns
m7 - 75% for 6 hours, 50% for 4d12 days
f - fall prone and drop items
ws - as w unless check at 1/2 Str made
mtX - ws if arm; 3% x severity level of pb
m4 - 50% move for 1d12 hours
m8 - 75% for 6 hours, 50% for 1d3 months
bmX - same as bfX
aX - -X to-hit
p - 5% x severity level chance of paralysis
u - unconscious
m9 - 75% for 1 day, 50% for 1d4 months
bsX - same as bfX
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso

Severity Level

14	15	16	17	18	19	20	21	22	23	24
x2,bl,m5	x2,bl,m6	x2,bl,m6	x2,bl,m7	x2,bl,m7	x2,bml,m7	x2,bml,m8	x2,bfl,m8	x2,bfl,m9	x2,bsl,m9	x2,bsl,m10
x2,bl,a2,d2,m5	x2,bl,a2,d2,m6	x2,bl,a3,d2,m6	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bml,a3,d2,m7	x2,bml,a3,d2,m8	x2,bfl,a3,d2,m8	x2,bfl,a3,d2,m9	x2,bsl,a3,d2,m9	x2,bsl,a3,d2,m10
x2,bl,m5	x2,bl,m6	x2,bl,m6	x2,bl,m7	x2,bl,m7	x2,bml,m7	x2,bml m8	x2,bfl,m8	x2,bfl,m9	x2,bsl,m9	x2,bsl,m10
x2,bl,a2,d2,m5	x2,bl,a2,d2,m6	x2,bl,a3,d2,m6	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bml,a3,d2,m7	x2,bml,a3,d2,m8	x2,bfl,a3,d2,m8	x2,bfl,a3,d2,m9	x2,bsl,a3,d2,m9	x2,bsl,a3,d2,m10
x2,d3,sl,bfl, f,m5	x2,d3,sl,bl, t0,f,m5	x2,d3,s2, bm0,f,m6	x2,d4,s2,bl, t0,f,m7	x2,d5,s2, bf0,f,m7	x2,d5,s3,bl, t0,f,m8	x2,bml,tl,f, m8,d6,s3	x2,d6,s3bml, t0,f,m9	x2,d6,s4,bsl, t0,f,m9	x2,d6,s5,bsl, m10,t0,f	x2,d7,s5,bsl, m10,f,t0
x2,d3,sl,bfl, f,m5	x2,d3,sl,bl, t2,f,m6	x2,d3,s2, bml,f,m6	x2,d4,s2,bl, t2,f,m7	x2,d5,s2, bfl,f,m7	x2,d5,s3,bl, t2,f,m8	x2,bml,t2,f, m8,d6,s3	x2,d6,s3bml, t2,f,m9	x2,d6,s4,bsl, t2,f,m9	x2,d6,s5,bsl, m10,t2,f	x2,d7,s5,bsl, m10,f,t2
x2,d2,f,m9,tl	x2,d2,bl,f,m5	x2,d3,bl,f,m9, tl	x2,d3,bml,f, m6	x2,d4,bl,f, m9,tl	x2,d5,bf2, f,m6	x2,d5,b2,f, m9,t2	x2,bm2,f,m10, d6,s3,t2	x2,d6,bm2,f, m10,t2	x2,bs2,f,d6, m10,t2	x2,d6,sl,bs2, t2,m10,f
x2,d2,f,m2	x2,d2,bl,f,m2	x2,d3,bl,f,m2	x2,d3,bml,f,m3	x2,d4,bl,f,m3	x2,d5,bfl,f,m3	x2,d5,bl,f,m3	x2,bml,f,m4,d6,s3	x2,d6,bml,f,m4	x2,bsl,f,d6,m5	x2,d6,sl,bsl,m5,f
x2,d2,f,m5, mtl	x2,d2,bl, f,m5	x2,d3,bl,f, m6,mtl	x2,d3,bml, f,m6	x2,d4,b2, f,m6,mt2	x2,d5,bf2, f,m6	x2,d5,b2, f,m7,mt2	x2,bm2,f,m7, d6,s3,mt2	x2,d6,bm2, f,m8,mt2	x2,bs2,f,d6, m8,mt2	x2,d6,sl, bs2,m9,f
x2,d3,sl,bf2, f,m5	x2,d3,sl,b2, tl,f,m5	x2,d3,sl,b2, tl,f,m6	x2,d4,s2,b2, tl,f,m7	x2,d5,s2, bf3,f,m7	x2,d5,s3,b3, tl,f,m8	x2,bm3,tl,f, m8,d6,s3	x2,d6,s3bm3, tl,f,m9	x2,d6,s4,bs3, tl,f,m9	x2,d6,s5,bs3, m10,tl,f	x2,d7,s5,bs3, m10,f,tl
x2,d3,sl, tl,f,m5	x2,d3,sl, tl,f,m5	x2,d3,sl, tl,f,m5	x2,d4,s2, tl,f,m6	x2,d5,s2,bl, tl,f,m6	x2,d5,s3,bl, tl,f,m7	x2,bml,f, m7,d6,s3	x2,d6,s3,bl, tl,f,m8	x2,bml,tl,f, d6,s4,m8	x2,d6,s5, bsl,m9,u	x2,d7,s5,bsl, tl,m9,u
x2,d3,sl,bl, f,m5	x2,d3,sl, bl,f,m6	x2,d3,s2, bml,f,m6	x2,d4,s2, bl,f,m6	x2,d5,s3, bl,f,m7	x2,bml,f, m7,d6,s3	x2,d6,s3, bml,f,m8	x2,d6,s4, bsl,f,m8	x2,d6,s5, bsl,m9,u	x2,d7,s5, bsl,m9,u	x3,d8,s5, bsl,m10,u,d9
x2,d3,sl,bl, f,m5	x2,d3,sl,bl,f, m6,mt2	x2,d3,s2,bml, f,m6	x2,d4,s2,bl,f, m6,mt3	x2,d5,s3,bl, f,m7	mt2x2,bml,f,m7, d6,s3,mt3	x2,d6,s3,bml, f,m8,mt4	x2,bs1,f,d6,s4, m8,mt4	x2,d6,s5,bsl, m9,u	mt4x2,d7,s5,bsl, m9,u,mt5	x3,d8,s5bsl,m10, u,d9,mt5
x3,d3,b2,f,m5	x3,d3,vl,b2,f,m6	x3,d3,bm2,f,m6	x3d5,b3,f,m6	x3,d6,b3,f,m7	x3,bm3,vl,f,m7,d7	x3,bm3,vl,f,m8,d7	x3,bs4,v2,f,m8,d8	x3,bs4,v2,m9,u,d8	x4,bs4,v2,m9,u,d9	x4,bs4,v2,m10,u,d9
x3,m4,f,h6	x3,m4,f,h6,vl	x3,m4,f,h6,vl	x3,m4,f,h7,vl	x3,m4,f,h8,vl	x3,m4,f,h9,v2	x3,m5,f,h10,v2	x3,m5,f6,h9,v2,bl	x3,m5,f,h10,v2,bml	x3,m5,f,h10,v2,bfl	x3,m5,f,h10,v2,bsl
x3,m3,d2,mtl	x3,m3,d2,bl,f	x3,m3,d2,mtl,f,ib	x3,m3,d2,mtl,f,ib	x3,m4,d2,b2,f	x3,m5,d3,b2,f	x3,m5,d3,b3,f	x3,m5,d4,b3,f,mtl	x3,m6,d5,bm3,f,mtl	x4,m7,d6,bs3,f	x4,m8,d7,bs3,f,mtl
x3,s3,v2, mtl,f	x3,s3,mtl, v2,f	x3,al,s3, v3,f	x3a2,s3,v3, f,mtl	x3,a3,s3, v3,f	x3,a3,s3, v4,f	x3,a3,s3, mt2,v4,f	x3,u,v4,f	x3,bl,v4,u,f	x4,b2,v4, mt2,u	body cavity crushed (dead)
x3,a2,s2, mtl,w	x3,a2,s2,f	x3,a2,s3, mtl,f	x3,a3,s3, mt2,f	x3,a3,s3,ib, mt2,f	x3,a3,s3, mt2,f,vl	x3,a4,s4, bl,f	x3,u,bl,mt2	x3,bl,v2,u	x4,b2,v2, mt2,u	body cavity crushed (dead)
x3,s3,v2, mtl,f	x3,s3,mt2, v2,f	x3,al,s3, v2,f	x3a2,s3, v2,f,mt2	x3,a3,s3, v3,f	x3,a3,s3, v3,f	x3,a3,s3, mt2,v3,f	x3,u,v3,f	x3,bl,v3,u	x4,bl,v3, mt2,u	body cavity crushed (dead)
x3,s3,vl, mtl	x3,s3, mt2,vl	x3,s4, bl,vl	x3s5,bl, v2,f,mt2	x3,s6,bfl, v2,f	x3,bml, v2,f	x3,bml, mt2,v2,f	x3,bsl, u,v2	x3,bsl, v2,u	x4,bsl,v2, mt2,u	body cavity crushed (dead)
x3,s3,bl, mtl,f	x3,s3,bl, vl,f	x3,al,s3, vl,f	x3a2,s3, vl,f,bl	x3,a3,s3, vl,bl,f	x3,a3,s3, v2,f	x3,a3,s3,bl, v2,f	x3,u,bl, mtl,v2	x3,bl,v2,u	x4,bl,v2, mtl,u	body cavity crushed (dead)
x3,s3,vl, b3	x3,s3,mtl, vl,b3	x3,s4, bf3,v2	x3s5,b4, v2,f,mtl	x3,s6, bf4,v2,f	x3,bm4, v3,f	x3,bm4, mt2,v3,f	x3,bs4,u,v3	x3,bs4,v3,u	x4,bs4,v3, mt3,u,	body cavity crushed (dead)
x3,s3,vl, b2,w	x3,s3,bm2, vl,w	x3,s4,b2, vl,w	x3s5,b2, vl,f,	x3,s6,b2, vl,f	x3,bm2, vl,f	x3,bm2, vl,f	x3,bs2, u,vl	x3,bs2, vl,u	x4,bs2, vl,u,	body cavity crushed (dead)
x3,s3,f,bl	x3,s3,mtl,f	x3,s4,vl	x3s5,b2,f,	x3,s6,b2,vl,	x3,bm3,mt2	x3,bm3,vl,mt2	x3,bs4,u,mt2	x3,bs4,vl, mt2,u	x4,bs4,vl, mt2,u	body cavity crushed (dead)
x3,s3,f,bl	x3,s3,mtl,f	x3,s4,vl	x3s5,b2,f,	x3,s6,b2,vl,	x3,bm2,mtl	x3,bm3,vl,mtl	x3,bs3,u,mtl	x4,bs3,vl, mtl,u	spine crushed (dead)	body cavity crushed (dead)
x3,a3,s3,dl,w	x3,a3,s3,d2,w	x3,a3,s3,d2, mtl,w	x3,a3,s3,d2, tl,w	x3,a3,s3,d2, t2,mtl,w	x3,a3,s3,d2, bfl,mt2,w	x3,a3,s3,d2, bm2,mt3,w	x3,a3,s3,d2, b2,mt3,t3,w	x3,a3,s3,d2, bf3,mt3,t3,w	x3,a3,s3,d2, bm3,mt3,t3,w	x3,a3,s3,d2, bs3,mt3,t3,w
x2,a3,s2,w	x2,a3,s3,w	x2,a3,s3,mtl,w	x2,a3,s3,bl,w	x2,a3,s3,mtl,bl,w	x2,a3,s3,bfl,mtl,w	x2,a3,s3,bml,mt2,w	x2,a4,s3,mt2,bmlw	x2,a3,s3,bfl,mt2,w	x2,a4,s4,bml,mt2,w	x2,a4,s4,bsl,mt2,w
x2,a3,s2,w	x2,a3,s3,w	x2,a3,s3,mtl,w	x2,a3,s3,bl,w	x2,a3,s3,mtl,bl,w	x2,a3,s3,bfl,mtl,w	x2,a3,s3,bml,mt2,w	x2,a4,s3,mt2,bmlw	x2,a3,s3,bfl,mt2,w	x2,a4,s4,bml,mt2,w	x2,a4,s4,bsl,mt2,w
x2,w,a3,s2,bl	x2,w,a3,s3,bl	x2,w,a3,s3,bl	x2,w,a4,s3,bl	x2,w,a4,s3,bml	x2,w,a4,s4,bml	x2,w,a4,s4,bfl	x2,w,a5,s4,bfl	x2,w,a5,s4,bsl	x2,w,a5,s4,bsl	x2,w,a5,s4,bsl
x2,w,a3,s2,bl	x2,w,a3,s3,tl	x2,w,a3,s3,bl,tl	x2,w,a4,s3,t2,bl	x2,w,a4,s3,bm2	x2,w,a4,s4,t2,bm2	x2,w,a4,s4,bf2	x2,w,a5,s4,bf2,t2	x2,w,a5,s4,bs2	x2,w,a5,s4,bs2	x2,w,a5,s4,bs2,t2
x2,a3,s2,w	x2,a3,s3,w	x2,a3,s3,mtl,w	x2,a3,s3,bl,w	x2,a3,s3,mtl,bl,w	x2,a3,s3,bf2,mt2,w	x2,a3,s3,bm2,mt2,w	x2,a4,s3,mt2,bm2w	x2,a3,s3,bf2,mt2,w	x2,a4,s4,bm2,mt2,w	x3,a4,s4,bs2,mt2,w
x2,a3,s2,w	x2,a3,s3,w	x2,a3,s3,mtl,w	x2,a3,s3,bl,w	x2,a3,s3,mtl,bl,w	x2,a3,s3,bf2,mt2,w	x2,a3,s3,bm2,mt2,w	x2,a4,s3,mt3,bm2w	x2,a3,s3,bf2,mt3,w	x2,a4,s4,bm2,mt3,w	x3,a4,s4,bs2,mt3,w
x2,w,a3,s2bl	x2,w,a3,s3,tl	x2,w,a3,s3,bl,tl	x2,w,a3,s3,tl,bl	x2,w,a3,s3,bml	x2,w,a3,s3,tl,bml	x2,w,a3,s3,bfl	x2,w,a3,s3,bfl,tl	x2,w,a3,s3,bsl	x2,w,a3,s3,bsl	x2,w,a3,s3,bsl,tl
x2,w,a3,s2bl	x2,w,a3,s3,tl	x2,w,a3,s3,bl,tl	x2,w,a3,s3,tl,bl	x2,w,a3,s3,bml	x2,w,a3,s3,tl,bml	x2,w,a3,s3,bfl	x2,w,a3,s3,bfl,tl	x2,w,a3,s3,bsl	x2,w,a3,s3,bsl	x2,w,a3,s3,bsl,tl
x2,b2,a2,s2	x2,b2,a2,s2,ws	x2,b2,a3,s2,ws	x2,b2,a3,s2,ws	x2,b2,a3,s2,w	x2,bm2,a3,s2,w	x2,bm2,a3,s2,w	x2,bf2,a3,s2,w	x2,bf2,a3,s2,w	x2,bs2,a3,s2,w	x2,bs2,a3,s2,w
x2,bl,a2,sl	x2,bl,a2,s2	x2,bl,a2,s2	x2,bl,a2,s2,ws	x2,bl,a3,s2,ws	x2,bl,a3,s2,w	x2,bl,a3,s2,w	x2,bml,a3,s2,w	x2,bml,a3,s2,w	x2,bfl,a3,s2,w	x2,bsl,a3,s2,w
x2,bl	x2,bl	x2,bl	x2,bl	x2,bl	x2,bml	x2,bml	x2,bfl	x2,bfl	x2,bsl	x2,bsl
x2,a3,s2,w	x2,a3,s3,w	x2,a3,s3, mtl,w	x2,a3,s3, bl,w	x3,a3,s3, mtl,bl,w	x3,a3,s3, bfl,mt2,w	x3,a3,s3, bml,mt2,w	x3,a4,s3, mt3,bml,w	x4,a3,s3, bfl,mt3,w	x3,a4,s4, bml,mt4,w	x3,a4,s4, bsl,mt4,w
x3,a3,s3,dl,w	x3,a3,s3,d2,w	x3,a3,s3,d2, mtl,w	x3,a3,s3,d2, tl,w	x3,a3,s3,d2, t2,mtl,w	x3,a3,s3,d2, bfl,mt2,w	x3,a3,s3,d2, bm2,mt2,w	x3,a3,s3,d2, b3,mt3,t2,w	x3,a3,s3,d2, bf3,mt3,t2,w	x3,a3,s3,d2, bm3,mt3,t2,w	x3,a3,s3,d2, bs3,mt3,t2,w
x3,a3,d3,u,mc	x3,a3,d3,u, p,mc	x3,a3,d4, u,mc	x4,a4,d5, bl,u,sc	x4,a5,d6, bl,u,sc	x4,a5,d6, bl,u,sc	x4,a5,d6, b2,vl,u,sc	x4,p,u,sc	windpipe crushed, choking	neck snapped (dead)	neck snapped (dead)
x3,a2,d3,u,mc	x3,a2,d3,u,p,mc	x3,a3,d4,u,mc	x4,a4,d5,bl,u,sc	x4,a5,d6,bl,vl,u,sc	x4,p,bml,u,sc	x4,p,bml,vl,u,sc	x4,p,bsl,u,sc	x4,p,bsl,vl,u,sc	neck snapped (dead)	neck snapped (dead)
x3,a2,d3,u,mtl	x3,a2,d3,u,mtl	x3,a3,d4,u,mt2	x4,a4,d5,u,mt2,mc	x4,a5,d6,mt2,u,sc	x4,p,bml,u,sc	x4,p,bm2,vl,u,sc	x4,p,bs2,u,sc	x4,p,bs2,v2,u,sc	neck snapped (dead)	neck snapped (dead)
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo
x4,a5,d6,u,sc	x4,a5,d6,u,sc,p	x4,a6,d7,u,sc	x4,a6,d7,bl,u,sc,p	x4,a6,d7,bl,u,sc	x4,a7,d8,b2,vl,u,sc	x4,a7,d8,bm2,vl,u,sc	x4,p,bm3,v2,u,sc	x4,p,bs3,v2,u,sc	skull caved-in	brain goo
x4,bf2,a3, dl,u,mc	x4,bm2,a4, d2,f,mc	x4,bf2,a5, d3,f,mc	x4,bm2,a5, d3,f,mc	x4,bf3,a5, d3,f,mc	x4,bm3,a5, d3,f,sc	x4,bm3,a6, d4,u,mc	x4,bf3,a6, d4,u,sc	x4,bm3,a6, d4,u,sc	x4,bs3,a7, d5,u,sc	jaw removed
x4,bl,a3, d3,u,mc	x4,bl,a4, d4,f,mc	x4,b2,a5, d5,f,mc	x4,b2,a5, d5,f,mc	x4,bm2,a5, d5,f,mc	x4,bm2,a5, d5,f,sc	x4,bm3,a5, d5,u,sc	x4,bm3,a5, d5,u,sc	x4,bs3,a5, d5,u,sc	x4,bs3,a5, d5,u,sc	skull caved-in
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,b2,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a9,d9,bs2,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,bl,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,b2,vl,u,sc	x4,a8,d8,bm2,vl,u,sc	x4,a9,d9,bm3,vl,u,sc	x4,a9,d9,bs3,vl,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,b0,u,sc	x4,a7,d7,bl,u,sc	x4,a8,d8,bl,vl,u,sc	x4,a8,d8,bml,vl,u,sc	x4,a9,d9,bml,vl,u,sc	x4,a9,d9,bsl,vl,u,sc	skull caved-in	brain goo	brain goo

numeral X - extra damage of dX type
sX - reduce Strength by X
pb - bleed to death in Con/2 rounds
m1 - 50% move for 1 rd, 10% for 2d4 rds
m5 - m4, then 25% for 1d12 days
m10 - 75% for 1 week, 50% for d6 months
xX - X times the damage
dX - reduce Dexterity by X
ib - 1d4 damage/hour; Con check or shock
m2 - 50% move for 2 rds, 25% for 2d10 rds
m6 - 75% for 6 hours, 50% for 2d12 days
ls - limb severed; pb unless finger or toe
w - drops carried weapons or items
hX - loss of X Honor
m3 - m1, then 25% for 1d6 turns
m7 - 75% for 6 hours, 50% for 4d12 days
f - fall prone and drop items
ws - as w unless check at 1/2 Str made
mtX - ws if arm; 3% x severity level of pb
m4 - 50% move for 1d12 hours
m8 - 75% for 6 hours, 50% for 1d3 months
bmX - same as bfX
m9 - 75% for 1 day, 50% for 1d4 months
bsX - same as bfX
aX - -X to-hit
p - 5% x severity level chance of paralysis
u - unconscious
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso

Table 8JJ:
Critical Hit Location and Effect: PUNCTURING WEAPONS

		Severity Level												
Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13
1–100	Foot, top	1	1	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2	8,ib,m3	8,ib,m3	x2,ib,m4	x2,ib,m4	x2,ib,m5
101–104	Heel	1	1	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2,a1	8,ib,m3,a1	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
105–136	Toe(s)	1	1	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2	8,ib,m3	8,ib,m3	x2,ib,m4	x2,ib,m4	x2,ib,m5
137–140	Foot, arch	1	1	3	3	4,m1	4,m1	6,ib,m2	6,ib,m2,a1	8,ib,m3,a1	8,ib,m3,a2	x2,ib,m4,a2	x2,ib,a2,d1,m4	x2,ib,a2,d2,m5
141–170	Ankle, inner	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,ib	x2,d2,f,m4,ib	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,t1,ib, f,m5
171–200	Ankle, outer	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,ib	x2,d2,f,m4,ib	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,t1,ib, f,m5
201–220	Ankle, upper/Achilles	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
221–964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2
965–1,006	Calf	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5
1,007–1,118	Knee	1	1	3	4,m1	6,m1	6,m2,f	8,m2,f	x2,d1,m3,f,t1	x2,d2,f,m4,ib	x2,d2,f,m5,t1	x2,d2,f,m5,ib	x2,d2,f,m5,ib	x2,d2,t1,ib, f,m5
1,119–1,132	Knee, back	1	1	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2,f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,ib, f,m5
1,133–1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,t1	x2,d2,mt1,f,m5	x2,d3,ib, f,m5
1,217–2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,mt1,f,m5	x2,d3,ib,f, m5,mt2
2,001–2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,t1,f,m5	x2,d2,t1,f,m5	x3,d2,f,t1,m5	x3,d2,bm1,f,m5	x3,d3,bf2,f,m5
2,331–2,405	Groin (Male only)	1,f,h1	3,f,h1	4,f,h2	4,m1,f,h2	6,m1,f,h2	6,m1,f,h3	8,m2,f,h3	8,m2,f,h4	x2,m2,f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m3,f,h5	x3,m4,f,h5
2,406–2,435	Buttock	1	3	4	6	8	x2	x2,m1	x2,m1	x2,m2	x2,m2,mt1	x3,m3	x3,m3,d1	x3,m3,d1,t1
2,436–2,570	Abdomen, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v2,w,f
2,571–3,020	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1,ws	x2,a2,ws	x3,a2,ws,mt1	x3,a2,ws,mt2	x3,a2,ws	x3,a2,w
3,021–3,110	Abdomen, upper	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,v1	x3,w,ib,f	x3,w,v1,f	x3,mt1,w,ib,f	x3,mt1,v1,w,f
3,111–3,125	Back, small of	3	4	6	8	x2	x2,ws	x2,ib	x2,w,ib	x2,w,mt1	x3,w,ib	x3,w,mt1,ib	x3,mt2,w,ib	x3,mt2,v1,w
3,126–3,155	Back, lower	3	4	6	8	x2	x2,ws	x2,ib	x2,ib,f	x3,ws,mt1	x3,w,ib,f	x3,w,mt1,f	x3,mt1,w,ib,f	x3,mt1,w,f
3,156–3,425	Chest	3	4	6	8	x2	x2,ws	x2,ws,t1	x2,w,t1	x2,w,t2,ib	x3,w,t2	x3,w,bm1	x3,bf1,w,ib	x3,mt2,t3,w
3,426–3,455	Side, upper	3	4	6	8	x2	x2,ws	x2,ws,t1	x2,w,t1	x2,w,t1,ib	x3,w,t2	x3,w,bm1	x3,bm1,w,v1	x3,t2,v1,w
3,456–3,485	Back, upper	3	4	6	8	x2	x2,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,w,f	x3,t1,w	x3,mt2,f,w
3,486–3,500	Back, upper middle	3	4	6	8	x2	x2,ws	x2,ws	x2,w	x2,w,mt1	x3,w,mt1	x3,w,f	x3,t1,w	x3,mt1,f,w
3,501–3,820	Armpit	1	3	4	6	8	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
3,821–4,300	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
4,301–4,492	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	2,a3,ws
4,493–4,588	Elbow	1	1	3	3	4	4,a1,ws	6,a1,ws	6,a1,ws	8,a2,ws	8,a2,w,ib	x2,a2,w,ib	x2,w,a2,ib	x2,w,a3,ib
4,589–4,684	Inner joint	1	1	3	3	4	4,a1	6,a1	6,a1,ws	8,a2,ws	8,a2,ws	x2,a2,ws	x2,w,a2,ib	x2,w,a3,ib
4,685–5,308	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
5,309–5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,w	x2,a2,ws	x2,a3,ws
5,837–5,908	Wrist, back	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,ib	8,w,a2,ib	8,w,a2,ib	x2,w,a2,ib	x2,w,a3,ib
5,909–5,980	Wrist, front	1	3	3	4,ws	4,ws,a1	6,ws,a1	8,ws,a1	8,ws,a2	8,ws,a2,ib	8,w,a2,ib	8,w,a2,ib	x2,w,a2,ib	x2,w,a3,ib
5,981–6,052	Hand, back	1	1	3	3	4	4	6,ib	6,ib,a1	8,ib,a1	8,ib,a2	x2,ib,a2	x2,ib,a2	x2,ib,a2
6,053–6,076	Palm	1	1	3	3	4	4	6	6	6ib	6,ib,a1	8,ib,a1	8,ib,a2	x2,ib,a2
6,077–6,220	Finger(s)	1	1	3	3	4	4	6,ib	6,ib	8,ib	8,ib	x2,ib	x2,ib	x2,ib
6,221–7,180	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,ws
7,181–9,100	Shoulder, top	1	3	4	6	8	x2	x2,a1,ws	x2,a1,ws	x2,a2,ws	x2,a2,ws	x2,a3,d1,ws	x2,a3,d1,w	x3,a3,d1,w
9,101–9,121	Neck, front	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,mc	x3,a3,d3,u	x3,a3,d3,u
9,122–9,142	Neck, back	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x2,a2,d2,f,p	x3,a2,d3,u	x3,a2,d3,u
9,143–9,373	Neck, side	3	4	6	8	x2	x2,ws,a1,d1	x2,w,a1,d1	x2,f,a1,d1	x2,a2,d2,f	x2,a2,d2,f,mc	x2,a2,d2,f,p	x3,a2,d3,f,mt1	x3,a2,d3,f,mt1
9,374–9,653	Head, side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,654–9,688	Head, back lower	6	8	x2,	x2,f	x2,d1,f	x2,a1,d2,f	x3,a1,d2,f,	x3,a2,d3,f	x3,a2,d3,f,p	x3,a3,d4,f	x3,a3,d4,f,mc	x4,a3,d4,f,sc,p	x4,a4,d5,u,sc
9,689–9,768	Face, lower side	4	6	8	x2,	x2,f	x2,a1,f	x2,a2,u	x3,mt1,a3, d1,f	x3,mt1,a3, d1,u	x3,mt1,a4, d2,f,mc	x3,mt1,a4, d2,u,mc	x4,mt1a4, d2,u,mc	x4,mt1,a3, d1,f,sc
9,769–9,788	Face, lower center	4	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,u	x3,a3,d3,f	x3,a3,d3,u,	x3,a4,d4,f,mt1	x3,a4,d4,mc	x4,a4,d4, u,mc	x4,t2,a3,d3, f,mc,mt1
9,789–9,823	Head, back upper	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,nib,mc	x4,a4,d4,f,sc	x4,a5,d5,u,mt1,sc
9,824–9,903	Face, upper side	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,904–9,923	Face, upper center	6	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f,	x3,a3,d3,f	x3,a3,d3,f,	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,f,sc	x4,a5,d5,u,sc
9,924–10,000	Head, top	8	x2,	x2,f	x2,a1,d1,f	x2,a2,d2,f	x3,a2,d2,f	x3,a3,d3,f	x3,a3,d3,f	x3,a4,d4,f	x3,a4,d4,f,mc	x4,a4,d4,u,sc	x4,a5,d5,u,sc	x4,a6,d6,u,sc

numeral X - extra damage of dX type
xX - X times the damage
ls - limb severed; pb unless finger or toe
f - fall prone and drop items
aX - -X to-hit
sX - reduce Strength by X
dX - reduce Dexterity by X
w - drops carried weapons or items
ws - as w unless check at 1/2 Str made
p - 5% x severity level chance of paralysis
pb - bleed to death in Con/2 rounds
ib - 1d4 damage/hour; Con check or shock
hX - loss of X Honor
mtX - ws if arm; 3% x severity level of pb
u - unconscious
m1 - 50% move for 1 rd, 10% for 2d4 rds
m2 - 50% move for 2 rds, 25% for 2d10 rds
m3 - m1, then 25% for 1d6 turns
m4 - 50% move for 1d12 hours
m5 - m4, then 25% for 1d12 days
m6 - 75% for 6 hours, 50% for 2d12 days
m7 - 75% for 6 hours, 50% for 4d12 days
m8 - 75% for 6 hours, 50% for 1d3 months
m9 - 75% for 1 day, 50% for 1d4 months
m10 - 75% for 1 week, 50% for d6 months
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
bmX - same as bfX
bsX - same as bfX
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb

Severity Level

14	15	16	17	18	19	20	21	22	23	24
x2,ib,m5	x2,ib,m6	x2,ib,m6	x2,ib,m7	x2,ib,m7	x2,ib,bl,m7	x2,ib,bl,m8	x2,ib,mtl,m8	x2,ib,mtl,m9	x2,ls,m9	x2,ls,m10
x2,ib,a2,d2,m5	x2,ib,a2,d2,m6	x2,ib,a3,d2,m6	x2,ib,a3,d2,m7	x2,ib,bl,a3,d2,m7	x2,ib,bl,a3,d2,m7	x2,ib,bl,a3,d2,m8	x2,ib,mtl,a3,d2,m8	x2,ib,mtl,a3,d2,m9	x2,ib,ib,a3,d2,m9	x2,ib,ib,a3,d2,m10
x2,ib,m5	x2,ib,m6	x2,ib,bl,m6	x2,ib,bl,m7	x2,ib,bl,m7	x2,ls,m7	x2,ls,m8	x2,ls,m8	x2,ls,m9	x2,ls,m9	x2,ls,m10
x2,bl,a2,d2,m5	x2,bl,a2,d2,m6	x2,bl,a3,d2,m6	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bl,a3,d2,m7	x2,bl,a3,d2,m8	x2,mtl,a3,d2,m8	x2,ib,mtl,a3,d2,m9	x2,ls,a3,d2,m9	x2,ls,a3,d2,m10
x2,d3,ib,	x2,d3,ib,	x2,d3,ib	x2,d4,ib,	x2,d5,ib	x2,d5,bl,	x2,bl,ib,f,	x2,d6bl,	x2,d6,ls,f,m9	x2,d6,ls,m10,f	x2,d7,ls,m10,f
f,m5	bl,f,m5	bl,f,m6	bl,f,m7	mtl,f,m7	ib,f,m8	m8,d6	ib,f,m9			
x2,d3,ib,	x2,d3,ib,	x2,d3,ib,	x2,d4,ib,	x2,d5,ib,	x2,d5,ib,	x2,ib,pb,bml,f,	x2,d6,ib,	x2,d6,ls,f,m9	x2,d6,ls,f,m10	x2,d7,ls,f,m10
pb,f,m5	pb,f,m6	pb,bl,f,m6	pb,bl,f,m7	pb,mt2,f,m7	pb,mt2,f,m8	m8,d6	pb,bl,f,m9			
x2,d2,f,pb,m5	x2,d2,ib,f,m6	x2,d3,pb,f,m6, ib	x2,d3,pb,bl,f, ib,m7	x2,d4,pb,bl,f, m8,ib	x2,d5,pb,mtl, ib,f,m9	x2,d5,pb,mt2,f, m10,ib	x2,pb,b2,f,m10, d6,ib	x2,d6,pb,b2,f, m10,ib	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d2,f,m2	x2,d2,ib,f,m2	x2,d3,ib,f,m2	x2,d3,ib,bl,f,m3	x2,d4,ib,f,m3	x2,d5,ib,bl,f,m3	x2,d5,ib,pb,b2,f,m3	x2,ib,b2,f,m4,d6	x2,d6,ib,mtl,pb,f,m4	x2,ls,f,d6,m10	x2,d6,ls,m10,f
x2,d2,f,pb,m5	x2,d2,pb,f,m5	x2,d3,f,pb,m6	x2,d3,ib,pb,f,m6	x2,d4,ib,f,pb,m6	x2,d5,bl,pb,f,m6	x2,d5,ib,pb,f,m7	x2,b2,f,pb,d6,m7	x2,d6,ib,pb,mtl,f,m8	x2,ls,f,d6,m10	x2,d6,ls,f,m10
x2,d3,ib,	x2,d3,ib,	x2,d3,ib,	x2,d4,ib,	x2,d5,ib	x2,d5,ib,	x2,b3,ib,f,	x2,d6,ib	x2,d6,ls,f,m10	x2,d6,ls,f,m10	x2,d7,ls,f,m10
f,m5	bl,f,m5	bl,f,m6	b2,f,m7	b2,f,m7	mtl,f,m8	m8,d6	b3,f,m9			
x2,d3,	x2,d3,	x2,d3,	x2,d4,	x2,d5,bl.	x2,d5,bl,	x2,mtl,ib,f,	x2,d6,mtl,	x2,bl,ib,f,	x2,d6,ls,m10,u	x2,d7,ls,m10,u
ib,f,m5	ib,f,m5	ib,f,m5	ib,f,m6	ib,f,m6	ib,f,m7	m7,d6	ib,f,m8	d6,m8		
x2,d3,ib,	x2,d3,	x2,d3,	x2,d4,	x2,d5,	x2,bl,pb,ib,f,	x2,d6,ib,pb,	x2,d6,ls,f,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
f,m5	ib,f,m6	ib,pb,f,m6	ib,f,m6	ib,f,m7	m7,d6	bl,f,m8				
x2,d3,pb,	x2,d3,bl,f,	x2,d3,mt3,	x2,d4,bl,f,	x2,d5,pb,	pbx2,mt4,f,m7,	x2,d6,bl,	x2,ls,pb,f,d6,m10	x2,d6,ls,m10,u	x2,d7,ls,m10,u	x3,d8,ls,m10,u
f,m5	m6,pb	pb,f,m6	m6,pb	f,m7	d6,pb	f,m8,pb				
x3,d3,b2,f,m5	x3,d3,ib,vl,b3,f,m6	x3,d3,b3,f,m6	x3d5,b3,f,m6	x3,d6,b4,f,m7	x3,b4,ib,vl,f,m7,d7	x3,b4,ib,vl,f,m8,d7	x3,ib,v2,f,m8,d8	x3,ib,v2,m9,u,d8	x4,ib,v2,m9,u,d9	x4,ib,v2,m10,u,d9
x3,m4,f,h6	x3,m4,f,h6,ib,vl	x3,m4,f,h6,ib,vl	x3,m4,f,h7,ib,vl	x3,m4,f,h8,ib,vl	x3,m4,f,h9,ib,v2	x3,m5,f,h10,ib,v2	x3,m5,f6,h9,ib,v2,b1	x3,m5,f,h10,ib,v2,b1	x3,m5,f,h10,ib,v2,mtl	x3,m5,f,h10,ib,v2
x3,m3,d2,pb	x3,m3,d2,b1,f	x3,m3,d2,pb,f,ib	x3,m3,d2,pb,f,ib	x3,m4,d2,b2,f	x3,m5,d3,b2,f	x3,m5,d3,b3,f	x3,m5,d4,b3,f,pb	x3,m6,d5,b3,f,pb	x4,m7,d6,ib,f	x4,m8,d7,ib,f,pb
x3,ib,v2,f,pb	x3,pb,ib,v3,f	x3,a1,ib,v3,f	x3a2,ib,v3,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v4,f	x3,a3,pb,ib,v4,f	x3,u,ib,v4,f	x3,b2,ib,v4,u,f	x4,b3,ib,v4,pb,u	run thru (dead)
x3,a2,pb,w	x3,a2,f	x3,a2,pb,f	x3,a3,pb,f	x3,a3,ib,pb,f	x3,a3,pb,ib,vl,f	x3,a4,b1,f	x3,u,b1,pb	x3,b2,ib,v2,u	x4,b2,ib,v2,pb,u	run thru (dead)
x3,ib,v2,pb,f	x3,pb,ib,v2,f	x3,a1,ib,v2,f	x3a2,ib,v2,f,pb	x3,a3,ib,v3,f	x3,a3,ib,v3,f	x3,a3,pb,ib,v3,f	x3,u,ib,v3,f	x3,b1,ib,v3,u	x4,b2,ib,v3,pb,u	run thru (dead)
x3,ib,vl,pb	x3,pb,ib,vl	x3,b1,ib,vl	x3b1,ib,v2,f,pb	x3,mt2,ib,v2,f	x3,b1,ib,v2,f	x3,b1,pb,ib,v2,f	x3,ib,v2	x3,ib,v2,u	x4,ib,v2,pb,u	run thru (dead)
x3,b1,pb,f	x3,b1,ib,vl,f	x3,a1,ib,vl,f	x3a2,ib,vl,f,b1	x3,a3,ib,v2,b1,f	x3,a3,ib,v2,f	x3,a3,b1,ib,v2,f	x3,u,b1,pb,ib,v2	x3,b1,ib,v2,u	x4,b1,ib,v2,pb,u	run thru (dead)
x3,ib,vl,b2	x3,pb,ib,vl,b2	x3,mt3,ib,v2	x3,b2,ib,v2,f,pb	x3,mt3,ib,v3,f	x3,b3,ib,v3,f	x3,b3,mt3,ib,v3,f	x3,bf4,pb,ib,v3	x3,bm4,mt3,ib,v3,u	x4,bm4,ib,v3,pb,u	run thru (dead)
x3,ib,vl,b2,w	x3,b2,ib,vl,w	x3,b2,ib,vl,w	x3,b2,ib,vl,f,w	x3,b2,ib,vl,f,w	x3,b2,ib,vl,f,w	x3,b2,mt2,ib,vl,f,w	x3,bf2,pb,ib,vl	x3,bm2,mt2,ib,vl,u	x4,bm2,ib,vl,pb,u	run thru (dead)
x3,f,b1	x3,pb,f	x3,ib,vl	x3,b1,f,ib,vl	x3,b1,ib,vl	x3,b2,pb	x3,b2,ib,vl,pb	x3,bf2,ib,vl,u,pb	x3,bm2,ib,vl,pb,u	x4,ib,vl,pb,u	run thru (dead)
x3,f,b1	x3,pb,f	x3,ib,vl	x3,b1,f,ib,vl	x3,b2,ib,vl	x3,b2,pb	x3,b3,ib,vl,pb	x3,bf3,ib,vl,u,pb	x4,bm3,ib,vl,pb,u	x4,p,ib,vl,u	run thru (dead)
x3,a3,d1,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mtl,pb,w	x3,a3,d2,b1,pb,w	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib,w	x3,a3,d2,b3,pb,ib,w	x3,a3,d2,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,pb,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,bl,pb,w	x2,a4,pb,mt2,w	x2,a4,b1,pb,w	x2,a4,b1,pb,w	x2,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,bl,pb,w	x2,a4,pb,mt2,w	x2,a4,b1,pb,w	x2,a4,b1,pb,w	x2,a4,ls,w
x2,a3,ib,w	x2,a3,ib,w	x2,a3,ib,w	x2,a4,ib,w	x2,a4,ib,bl,w	x2,a4,ib,bl,w	x2,a4,ib,mtl,w	x2,a5,ib,bl,w	x2,w,a5,bml	x2,w,a5,bs1	x2,w,a5,ls
x2,a3,ib,w	x2,a3,ib,w	x2,a3,b1,ib,w	x2,a4,ib,b1,w	x2,a4,ib,mtl,w	x2,a4,ib,mt2,w	x2,a4,ib,b2,w	x2,a5,ib,b2,w	x2,w,a5,bm2	x2,w,a5,bs2	x2,w,a5,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x2,a3,pb,bl,w	x2,a3,mtl,pb,w	x2,a3,b2,pb,w	x2,a4,b2,pb,w	x2,a3,mt2,pb,w	x2,a4,b2,pb,w	x3,a4,ls,w
x2,a3,ib,w	x2,a3,ib,w	x2,a3,b1,ib,w	x2,a3,ib,b1,w	x2,w,a3,ib,mtl,w	x2,a3,ib,mtl,w	x2,a3,ib,b1,w	x2,a3,ib,bl,w	x2,w,a3,bml	x2,w,a3,bs1	x2,w,a3,ls
x2,w,a3,ib	x2,w,a3,ib	x2,w,a3,b1,ib	x2,w,a3,ib,b1	x2,w,a3,ib,mtl	x2,w,a3,ib,mtl	x2,w,a3,ib,b1	x2,w,a3,ib,b1	x2,w,a3,bml	x2,w,a3,bs1	x2,w,a3,ls
x2,ib,a2	x2,ib,a2,ws	x2,ib,a3,ws	x2,ib,a3,ws	x2,ib,a3,w	x2,ib,b1,a3,w	x2,ib,b1,a3,w	x2,ib,mtl,a3,w	x2,ib,b2,a3,w	x2,a3,bs2,w	x2,ls,a3,w
x2,ib,a2	x2,ib,a2	x2,ib,a2	x2,ib,a2,ws	x2,ib,a3,ws	x2,ib,pb,a3,ws	x2,ib,pb,b1,a3,w	x2,ib,pb,mtl,a3,w	x2,ib,pb,b1,a3,w	x2,a3,bs1,w	x2,ls,a3,w
x2,ib	x2,ib	x2,b1,ib	x2,b1,ib	x2,b1,ib	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls	x2,ls
x2,a3,w	x2,a3,w	x2,a3,pb,w	x2,a3,b1,w	x3,a3,pb,bl,w	x3,a3,mtl,pb,w	x3,a3,b1,pb,w	x3,a4,pb,b1,w	x4,a3,pb,mt2,w	x3,a4,pb,b1,w	x3,a4,ls
x3,a3,d1,w	x3,a3,d2,w	x3,a3,d2,pb,w	x3,a3,d2,ib,w	x3,a3,d2,ib,pb,w	x3,a3,d2,mtl,pb	x3,a3,d2,b1,pb	x3,a3,d2,b2,pb,ib,w	x3,a3,d2,mt2,pb,ib	x3,a3,d2,b3,pb,ib	x3,a3,d2,ls
x3,a3,d3,u,mc	x3,a3,d4,u,p,mc	x3,a3,d5,u,mc	x4,a4,d6,u,sc	x4,a5,p,u,sc	x4,pb,ib,ib,vl	x4,pb,ib,ib,vl	x4,p,u,sc	x4,pb,ib,ib,v2	x4,pb,ib,ib,v2	decapitated (dead)
x3,a2,d3,u,mc	x3,a2,d3,u,p,mc	x3,a3,d4,u,mc	x4,a4,d5,b1,u,sc	x4,a5,d6,b1,ib,vl,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,ib,vl,bf1,u,sc	x4,pb,bm,ib,vl	decapitated (dead)
x3,a2,d3,u,pb	x3,a2,d3,u,pb	x3,a3,d4,u,pb	x4,a4,d5,u,pb,mc	x4,a5,d6,pb,u,sc	x4,p,b1,u,sc	x4,p,b1,ib,vl,u,sc	x4,p,b2,ib,v2,u,sc	x4,p,ib,v2,bf2,u,sc	x4,pb,ib,ib,v2	decapitated (dead)
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,tl,u,sc	x4,a7,d7,tl,u,sc	x4,a8,d8,t2,ib,vl,u,sc	x4,a8,d8,bl,ib,vl,u,sc	x4,a9,d9,b1,ib,vl,u,sc	x4,a9,d9,ib,vl,bf1,u,sc	skull caved-in	brain goo
x4,a5,d6,u,sc	x4,a5,d6,u,sc,p	x4,a6,d7,u,sc	x4,a6,d7,t1,u,sc,p	x4,a6,d7,t1,u,sc	x4,a7,d8,t1,ib,vl,u,sc	x4,a7,d8,bl,ib,vl,u,sc	x4,p,b2,ib,v2,u,sc	x4,p,ib,v2,u,sc	skull caved-in	brain goo
x4,mt2,a3,	x4,b1,a4,	x4,mt2,a5,	x4,b1,a5,	x4,mt2,a5,	x4,b1,a5,	x4,b2,a6,	x4,mt2,a6,	x4,b2,a6,	x4,ib,a7,	jaw removed
d1,u,mc	d2,f,mc	d3,f,mc	d3,f,mc	d3,f,mc	d3,f,sc	d4,u,mc	d4,u,sc	d4,u,sc	d5,u,sc	
x4,t2,a3,	x4,t2,a4,	x4,t2,a5,	x4,t2,a5,	x4,b1,a5,	x4,b2,a5,	x4,b2,a5,	x4,b3,a5,	x4,ib,v1,a5,	x4,ib,v1,a5,	skull caved-in
d3,u,mc	d4,f,mc	d5,f,mc	d5,f,mc	d5,f,mc	d5,f,sc	d5,u,sc	d5,u,sc	d5,u,sc	d5,u,sc	
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a8,d8,mtl, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,b1, ib,vl,u,sc	x4,a9,d9,ib, vl,bf1,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a7,d7,mtl, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a8,d8,b2, ib,vl,u,sc	x4,a9,d9,ib, vl,bf2,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,mtl,u,sc	x4,a7,d7, mtl,u,sc	x4,a8,d8,mt2, ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,b2, ib,vl,u,sc	x4,a9,d9,ib, vl,bf3,u,sc	skull caved-in	brain goo
x4,a6,d6,u,sc	x4,a7,d7,u,sc	x4,a7,d7,tl,u,sc	x4,a7,d7,mtl,u,sc	x4,a8,d8, mtl,ib,vl,u,sc	x4,a8,d8,bl, ib,vl,u,sc	x4,a9,d9,b1, ib,vl,u,sc	x4,a9,d9,ib, vl,bf1,u,sc	skull caved-in	brain goo	brain goo

numeral X - extra damage of dX type
sX - reduce Strength by X
pb - bleed to death in Con/2 rounds
m1 - 50% move for 1 rd, 10% for 2d4 rds
m5 - m4, then 25% for 1d12 days
m10 - 75% for 1 week, 50% for d6 months
mc - temporarily gains migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
sc - temporarily gains migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
tX - ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb

xX - X times the damage
dX - reduce Dexterity by X
ib - 1d4 damage/hour; Con check or shock
m2 - 50% move for 2 rds, 25% for 2d10 rds
m6 - 75% for 6 hours, 50% for 2d12 days
bfX - p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso

ls - limb severed; pb unless finger or toe
w - drops carried weapons or items
hX - loss of X Honor
m3 - m1, then 25% for 1d6 turns
m7 - 75% for 6 hours, 50% for 4d12 days

f - fall prone and drop items
ws - as w unless check at 1/2 Str made
mtX - ws if arm; 3% x severity level of pb
m4 - 50% move for 1d12 hours
m8 - 75% for 6 hours, 50% for 1d3 months
bmX - same as bfX
vX - ws (-10); ib; 3% x severity chance of pb; roll on vital organ damage table
bX - p if spine; ws if arm or shoulder; 15% chance of pb and 15% chance of ib if torso

aX - -X to-hit
p - 5% x severity level chance of paralysis
u - unconscious
m9 - 75% for 1 day, 50% for 1d4 months
bsX - same as bfX

ical injury per application if the wound has not been healed by another method and one week has not transpired. A Cure-All will fix all critical hits, besides severed limbs (though it will heal over the stump). Only a Regeneration (for lost or dead limbs) or a Reattach Limb (if the limb is fresh and available) can mend severed body parts. Certain other clerical spells have been designed to cure specific ailments related to crits, however they appear in a future HackMaster player supplement and are beyond the scope of this section.

Table 8FF:
Movement Modifiers (Crit Damage)

Result	Loss & duration*
m1	50% for 1 round, then 10% for 2d4 rounds
m2	50% for 2 rounds, then 25% for 2d10 rounds
m3	m1, then 25% for d6 turns
m4	50% for d12 hours
m5	m4, then 25% for d12 days
m6	75% for 6 hours, then 50% for 2d12 days
m7	75% for 6 hours, then 50% for 4d12 days
m8	75% for 6 hours, then 50% for d3 months
m9	75% for 1 day, then 50% for d4 months
m10	75% for 1 week, then 50% for d6 months

* Note most of the longer durations will be permanent anyway. See the Permanency of Critical Hits section, above for more details.

Table 8GG:
Vital Organ Damage Effects

Roll	Damage Effect
1-25	no additional effects
26-50	lose 2d6 points of Constitution*
51-70	death in 1d12 days
71-80	death in 1d12 hours
81-90	death in 1d12 rounds
91-100	death in 1d12 segments

* 1 point returns per day over 1d6 days, unreturned points are lost permanently. Substitute Intelligence (80%) or Dexterity (20%) if the injury is to the head or spine.

Critical Hit Effect Code Explanations

numeral X) Extra Damage. Defender suffers an extra die of X type. For example the numeral 4 indicates +d4 damage above and beyond the normal damage roll (don't forget penetration damage!). A 1 indicates merely +1 damage.

(xX) Multiple Damage. Defender suffers additional weapon damage with the "X" being an integer that defines how many extra times the damage dice are rolled. For example x4 would indicate that the damage dice for the weapon should be rolled four times (and don't forget penetration damage on those bonus dice!)

(m1-m10) Movement- Crit result indicates a loss of movement as detailed in Table 8FF: Movement Modifiers (Critical Damage). In addition to the effects listed on Table 8FF, all movement (m) results indicate a limp, hitch, shimmy or hobble of some type, depending on location of wound.

(f) Fall to Ground- Defender falls prone and drops anything he was holding.

(aX) To-hit Reduction- The X indicates the numerical penalty to-hit until the wound has healed completely.

(sX) Strength Reduction- The X indicates the number of points of Strength lost until the wound has healed completely.

(dX) Dexterity Reduction- The X indicates the number of points of Dexterity lost until the wound has healed completely.

(w) Weapon Drop- Defender drops weapon and/or any items he was carrying.

(ws) Weapon Drop- As weapon drop (w), but only if he fails a Strength check at half his Strength.

(mc) Minor Concussion- Defender temporarily gains the migraine character flaw (PHB page 94) with an immediate headache. There is also a 3% chance per severity level they will temporarily gain the seizure disorder character flaw (PHB page 94). The effects last d12 + severity level hours or until healed.

(sc) Severe Concussion- Character temporarily gains the migraine character flaw (PHB page 94) with an immediate headache plus the short term memory loss character quirk (PHB page 97). There is also a 5% chance per severity level he will temporarily gain the seizure disorder character flaw (PHB page 94). These effects will last until healed.

(p) Paralyzation- Defender has a chance of paralysis equal to 5% times severity level. A paralyzed PC cannot move his lower body, unless struck in the head or neck in which case he cannot move anything but his head.

(pb) Profuse Bleeding- Defender will bleed to death in a number of rounds equal to half his Constitution (rounded down) unless the wound has been treated with a successful first aid-related skill check or any cure spell that heals half of the wound's HPs in damage, or one Cure Critical Wounds or better spell. Severed limbs may be cauterized by applying open flame for one round (1d4 damage).

(vX) Vital Organ- Roll on Table 8GG: Vital Organ Damage Effects. Look up the number X to find the exact vital organ on Figure 8.6 or 8.7. Additionally, character automatically suffers from weapon drop (ws) (at –10), internal bleeding (ib), and a 3% chance per severity level of profuse bleeding (pb). If the hit was to the head or spine the character has a 5% x severity level chance of suffering paralysis (see entry for paralyzation (p) above).

Note that a Cure Critical Wounds spell will eliminate all ill effects (if applied prior to death, of course). Complete healing by any other method will remove all ill-effects other than a result of 26-50 on Table 8GG.

(hX) Temporal Honor Lost- Defender loses X times 5% of his (temporal) Honor. Note that female characters cannot be critically hit in the groin (count as a miss), so this loss of Honor (and any damage from a groin hit) are merely disregarded in their case.

(mtX) Muscle Tear- Look up the number X to find the exact muscle torn on Figure 8.4 or 8.5. Additionally, character automatically suffers a dropped weapon (ws) if the muscle was in the weapon-wielding hand, arm or shoulder and a 3% times severity level chance of profuse bleeding (pb). These wounds heal naturally at half the normal rate. Dexterity and Strength reduction as a result of such a hit last for 20 – Constitution days, then are reduced by half for like periods until reduced to zero (fully healed). This lasting effect occurs regardless of whether the wounds have been healed fully by spell (tissue has been shifted, moved or even removed). Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bX) Broken Bone- This effect represents a simple fracture, one bone broken in only one place. Look up the number X to find the exact bone on Figure 8.3. Defender suffers from paralyzation (p) if the bone was the spine; weapon dropped (ws) if the bone was on the weapon-wielding arm or shoulder; a 15% chance of profuse bleeding (pb) and a 15% chance of internal bleeding (ib) if the bone was located in the torso. These wounds can be cured by magical means or through natural healing at one tenth the normal rate. Successfully setting a broken bone using first aid-related skills allows healing at one quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures will heal incorrectly giving rise to lasting limps, obvious lumps, etc. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(tlX) Torn Ligaments or Tendons- This result indicates that a particular tendon or ligament has been torn. Look up the number X to find the exact ligament/tendon on Figure 8.4 or 8.5. Character suffers from weapon dropped (ws) (w if in arm/shoulder/hand of weapon); paralyzation (p) if in either leg or weapon-wielding arm/shoulder/hand; and a 30% chance of profuse bleeding (pb). Unless the appropriate body part is isolated prior to healing, even magical healing, the tendon will heal incorrectly or incompletely giving rise to lasting limps, obvious lumps, etc. In this case, half of any associated movement (m) and/or ability score reduction ((s) and (d)) will become permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bfX) Broken Bone, Compound Fracture- A broken bone, but the bone has pierced through the skin. Look up the number X to find the exact bone on Figure 8.3. Defender suffers from paralyzation (p) if the bone was the spine; weapon dropped (ws) if the bone was on the weapon-wielding arm or shoulder; a 30% chance of profuse bleeding (pb); and if the bone was located in the torso, an additional 30% chance of internal bleeding (ib). These wounds can be cured by magical means or through natural healing at one tenth the normal rate. Successfully setting a broken bone using first aid related skills allows healing at one quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures will heal incorrectly giving rise to lasting limps, obvious lumps, etc. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will become permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bmX) Broken Bone, Multiple Fracture- The same as bfX, except that wounds can be cured by magical means or through natural healing at one twelfth the normal rate and the chances of profuse bleeding (pb) and internal bleeding (ib) increase to 50%.

(bsX) Bone Shatter- The same as bfX, except that wounds can be cured by magical means or through natural healing at one twentieth the normal rate and the chances of profuse bleeding (pb) and internal bleeding (ib) each increase to 65%. Successfully treating a shattered bone using first aid related skills allows healing at one tenth the normal rate.

(ib) Internal Bleeding- Each hour, the defender loses 1d4 hit points and must make a Constitution check with failure indicating that the character goes into shock (see Trauma Damage). The defender may live for many hours or days with this problem, and not know it; he will feel pains in the area, but will otherwise not know that he has been injured.

(u) Unconscious- Defender falls to the ground, out cold (hit points do not drop to zero, but stay at the appropriate level after deduction from the hit). Defender remains in a coma until he heals (naturally or magically) the hit points suffered from the wound.

(ls) Limb Severed- the indicated appendage is removed from the defender. Defender suffers from profuse bleeding (pb) (except in the case of fingers or toes). The stumps can be cured by magical means or through natural healing at one third the normal rate. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

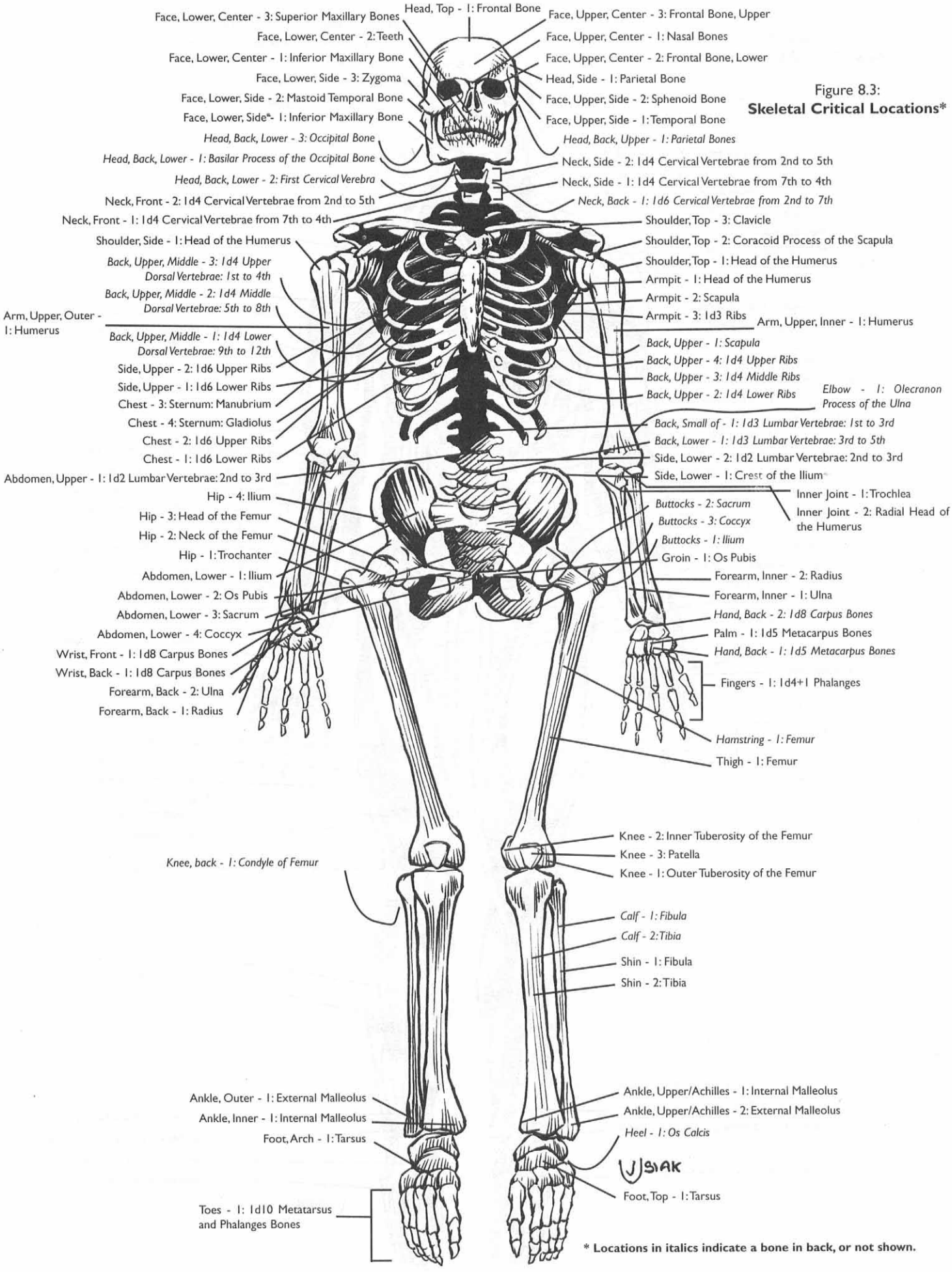


Figure 8.3:
Skeletal Critical Locations*

*** Locations in italics indicate a bone in back, or not shown.**

Figure 8.4:
Muscular Critical Locations (Front)

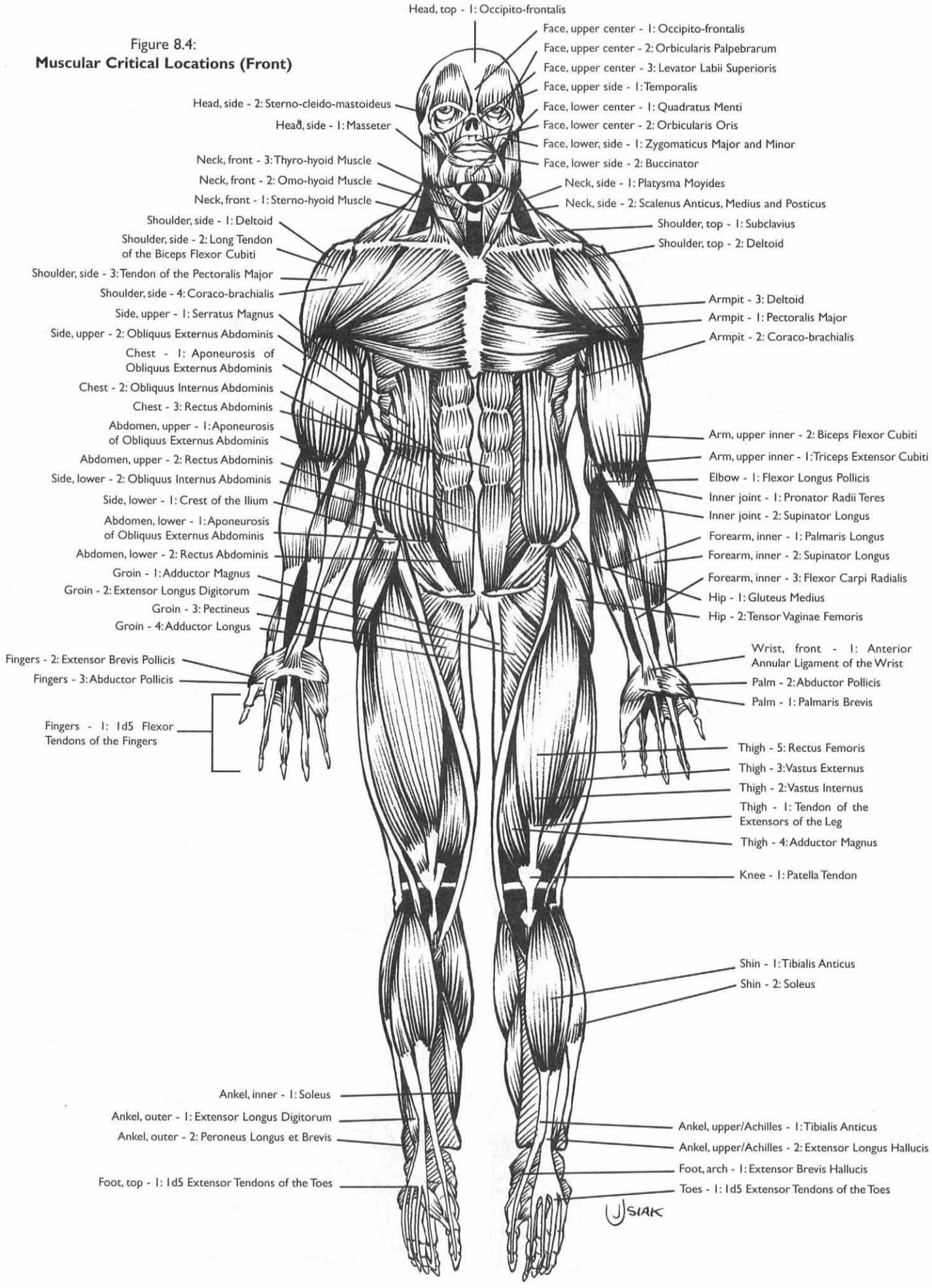


Figure 8.5:
Muscular Critical Locations (Back)

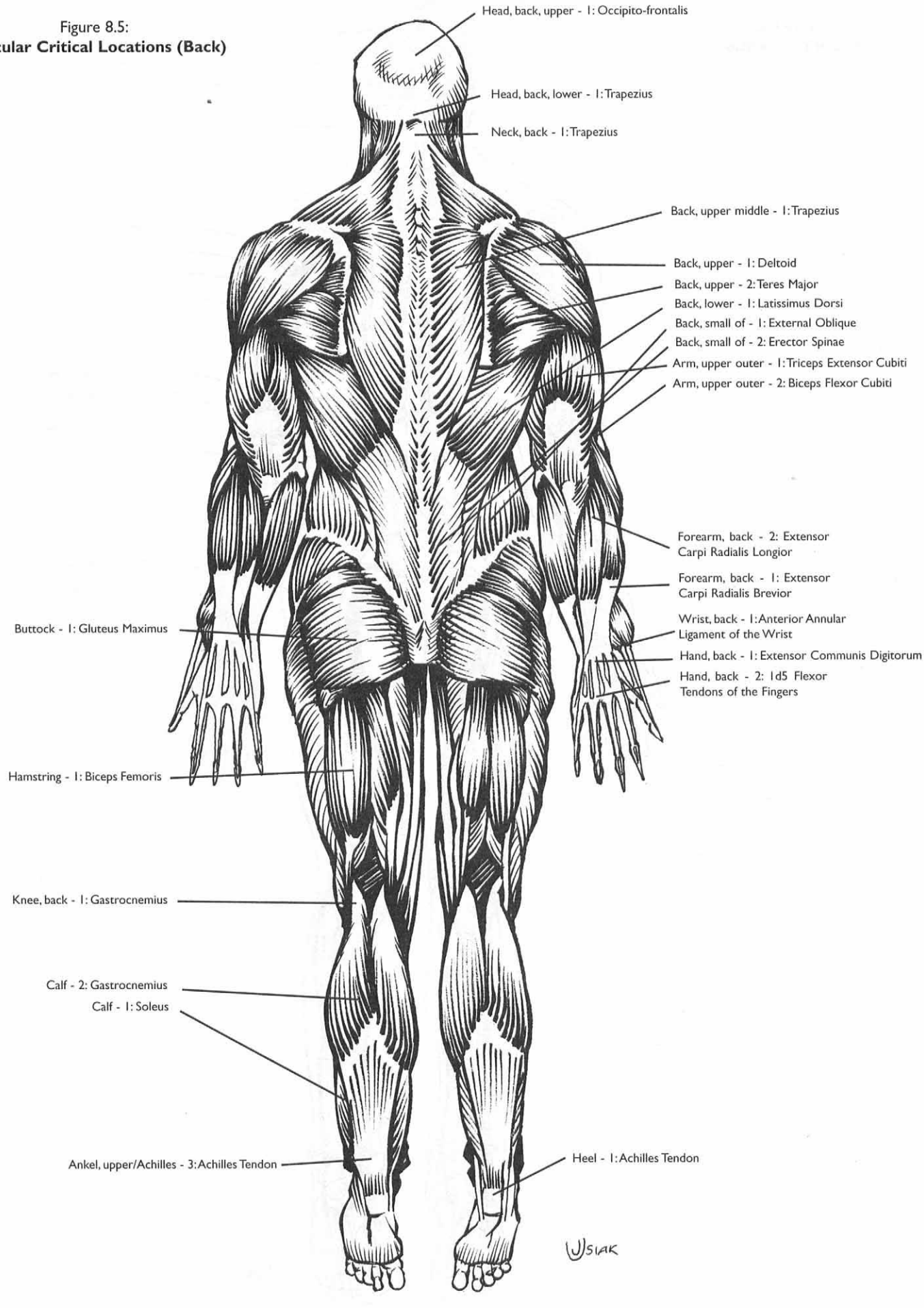


Figure 8.6:
Vital Critical Locations 1

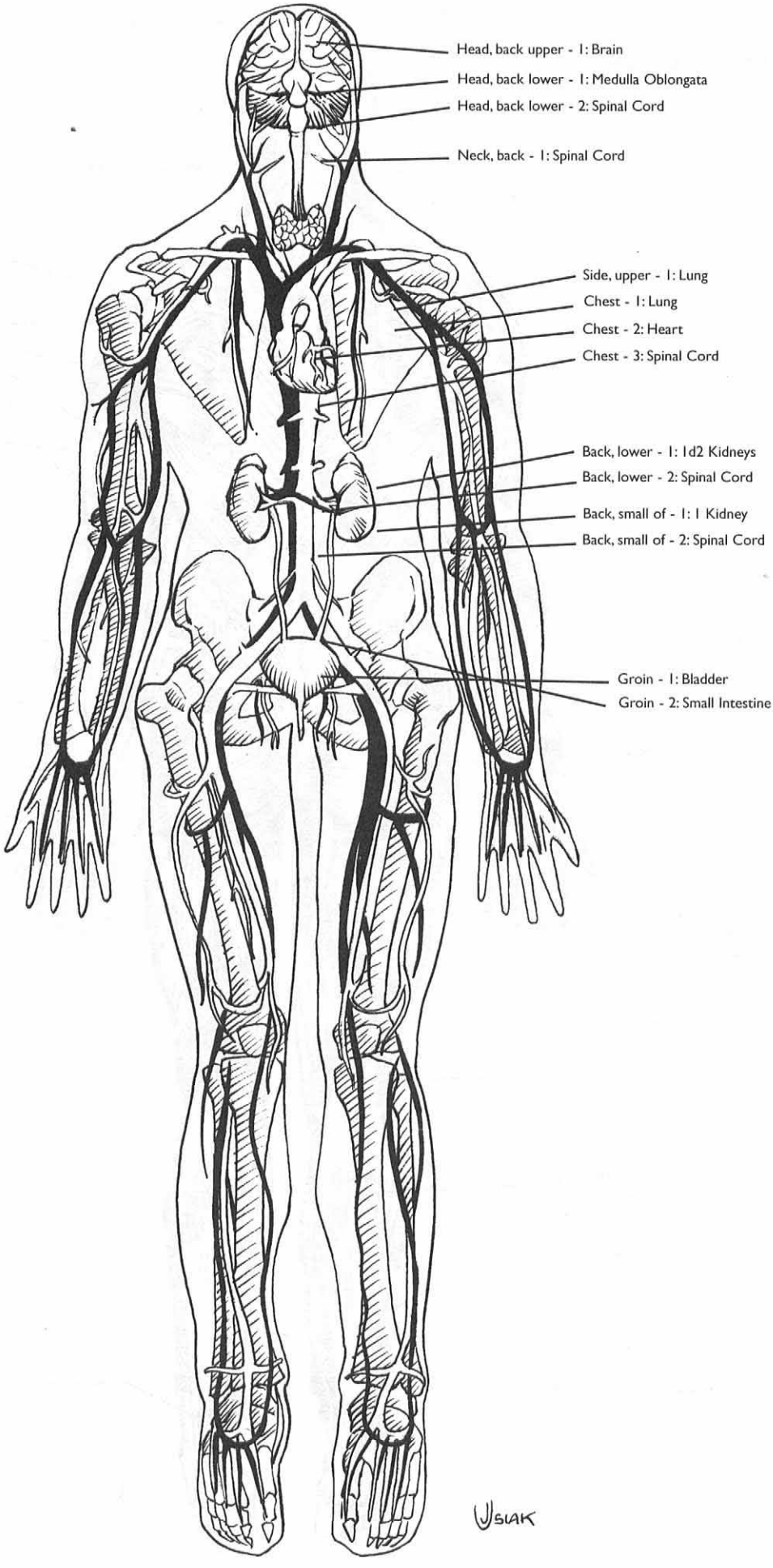
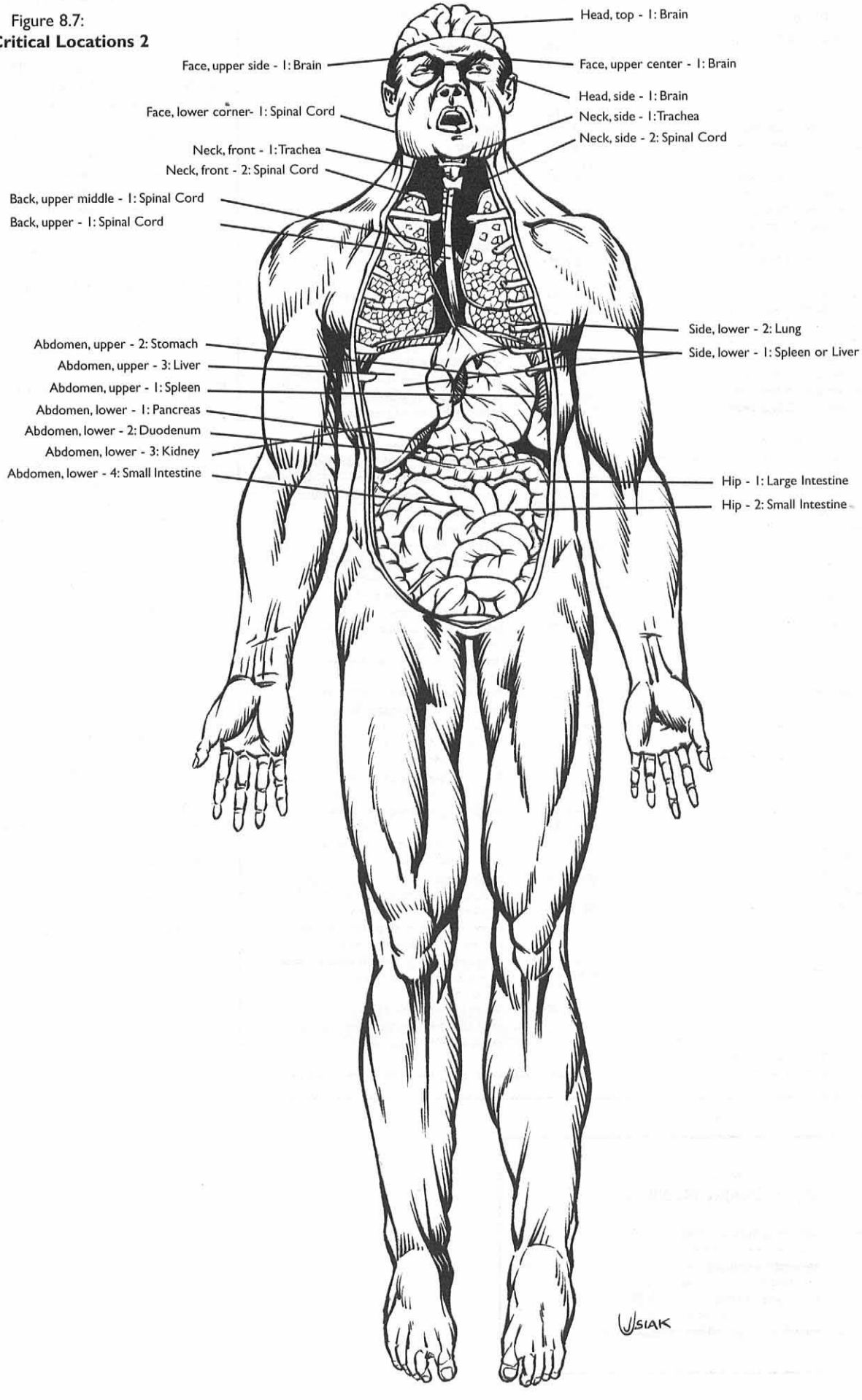


Figure 8.7:
Vital Critical Locations 2



Fumbles and Mishaps

Any time a character rolls a natural 1 on his to-hit roll, he has scored a fumble or a combat mishap (aka critical mishap or critical miss). This is one of the most feared moments for players, but is great fun for you (unless you rolled the miss for your prime villain). Simply have the unfortunate fumbler roll a d1,000. Then consult Table 8KK: Fumbles and Mishaps provided herein and follow the instructions for the result. All results rolled on the Fumbles and Mishaps Table are cumulative, even if identical results are rolled multiple times.

The following general effects apply to all bad twist, sprain and hyperextension results. For bad twists reduce Dexterity by one point for 1d4 hours and m1 (as critical hit) For sprains, m3 (as critical hit) unless location is on arm or shoulder, then -1d4 to-hit for like number of days unless magically cured. For hyperextension treat as sprain also with 1d20% temporal Honor reduction.

Equipment Quality and Mishaps

Equipment quality can influence the probability and severity of the critical miss. For example, Tingar the thief rolls a natural 1 with his dagger while trying to backstab a guard. He rolls a d1,000 on Table 8KK: Fumbles and Mishaps and gets 724. This indicates that a strap on his backpack has broken and he is now at –1 to hit until he spends a round removing his backpack. Unfortunately for him, the guard doesn't seem willing to wait that long. If he had been wearing an extraordinary backpack instead of the one he bought off the rack, the result may have been just a miss. Equipment quality alters the effects on Table 8KK: Fumbles and Mishaps as shown in Table 8LL: Weapon Quality Modifiers.

Thus extraordinary, superior and good quality items all receive saving throws (see Table 8Y: Item Saving Throw Matrix) whereas average quality does not (whatever the table says breaks, breaks as stated). If a character is using poor quality equipment (anything), roll twice on the fumble table. Use the first result UNLESS the second result indicates that a poor quality item loosens, breaks, etc. In that case, use BOTH results! Sound good? Just wait, it gets better. For shoddy equipment, fumbles can occur if the player rolls a 1 or a 2 (double the chance). Treat a fumble on a roll of 1 as with poor equipment. On a roll of 2, make two rolls on the table, if either indicate equipment failure for a shoddy piece of equipment, use the result (can be both rolls) but ignore all other rolls.

Table 8KK:
Fumbles and Mishaps

d1,000 roll	Effect
	Lose Weapon
1 - 85	Drop weapon at feet
86 - 110	Drop weapon 2 feet away
111 - 130	Drop weapon 3 feet away
131 - 144	Drop weapon 4 feet away
145 - 154	Drop weapon 5 feet away
155 - 161	Drop weapon 6 feet away
162 - 167	Drop weapon 7 feet away
168 - 172	Drop weapon 8 feet away
173 - 176	Drop weapon 9 feet away
177 - 180	Drop weapon 10 feet away
181 - 183	Drop weapon 11 feet away
184 - 186	Drop weapon 12 feet away
187 - 189	Drop weapon 13 feet away
190 - 191	Drop weapon 14 feet away
192 - 193	Drop weapon 15 feet away
194 - 195	Drop weapon 16 feet away
196 - 197	Drop weapon 17 feet away
198	Drop weapon 18 feet away
199	Drop weapon 19 feet away
200	Drop weapon 20 feet away
	Injure self
201 - 262	Damage to self; roll damage as normal, make Dex check to suffer only half damage
	Non-weapon injury to self, bad twist
263 - 264	foot, right
265 - 267	ankle, right
268 - 270	knee, right
271	hip, right
272 - 273	wrist, right
274 - 276	shoulder, right
277 - 279	elbow, right
280 - 281	foot, left
282 - 284	ankle, left
285 - 287	knee, left
288	hip, left
289 - 290	wrist, left
291 - 293	shoulder, left
294 - 296	elbow, left
297 - 300	neck
301 - 302	back
	Non-weapon injury to self, sprain
303	foot, right
304	ankle, right
305	knee, right
306	hip, right
307	wrist, right
308	shoulder, right
309	elbow, right
310	foot, left
311	ankle, left
312	knee, left
313	hip, left
314	wrist, left
315	shoulder, left
316	elbow, left
317	neck
318	back
	Non-weapon injury to self, pulled muscle
319 - 336	Roll on crit (puncture) chart, until reasonable result attained
	Non-weapon injury to self, hyperextension
337	foot, right
338 - 339	ankle, right
340	knee, right
341	hip, right
342	wrist, right
343 - 344	shoulder, right
345	elbow, right
346	foot, left
347 - 348	ankle, left
349 - 350	knee, left
351	hip, left
352	wrist, left
353	shoulder, left
354	elbow, left
355 - 357	neck
358	back
359 - 400	Damage own armor for d3 points
401 - 500	Damage to ally, make Dex check to deliver only half damage
	Weapon damaged/broken
501 - 540	Handle Broken -1 to hit
541 - 580	blade/head broken -1 to damage
581 - 590	blade shattered (useless)
591 - 600	handle/haft sheared (useless)
601 - 610	sheared (useless)
611 - 630	Handle Badly Broken -2 to hit
631 - 650	Blade/head badly broken -25% to damage
651 - 660	Blade/head sheared/cracked -50% to damage
661 - 700	edge dulled, nicked and/or cracked (-1 to hit/-1 to damage)
	Equipment Mishap
701 - 715	Boot/footgear breaks, -1 to hit until repaired or discarded
716 - 760	Backpack, pouch or other container strap breaks, -1 to hit until item repaired or discarded
761 - 790	belt, girdle, etc. breaks
791 - 813	Armor loosened, -1 to hit until readjusted (by redonning or by another person helping for 1 round)
814 - 820	Armor strap breaks, +1 AC penalty and -1 to hit until repaired
821 - 850	Shield strap breaks, -3 to hit until repaired or discarded
	Hindrance*
851 - 868	Sweat in your eyes, -1 to hit for 1 round
869 - 885	Blood in your eyes, -3 to hit for 1 turn
886 - 903	Nearby Ally is Automatically hit
904 - 920	Distracted by ally or opponent, -4 to hit and no Dex bonus to AC for 1 round
	Clumsiness
921 - 936	Overextend +d4 penalty to next initiative, opponent gains +2 to next attack roll
937 - 952	Hinder ally- takes +d6 initiative penalty suffers -(d4+1) to hit penalty on next attack or have 25% chance of hitting you
953 - 968	off balance +d4 penalty to next initiative
969 - 984	Overextend, opponent gains +2 to next to-hit
985 - 1,000	Slip, opponent gains +2 to next to hit roll, -4 to Dex for one round and make check vs. 1/2 Dex or fall prone.

* If identical results are rolled, then extend the durations.

Table 8LL:
Weapon Quality Modifiers

Quality	Modifier
Extraordinary	Save twice versus normal blow
Superior	Save versus normal blow
Good	Save versus crushing blow
Average	Standard table result (no effect)
Poor	Roll twice on table
Shoddy	Fumble on 1 or 2; roll twice on table
Worthless	Fumble on 1-20; roll five times on table

Chapter 9

GameMaster Essentials

This rules in this chapter provide instructions on how to deal with a variety of occurrences that are bound to come up during play. A GM must be prepared for these before he can efficiently run a session of HackMaster. Never let the players catch you off guard!

Distance

To you, distance is just the amount of space between two things. To me, distance is another powerful tool on my GameMaster's tool belt, and that is one of the many things that separates me from you, and separates the GameMasters from the players. If you are to learn the finer points of GMing, you must learn to look at everything as a weapon, and distance is no exception. Distances will have effects in two general situations; combat and non-combat. In non-combat situations, distance is used mostly for travel and other types of movement. All creatures and characters have movement values that correspond to the distance they can travel in one round. Outdoors and in non-combat situations, this movement rate represents a distance in tens of yards. Thus, a human fighter with a movement of 12 can move 120 yards per round. Similarly, outdoor and non-combat distances are measured in yards. This is not the case for combat or dungeon situations. In these situations, distances are measured in feet, not yards. In the dungeon, characters are moving slowly so that they may pay closer attention to their surroundings. This helps them avoid possible pitfalls or traps, reduces the chance of attracting monsters and allows them to notice important details they might otherwise miss. In a dungeon, a movement value of 12 corresponds to moving 120 feet per round. Similarly, in combat the movement rates compress with the time frame. A character with a movement value of 12 moves 120 feet per round in combat.

As the GameMaster, you must learn to use distance to maximize the effectiveness of the obstacles you put in front of the characters. This is particularly important in combat. When making their characters, players will have to choose between specializing at attacking at a certain range, or being average at several ranges. Smart players may try to compensate by having some party members specialize at close range, and some at long range. As the GM, you need to choose monsters that prefer to attack at the range at which the characters are weakest. In this way you can minimize their effectiveness while maximizing your own. This will challenge your players and force them to play to the best of their ability or die. Only then will they be a worthy challenge for you.



Similarly, you must make exact distances privileged information. Never tell players any important distances without them asking. How many times can you automatically tell the dimensions of a room or know the distance to an object? I thought so. The game of HackMaster is not played on a lined field, so characters do not automatically know the distance or size of things. Only if the players asks should you give a value. This value, however, is not necessarily the actual value. It should be an approximation based on what you think the character's knowledge is. Only if the character makes a successful complex geometric approximation skill check should he be given a close value within 10 feet of the actual distance.

You must use the character's ignorance of distances against them. Position creatures just outside their missile weapon range, so that they must wade through rounds of missile fire to enter melee. Or make the pit trap just wider than their rope and longer than they can jump. Players who do not even try to discover the relevant distances should be dispatched quickly. It is the only way they will learn.

Vision and Light

Hand in hand with distance comes vision and light. As a general rule, what the player characters can't see, they can't effectively combat. This is an important fact to remember, for it is a weakness of theirs. At your disposal are many monsters and other denizens of the night that do not suffer from this flaw, so whenever possible, you must catch the players off guard. Consequently, the players will employ several strategies to combat this advantage of yours. This chapter will help you adjudicate their actions and defeat their pitiful attempts.

There are some standard ways your characters will try to overcome this disadvantage. Chapter 17 of the Player's Handbook details the rules for vision and light. It lists the modifiers for different types of light sources, the range of the object and the size of the object. Your job as GameMaster is to make sure each of these modifiers is applied whenever possible, because your players will certainly try to take advantage of you if you don't. In addition, some PCs will have extraordinary visual powers such as infravision, ultravision or invisibility. The following sections will help you control these situations. And remember, every advantage a PC has could just as easily be had by an NPC.

Infravision

Infravision is the ability to see light waves in the infrared spectrum. This type of vision works by picking up the ambient radiation from their surroundings. The standard infravision extends out to 60 feet. Monsters or other creatures that are subterranean have infravision that extends up to 120 feet. Characters do not see things as they would with normal vision. Instead, the character can detect heat levels around him. Thus, a room in a dungeon would appear completely blank, as the walls, floor, ceiling and perhaps some furniture within are all approximately the same temperature. The character can detect openings in the walls or other spaces, but not features or inscriptions on the wall unless they had a different temperature. Air currents of a different temperature would show up as layers of warmth or coldness. Except when dealing with very warm or very cold objects, infravision is similar to normal vision on a dark and cloudy night at best. Living beings radiate a large amount of heat, and can be easily detected. Such creatures can be tracked within two rounds of their passing by following their heated footprints.

Light sources that emit heat render infravision useless within their area of illumination (see Table 17B in the Player's Handbook). In addition, it takes two rounds to adjust from infravision back to normal vision. If a character using his infravision has a light source suddenly revealed to him, he may make a Dexterity Check. If he fails, the character is blinded for one round.

Infravision that extends more than 60 feet, which is usually reserved for monsters, functions differently than normal infravision. In this case, the character actually emits infrared radiation from their eyes and sees by picking up the reflected radiation. This type of infravision is much more detailed, and can easily distinguish features on walls,


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ceilings or floors as well as furnishings. A character with extended infravision appears to have glowing red eyes when viewed through normal infravision.

Ultravision

Ultravision, also known as night vision, is the ability to see in extremely low light conditions. Creatures with this ability have eyes that are able to focus, amplify and maximize the available amount of natural light such that very little illumination is needed to see by. This grants the character the ability to see in complete darkness when outdoors. Vision is similar to twilight but is monochromatic, and extends clearly up to 100 yards, and dimly out to 300 yards. On very cloudy nights, the ranges are halved. Ultravision is not usable underground. Magic weapons that shed illumination spoil ultravision as a light source spoils infravision.

Invisibility

Invisibility is one of the harder magical effects to adjudicate and most of the time it is adjudicated poorly. This is because you don't understand what invisibility really is. Some players (and even some GMs) think invisibility is a brilliant, invincible strategy. In reality it is simply an advantage, sometimes a slight one, and sometimes it is even irrelevant.

Invisibility merely makes one impossible to see. It does not mask sounds or odors. It does not affect the environment around the invisible character. Footprints will appear in the dust or mud, water will move in noticeably odd ways, and thrown blankets or cloaks can reveal an invisible form. While this may not completely reveal the character, it will alert people to his location. If a character turns invisible while someone is looking at him, obviously that person will know he is facing an invisible opponent and take appropriate action.

Similarly, if an invisible character is not trying to move silently, anyone within earshot will hear them, and have a general idea where they are. Invisible people cannot see their own feet and often stub their toes in unfamiliar terrain. Monsters with a keen sense of smell or hearing may still recognize the threat. Finally, sometimes the lack of anything in a certain space is enough to raise suspicion. As the GameMaster, you must take all of these things into account when dealing with an invisible player.

Attacking ends normal invisibility. An attack is any direct action taken to harm a creature. Attempting to hit someone with a melee or missile weapon, casting a harmful spell or even a Charm Person will end magical invisibility. Unless otherwise noted, magic items that confer invisibility function as the 2nd level magic-user spell.

The Improved Invisibility spell does allow an attacker to maintain invisibility when in combat, but his opponents can strike at him (at -4 to-hit) if he does so. Creatures with a chance to detect invisible creatures get a saving throw vs. Improved Invisibility spells. They save as if 2 levels or HD lower than actual, but success means that they can track the creature and suffer no penalties to hit.

Powerful creatures may be able to detect an invisible creature even if they have no way to actually see it. They can notice disturbances in the air, shimmering caused by movement, feel slight breezes and predict what the creature might do. It's a sort of sixth sense made up of combinations of the other five. Characters use the average of Intelligence and Wisdom on Table 9A: Detection of Invisibility. Creatures with no Wisdom score simply use their Intelligence rating.

Mirrors

Mirrors need light in order to reflect any image. It is truly amazing how often players forget this. The need for light applies to infravision and ultravision as well.

Blindness

These rules only apply to those who can normally see but have been blinded temporarily. Blinded characters are immune to magics with visual delivery systems, such as Color Spray spells, but they do have a tendency to trip over their own feet and blunder into walls. A character who normally relies on vision who cannot see suffers –4 to all attack rolls and saving throws and has a +4 penalty to his Armor Class.

Blind characters can only move at one third their normal rate unless guided by a creature that can see, in which case they can move at two-thirds their normal rate.

Blinded spell casters cannot cast any spell unless it has a range of "0" or "Touch."

Deafness

As with blindness, these rules do not apply to those with the physical flaw deafness as such characters have had time to adapt to their condition. Temporarily deaf creatures cannot be affected by any effect delivered sonically. They are immune to shouted warnings, Holy Words and Horns of Blasting. A Bestow Curse can afflict a character with deafness. Such deafness can be removed by either a Cure Deafness or Remove Curse spell. Deafened spell casters will fail to cast spells with verbal components 50% of the time.

Sleep and Unconsciousness

Heavily sleeping characters, as those under the effects of a Sleep spell or those who are simply heavy sleepers can be awakened automatically by vigorous shaking, slapping, kicking or stabbing. Sleeping creatures will awaken if they take any damage.

Some creatures are lighter sleepers and can be awakened by mere noises, whether they are in bed at home or in camp. To see if a noise rouses a sleeping character, he must FAIL a save vs. paralyzation. Extremely loud noises can impose up to a –4 on the roll (making failure more likely and thus increasing the odds he wake up) and quieter events might add up to +4 to the roll. Depending on how lightly a creature sleeps, you may adjust the roll by up to 2 (either way) due to innate qualities.

Unconscious creatures can only be awakened if damaged. Otherwise, they must make a Constitution check every 3-60 minutes or automatically wake up after eight hours have passed. If they succeed at the Constitution check, they will groggily return to a waking state, swimming back to consciousness in 1d4 rounds.

When not in combat situations, a sleeping or unconscious character can be automatically killed in one round.

Paralysis

A character or creature affected by paralysis becomes totally immobile. The victim can breathe, think, hear and see, but he is unable to speak or move in any manner. He may still be able to direct innate powers or magic items activated solely by thought (don't give many of THOSE out!). Paralyzed creatures are still awake and aware of their surroundings.

Paralysis affects only the voluntary functions of the body; it does not affect breathing or heartbeat. It can be particularly potent on flying creatures, unless that flight is an innate magical ability.

For example, a band of adventurers encounter an Undead Beholder, a fearsome creature with magical powers that emanate from its many eyes. After several rounds of combat, the party's magic-user manages to paralyze the beast with a Hold Undead spell. The paralyzed Undead Beholder can still use the spell-like powers of its eyes and can still move about (since it can Levitate at will). It cannot move its eyestalks to aim, however and smart characters will surround it as soon as possible. Since all of its eyes were most likely facing forward at the moment of paralysis, the monster must turn its back on some to attack any of the others.

Table 9A:
Detection of Invisibility

Level* or HD Of Creature	Chance to Detect Invisible Creatures									
	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17-18	19-20	21+
7	-	-	-	-	-	-	-	5%	5%	5%
8	-	-	-	-	-	-	5%	10%	15%	25%
9	-	-	-	-	-	5%	10%	15%	25%	35%
10	-	-	-	-	5%	15%	20%	25%	42%	55%
11	-	-	-	5%	15%	25%	30%	35%	50%	65%
12	-	-	5%	15%	25%	35%	40%	45%	60%	75%
13	-	5%	10%	25%	35%	45%	50%	55%	75%	88%
14	5%	10%	15%	35%	45%	55%	65%	75%	89%	95%
15	10%	15%	20%	45%	55%	65%	80%	85%	95%	98%
16	12%	20%	25%	50%	60%	70%	85%	95%	98%	99%
17	20%	25%	30%	55%	65%	75%	90%	98%	99%	99%

*Multi-classed characters use their highest class level.
Creatures with a keen sense of smell gain +5-30% to detect invisible characters. Creatures with an acute sense of hearing gain an additional +5-30%, depending on circumstances (i.e. a successful move silently check significantly reduces or even eliminates this advantage).
Note: some creatures do not use sight and will be unaffected by invisibility. Scorpions, for example, are blind but can move and fight without penalties because they are extremely sensitive to vibrations in the sand. Bats can automatically detect invisible creatures using sonar.

Paralyzed creatures can automatically be hit in melee combat. Ranged weapons still require attack rolls, but the paralyzed creature gets no benefit (or penalty) to AC due to Dexterity and the attacker is at +4 to-hit. Damage is automatically maximum but remember to roll damage just to see if penetration damage occurs. Penetration rolls are treated normally.

When not in combat, paralyzed creatures can automatically be killed (or knocked unconscious).

Detection of Evil and/or Good

At some point, characters will try to use spells or magical items to determine the alignment of a player character or NPC. This is a highly insulting and hostile action, but not as rude as asking, "So, what's your alignment?"

Any time someone tries to detect evil or good, you need to make a distinction between character alignment and a powerful holy or unholy force. A lawful evil character will not necessarily trigger every Detect Evil spell cast his way. Also, keep in mind that detecting alignment is not an alignment audit, though it may be a prelude to one.

Using the guidelines that follow, you should have little difficulty in adjudicating these attempts, even as player characters take every opportunity to abuse any detection powers to which they have access.

Casting Spells

Casting spells to try to detect evil or good is a good way to start a fight or end a friendship. Hirelings and henchmen may desert or even rebel at such treatment. Strangers will figure the spell is the prelude to an attack and that the best defense is a good offense. Even lackeys will be offended. Those few who might consent to the spell will insist that they be allowed to cast the same in return. Using such spells indicates a basic lack of trust on the part of the caster.

Besides, only a Know Alignment spell (or the cleric's version of True Seeing) will determine the precise alignment of a character. A target must hold great evil or strong goodness to radiate an aura under a Detect Good or Detect Evil spell.

Characters who are very strongly aligned, do not stray from their faith, and who are 9th level or higher might radiate evil or good if they are intent upon appropriate actions. Even a powerful and villainous chaotic evil 15th level fighter won't radiate evil while he's having an ale in a tavern. Powerful monsters such as demons, devils, Ki-rin and the like will send forth emanations of evil or good. Aligned undead are animated by powerful negative forces and thus will radiate evil. Unholy water emanates evil, just as holy water radiates good. Places sanctified to some gawd of evil or good will certainly give off an appropriate aura.

Powerful, aligned magic items will also radiate evil or good – unless they are neutrally aligned. Most magic items, though, will not, even if their effects are for evil or good. Non-magical items have no aura, even if they have powerful effects. Poison and traps are prime examples; neither has any alignment in and of itself.

When a Detect Evil spell does work, clerics (being more attuned to moral axes of the universe) are more effective than magic-users. Clerics will be able to determine the degree of evil (typically faint, moderate, strong, or overwhelming) and its general nature (malignant, expecting, gloating, sadistic, etc.) Clerics have 10% chance per level to determine whether an overwhelming evil or good is lawful, neutral or chaotic. Magic-users can only detect the intensity of the evil (or good, for that matter).

Class Abilities

Some classes – paladins and dark knights, in particular – possess the ability to detect good or evil intent. Such powers are more limited than players are likely to realize. Unlike spells, class abilities to detect alignments do not usually function on a target creature simply because it is of high level and unwavering ethics. To register anything at all, the target creature must be about to do something remarkably extreme such as preparing to mug a hapless merchant (if evil), or about to help a crippled, wizened old elf across the street (if good). Only those thoroughly corrupt to the core or nauseatingly pure will have an aura even if not about some specific deed with moral relevance. Powerful items or places will radiate good or evil as above, of course.

Remember that all such detection requires not less than one round of stillness and concentration, whether the power is from some inner source (paladins, for example), or by some external means (spells, swords, etc.). Therefore, the character must stop, have quiet, and intently seek to detect the aura.

Doors

Each player character has a rating to open doors based on his Strength. To determine whether a check is needed, you need to know what type of door is involved.

The first type of door is the normal door. These open into closets, inns, taverns carriages and the like and are designed to open when pulled or pushed. Open doors checks are not required for these (except perhaps in unusual circumstances).

The second type is the heavy, old, musty, swollen and rusted sort of door found in dungeons and ancient ruins. These do not open with an easy pull and react more like walls than doors when pushed. The hinges may be frozen or the wood swollen in the frame. To open these the characters must make a check, yanking on the handle or giving the door a good shove.

Finally there are locked, barred, magically enhanced doors sealed by people who do not want any visitors. These take a lot of effort to force open.

The second and third types are doors the characters are not meant to open. Both sorts require open doors rolls, and only the strongest characters can even attempt to force open the third type.

Now that you know the basics, you can consider exceptions and figure out when to apply this rule. Most every character has a chance to force open a door, but you need to determine when the ability applies. A normal door held by a flimsy lock or rotted bar may need only a basic open doors check. An extremely heavy dungeon door, swollen in its frame or a thick, solid metal door may be unforceable. Even half-ogres just bounce off. It is within your rights to declare that this door cannot be forced open, but use such authority sparingly. Make sure you have a reason for making such a judgment, even if the players don't know. And don't tell them! It may be that your story requires the party to pick the lock or steal a key. Open doors rolls are fundamental rules in HackMaster, and players count on consistency of interpretation.

Remember that if a monster opened a door and fled through it, the characters should be able to open the door with equal ease. The key here is "equal ease." What is easy for a Troll or Hill Giant may be quite a bit more than a gnomeling can manage! And of course, once a door is opened by PCs, monsters can follow them through it.

If a door fails to open on the first attempt, a character can try again—there is no limit to the number of attempts, but each subsequent attempt reduces the character's chance of success by one, as he grows more and more tired of yanking or banging on the door.

Another common tactic players use to deal with uncooperative doors is to put multiple characters on it. Up to two people can attempt to force open a door at the same time (more than this and the characters just get in each other's way). The chance of opening the door is increased by half the lesser character's chance (with fractions rounded down).

Thus, if Rothgar opens doors on a 1, 2, 3 or 4 (on 1d20) and Darrius on a 1, 2 or 3, together they can open a door on a 1, 2, 3, 4 or 5 (Rothgar's 1-4 plus half of Darrius' 1-3, rounded down for a +1 bonus).

Resourceful characters sometimes try to improve battering rams to bash down truculent doors. This allows more than two characters to apply their muscle at the same time. The characters need a suitable ram (a stout log will suffice) and some running room to gain the full advantage of this method.

Each character on the ram can contribute his full chance to open doors, provided the party can get a good running start. Generally, twenty feet should be enough for a full battering ram charge, but you are free to require more. If they cannot work up a decent charge into the door, each PC adds only half his normal chance of opening doors.

Even without the running room, the characters can swing the ram into the door. Thus, Rothgar (1-4), Darrius (1-2), Nigel (opens doors 1-6) and Joquar (opens doors 1-2) would need a (4 + 2 + 6 + 2 =) 1-14 on d20 to bash down the door with a battering ram. Their chance would be (2 + 1 + 3 + 1 =) 1-7 if they did not have enough room to build up a good head of steam.

Of course, bashing down doors does have disadvantages. First, the door is ruined and can't be closed behind the group. The characters will leave a clear path, one any pursuers can follow. Unless the site has regular maintenance, you should note on your dungeon key what doors have been destroyed for future references.

Also, forcing doors open is extremely noisy, with or without a battering ram. Because it takes a full round to actually assault the door, creatures on the other side cannot be surprised. Even if there isn't anything behind the door, those nearby will be alerted (and probably alarmed). Finally, the noise may attract unwanted visitors. The GM should immediately make a wandering monster check each time a character attempts to force open or smash down a door.

Table 9B:
Chance to Detect Noise by Race

Race	Modifier
Dwarf	15%
Half-elf	15%
Half-orc	20%
Elf	20%
Halfling	20%
Human	15%
Gnome	25%
Half-ogre	25%
Pixie fairy	25%
Gnomeling	20%

Note that only thieves and bards can improve these numbers (assassins can begin improving them at 3rd level). A member of the thief group who is of a race that naturally has a chance to hear noise greater than 15% will start with that percent and can add to it from there. Other classes are stuck with these chances no matter what level they achieve before an ignominious death.

Listening at Doors

One of the tricks that adventurers often pull in an attempt to learn what they might face is to listen at the doors. Parties constantly stopping at doors can slow down the game and get very annoying. Certain wood-boring creatures will discourage many, yet players will insist on trying to listen all too often. Alas, sometimes this ploy will work. Noise is a valuable clue; it can alert characters to danger and sometimes even give them a clear picture of what monsters are about to kill them.

All characters have a percentage chance to hear noises, the percentage varying by race, as listed on Table 9B: Chance to Detect Noise

by Race. Obviously a character can hear a person talking to him on the trail or the horns of the Duke's hunting party. This percentage should be used only when they try to hear sounds through doors or walls, when conditions are otherwise difficult or when there are extraordinary circumstances involved.

A roll equal to or less than the number on the table means the character hears something. The GM rolls for noise detection in secret, so players will have to guess whether not hearing any sound means failure, beasts that simply make no sounds, or indicate that the place is indeed relatively safe.

Do not forget that these percentages represent more or less optimum conditions—no helmet, standing still and everyone else in the party remaining relatively still for one full round. During this time the listening character must stand apart from the group, straining to hear the slightest noise carrying through four inches of solid oak or carried on the breeze. A successful character will get a relatively clear idea of the nature of the noise—animal grunts, slithering, speech (including language and race) and perhaps even a few random words. Never name a specific monster and do not let the players badger you into giving away whole conversations! They will be lucky to pin down the language being spoken and they should be happy if they get even a few words!

If conditions are not perfect (and they rarely are), the chance of success does not change but the character simply cannot get as much information. For example, if there is shouting and cheering in the chamber beyond the door, no character will be able to make out a conversation between two observers – even if those are near the door on the other side. The listening character may not be able to tell anyone is talking at all.

Doors muffle the sounds that do get through them in any case, and there are a number of situations that reduce clarity when detecting noise. In some situations, a character can hear muttering, growls, panting or voices, but may not know who or what is making the sounds. The character would know there is something ahead, but wouldn't know what.

Extreme cases can give you the excuse to provide misinformation. Guttural speech may sound like growls, the moaning wind could become a scream, etc. Players freak out at that sort of thing.

Listening takes time. As stated above, it takes one full round to listen at a door. Trying to listen to someone yelling over a crowd or in a raging storm requires as much time as it takes for the speaker to finish.

If a check is successful, the character can keep listening to learn more. This requires continued checks, each taking at least as much game time as the first. The PC can attempt to discern specifics—number, race, the nature of monsters, direction, approaching or retreating, and perhaps even a bit more of a conversation. Since the player must state what new information he is trying to gain with each check, this is an excellent time to feed some misinformation. It doesn't even have to be blatant – simply state what the character hears and let the players build it up into whatever terrifies them most.

However, once a character fails a check, he cannot hear anything even if he makes a successful check on the next round. You may allow another check to succeed if conditions change significantly (the PCs return hours later, a conjured demon begins issuing orders, etc.).

Also, only one character can listen at a door at a time. Even if the listener is a pixie fairy, the close presence of other characters interferes with concentration and can introduce random background sounds.

Keep in mind that listening at doors is not very reliable. Even master thieves, who will probably hear *something* will not necessarily know what to make of it.

Concealed and Secret Doors

In addition to obvious doors, most buildings and dungeons in HackMaster include secret and concealed doors. These can range from simple priest-holes to pivoting bookcases that open into hidden crypts. The only limit is your imagination.

Secret doors operate differently from normal doors. First and foremost, they must be discovered. This takes some effort (otherwise the door wouldn't be very secret!). With the exception of elves and half-elves, characters must specifically search for secret doors to even have a chance to find them.

Searching a 20-foot section of wall (about eight or ten feet high) takes about 10 minutes, during which the characters tap, thump, twist and poke, looking for secret catches, sliding panels, hidden levers and the like. The exact amount of time varies according to the amount of detail on the wall. A relatively barren wall section might go more quickly, while one loaded with shelves, ornamentation, sconces and other fixtures will require more time. An extremely detailed 20-foot area can require up to an hour. It will also take longer to search walls more than ten feet high, not to mention characters need a way to get up there.

A character can search a given wall area only once, although up to five characters can search the same area at once. The base chance for non-elves to find a secret door when actively searching is 1 in 6. This can be reduced to 1 in 8 or even 1 in 10 for extremely well hidden doors.

Normally, when a character discovers a secret door, he has found the means to open it. Therefore, he need not roll to open the door. In rare cases, the character may discover only that the secret door exists (perhaps by finding its outline) but not know how it opens. In this case, a separate check must be made to open the door.

Secret doors cannot be forced open by normal means although they can be bashed down with rams (at half the normal chance of success). Indeed, it is even possible for characters to see the secret door in operation and not know how it is operated. ("You burst in just in time to see Hukk'Ting, the Orc leader, disappear from sight as trophy-laden shelves slide back into position.") In such cases, knowledge that the door exists increases the chance of finding its opening mechanism by one.

While not strictly necessary for play, it is best to note how each particular secret door works and how it is concealed. While such notes have no effect on the mechanics of the game, they do add a lot of flavor and mystery at the expense of a little effort. Which is more exciting—to say, "You find a secret door in the north wall", or "You twist the ape's horn on the ornament over the mantle. Suddenly the flames in the fireplace die down and a panel in the back slides up"? Also, such descriptions allow you to place the burden of remembering how various doors work on the players. "You forgot if it was lever two-lever one-lever two or lever one-lever two-lever one? Too bad, you'll have to examine the mechanism again!" If used in moderation, this helps keep them involved in your game, encouraging them to make maps filled with all manner of interesting and increasingly inaccurate notes.

A concealed door is a normal door that is purposely hidden from view. Typically they are placed behind curtains or thrones, or under rugs. The door is not disguised in any way, nor does it have secret means of opening; it is simply hidden from casual view.

Alas, players need only state that they are searching for concealed doors to find them. Elves have a 3 in 6 chance of noticing concealed doors even without having to stop and search. The GM rolls this, of course. (The mechanism for this ability is currently unknown. It may be that elves notice subtle temperature gradients when they pass by concealed doors or that they are simply mystically attuned to doors.)

Magic Resistance

Some creatures or items strongly resist the effects of magic. A rare few creatures are so resistant that they are virtually immune to magical energy. More common are creatures, especially from the outer planes, that live in lands filled with powerful arcane energies. These creatures eat and breathe the vapors of sorcery and have thus developed a high tolerance for it. Player characters should not have magic resistance. This ability is reserved mainly for special monsters.

Magic resistance is an innate ability. It need not be activated or announced. Creatures with magic resistance need not even know that it is working; it is simply part of their nature. As such, it can never be transferred or separated from the creature in any way. It does not prevent the protected creature from using its own abilities or from casting spells and using magical items.

Magic resistance is given as a percentile rating. The base rating is modified by 5% per level or hit die difference between the caster of the magic effect and the creature that possesses the magic resistance. Thus a higher level caster has a greater chance of penetrating magic resistance while a lower level caster has a lower chance or penetrating magic resistance. Any time a magical effect is directed at or could somehow affect a creature, you must roll percentile dice against this rating. A result of that number or lower means the creature is totally unaffected by that magic.

If the roll is higher than the creature's magic resistance, the spell has its normal effect. Any saving throws would then apply.

Magic resistance is a powerful quality, but it is not all-powerful. It enables a creature to ignore the effects of spells (both individually targeted and in some ways, area of effect spells) and spell-like powers. It does not grant the creature immunity to attacks from magical weapons (which inflict full damage including all damage bonuses) nor to natural forces that might have been released as a result of a spell being cast. It does not necessarily end spells, it merely prevents them from affecting the resisting creature.

Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against a Magic Missile (targeted at a creature or item) or a Fireball spell (damaging the area the creature or item is in). These spells would still affect any other creatures targeted normally.

It would not be effective against an earthquake, whether or not it was caused by a spell, nor would it alleviate the effects of a raging storm. The important distinction here is that the energy was directed at the environment, not at the creature, which might yet fall to its death or drown in a mud puddle.

Creatures can deliberately lower their magic resistance if they choose, allowing them to benefit from healing spells, for example. This act of will does not discriminate helpful magics from baneful ones, though. If a creature can be convinced to lower its magic resistance, for example thinking it is getting a Cure Serious Wounds spell, it will have no resistance when blindsided by a Fireball spell (just a standard saving throw).

Details of a successful magic resistance roll must be discussed to prevent misinterpretations. A successful magic resistance check can have four different results, depending on the type of spell or similar effect.

Individually Targeted Spells

Such a spell affects just one creature and only the targeted creature rolls for magic resistance. If the magic resistance roll is successful, the spell has no effect on that creature.

If a spell of this type is directed at several targets, each target rolls independently of the others. An example would be a Hold Person spell aimed at four creatures; each magic

resistant creature would roll against its own magic resistance to prevent the effects. In such a case, the spell could penetrate some creatures' magic resistances but not others.

Area-Effect Spells

These spells are not targeted on a single creature but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

For example, a Lightning Bolt is cast at an Ice Devil who is standing in front of a line of Wild Llamas. Even if the Ice Devil successfully resists the magic, the bolt would affect the Wild Llamas to its full area of effect.

In-Place Spells

These spells operate continuously in a particular place or on a particular creature, character or item. Protection from Evil is a prime example.

Magic resistance comes into play only if a creature finds itself in the place where the spell is in operation and the effects of the magic directly apply to the creature. Nothing happens if the spell would not affect that creature. A neutrally-aligned creature would neither affect nor be affected by a Protection from Evil spell. Likewise, a Part Water spell would not collapse just because a magic resistant creature walked through the area.

If you determine that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses, with an appropriately dramatic thunderclap and puff of smoke (or whatever flavor text you choose to employ).

Permanent Spells

Magic resistance cannot destroy a permanent spell. Instead, the spell does not affect the resistant creature (if its magic resistance succeeds), for as long as the creature is in the area of effect. The permanent spell is not "switched off" in any way and can continue to affect other creatures.

Thus, a magic-resistant creature might be able to step through a permanent Wall of Force enchantment as if it were not even there. However, the wall would still block any other creature from passing through at the same time. No other creature can take advantage of that first creature's magic resistance, however fast or carefully positioned.

The creature's magic resistance must be checked each time it enters or encounters the effects of a permanent spell. It may be unaffected once but not a second time, or it may fail and then resist.



Magic Resistance vs. Anti-magic effects

Beholders and the Antimagic Shell spell have special powers that negate all magic, spells and spell-like effects. This is not magic resistance but rather an automatic prevention of any mystical effect in that area. Spells cast into an anti-magic area fail. Spells that include them in their area of effect (but are centered outside the actual anti-magic zone) do not exist within the area but continue to function outside it. Keep a sharp eye out for exceptions: if that Lightning Bolt is cast so that it completely enters an anti-magic area, it would not come out the other side.

Magic resistance does not prevent the resistant creature from using potions or other magic items, but it can protect against spell-like effects created by magic items.

As with all such determinations, you are the final arbiter. Be fair, be consistent. Your players will respect you for it, even as you slaughter their characters.

Energy Drain

One of the most feared effects in HackMaster is the dreaded energy drain.

When a character loses a level to an energy drain, he not only suffers any normal damage from the attack, he loses one or more experience levels. All powers and abilities associated with the lost levels disappear, as do Hit Dice. Even followers gained as a result of a character's experience level will question their devotion and desert.

For each level lost, the character loses a number of hit points equal to that rolled for his last level of experience. If that number was not recorded, he will lose the maximum of his hit die type plus any Constitution bonus. If the PC is high enough level to get a set number of hit points per level (such as a fighter over 9th level) he loses that number (an 11th level fighter drained to 9th level would lose 6 hit points). This is now the character's new maximum hit point total.

The character also loses actual Fractional Abilities that were associated with his last level advancement. If these numbers were not recorded, for each level and each Ability Score, roll the character's Honor die and the Fractional Ability advancement die as specified on Table 11A of the Player's Handbook and subtract the result from each Fractional Ability rating. If a character loses multiple levels, this process must be applied for each level as the Honor Die can change. The character also loses an amount of Honor equal to one roll of the appropriate Honor Die at each level.

The character's new experience point total is now at the mid-point of his new level. Multi-classed or dual-classed characters lose their highest levels first. If both are equal, they lose the level requiring the greatest number of experience points first. Thus a half-orc 2nd level berserker/4th level assassin would lose two assassin levels before being drained of a berserker level. If a character who has reached his maximum class level (because of racial limitations) is subject to an energy drain attack, he might not lose a level of experience. If the character has earned sufficient excess experience to keep him at his current level, he may lose an amount of excess experience that would have taken him to the midpoint of the lower level instead of losing the actual level.

Spell casters instantly forget any spell they are no longer high enough level to cast, and lose spells they no longer have enough slots for at their new experience level (randomly determine exactly which preparations are lost). A magic-user who eventually regains lost levels must roll again to learn spells even if he knew them before.

The Hacklopedia of Beasts gives specific effects for a creature's Energy Drain. Usually, those drained to zero levels or below become undead (instantly or in a few days). If not stated otherwise, a character drained below 1st level becomes a 0-level character, forever unable to gain levels in any class. He becomes an ordinary person and his adventuring career is over. Only a Wish can restore him to adventurer status. A second Wish or a Restoration spell would be required to restore each lost level.

If drained below 0th level (and other effects are not laid out), the character becomes an undead of the type that drained him, rising 2d4 days after being slain. This new undead has most of the same class abilities it had in life. Those that depend on a character being of good alignment, such as a good-aligned cleric's spells or a paladin's aura, would be lost.

The new creature is an NPC of the appropriate alignment for his undead type. He has only half the experience points (or Hit Dice) he had before the encounter with the undead that killed him. He is now also totally under the control of the undead that slew him. If the character was drained by a mindless undead or a magical force, he becomes a self-willed undead.

If the master undead is slain, all its minions gain one level (or Hit Die) for every level they Energy Drain from victims until they reach their original maximum level (or Hit Dice). At this point, they can create (by slaying characters) and control their own minions. In any case, its attitudes and goals have undergone drastic alteration. It hates its former companions for letting it down and will probably hunt them. It may seek to cause them grief or simply set out to slay those former comrades.

The other player characters may be able to prevent a drained comrade from becoming undead. The steps necessary vary with each type of undead and are explained in the monster descriptions in the Hacklopedia of Beasts.

Climbing

Players often seem to get the idea that their characters are thoroughly superhuman, especially when it comes to matters such as climbing various types of slopes. Whether it is an exposed cliff face or a castle wall, though, it does not take Gnarl-ron archers taking target practice or guards dropping boiling oil on you to make such activity dangerous. Thieves are the biggest offenders. Their skill at climbing walls is acquired through long hours of training and practice and, while impressive, is neither automatic nor quick. Don't be bullied by player declarations of what their thieves can do. Still, thieves are the most accomplished climbers, with or without special equipment.

Another category of climber is the mountaineer. They have trained to climb outdoors and require equipment (pitons, picks, ropes, spikes, etc.) to take advantage of their skill. The last category includes everyone else: untrained non-thieves, whether they have equipment or not.

A character's chance of success when climbing depends on many factors. A thief's base chance of success is his climb walls percentage. Mountaineers can use their mountaineering skill percentage, in appropriate situations. Non-skilled climbers have a base 40% chance to climb a surface under ideal conditions, modified as shown in Table 9C: Climbing Success Modifiers.

Thieves with the mountaineering skill can add their percentages together, if mountaineering can be applied. Mountaineers add their skill base to 40% before adjusting for the situation. They can also help unskilled climbers, increasing their chance of success.

Calculate all of the appropriate modifiers to the chance of climbing success before the percentile roll.

Climbing checks are required any time a character tries to climb ten feet or more. The first check is made before ascending the first ten-foot section. Success means the character can continue climbing, failure indicates the character cannot even find a route to begin climbing. No further attempts can be made until a significant change has occurred. A "significant change" means moving at least a half mile along the face of a cliff or the situational modifiers become more favorable (i.e. a rope is thrown down).

A check should be made every 50 feet climbed. Also, whenever the surface changes a new check is required. PCs who try to climb 200-foot high smooth walls deserve what's coming to them.

If a climbing character fails his climb check in the middle of a climb, as a minimum, he doesn't make any progress for that round. Furthermore, you should check on Table 9D: Resolution of Failed Climb Attempts to see if he slips. If he slips, the character may attempt a Dexterity check in order to regain a hold on the surface.

Even when PCs are able to climb a surface, they cannot generally move at full speed. Table 9E: Rates of Climbing gives the multipliers to movement rates for various conditions. These multipliers apply to the character's current movement rate, not his maximum unencumbered rate. Multiply the appropriate number from the table by the character's current movement rate. The result is the rate of climb for the character, in feet per round, in any direction (up, down or sideways). Thus, a severely encumbered half-orc fighter can climb a smooth, dry surface at one half a foot per round, if he can climb it at all. Obviously, the resulting movement rate is a maximum; characters can always move more slowly. Thieves can climb at twice the listed rates.

Surfaces that are inclined inward (towards the climber) move toward greater degrees of difficulty - a non-slippery one being treated as slightly slippery, and a slippery one being virtually unscalable. Surfaces inclined away from the perpendicular on an outward angle may be treated as either a better surface condition or rougher texture, if the degree of incline is sufficient to make climbing easier.

Most dungeon walls fall into the smooth or rough categories. Most will be slightly slippery or slippery due to dampness and slime growth.

Very smooth surfaces include smooth rocks without cracks, perfectly fitted wooden walls and bolted or welded metal surfaces. Totally sheer surfaces with no handholds at all can not be climbed by anyone without tools.

Smooth surfaces include normal, cracked walls and well-built masonry. They also include most cavern walls, maintained castle walls and well-eroded cliff faces.

Most natural cliffs fall into the rough category, as do badly maintained walls and natural stone surfaces. Typical wooden buildings also have rough walls.

"Rough with ledges" indicates a wall that is essentially rough, but includes grips or ledges of about three inches wide. These would include constructions falling into ruins and natural chimneys, as well as cliff faces eroded from frost.

An "ice wall" is a solid face made entirely of frozen water. These may have many natural cracks and protrusions, but can be slick enough to merit a separate category. They are extremely dangerous. Climbing an ice wall requires a check every round if the climbers do not have the proper tools.

"Trees" include branched growths and similar structures, such as scaffolding.

"Sloping walls" are too steep to walk up but are not as treacherous as truly vertical walls.

To gain the rope and wall modifier, the character must have use of a rope and a way to brace himself against a solid surface all the way up the climb.

It is possible but quite difficult to perform other actions while climbing. Spell casters can use spells only if they are in a steady, braced position, perhaps with the aid of other characters. Scrutinize such attempts carefully and err on the side of failure. Such attempts can increase the chance of a spell mishap by 10-100% at the discretion of the GM.

Climbing characters lose all Armor Class bonuses for Dexterity and shields – those attacking them often get rear attack bonuses, too. A climber's attack, damage and saving throw rolls all suffer -2 penalties. Those attacking the climber from above gain a +2 bonus to their attack rolls, while those attacking him from below suffer an additional -2 penalty to their attack rolls.

Tools are an integral part of any mountaineer's equipment and useful in all climbs. Mountaineering tools include rope, pitons (spikes), and ice axes. Despite common misconceptions, though, these items are more useful in preventing disaster than helping the ascent. The main purpose of pitons, rope and the like is to prevent a disastrous fall. Climbers making a climb must rely on their own skills and abilities, not their equipment.

Accidents happen when people forget this basic rule and trust their weight to their ropes and pitons. For this reason, tools (other than ropes) do not increase the chance of climbing success. However, in the case of a fall, climbing tools can reduce the distance fallen. Characters can fall only as far as the rope allows, if being belayed. When using pitons, the sudden stress of taking a PCs weight can cause it to pull free. The odds of a piton pulling free are 5% per 50 pounds of force. Thus most human characters will pull a piton free 15% or 20% of the time. The distance fallen depends on how far apart the pitons have been set. Falling characters fall twice the distance to the last piton that holds.

For example, Strabas is 15 feet above his last piton when he suddenly slips (failing his climbing check). He falls the 15 feet to his piton, plus another 15 feet past his piton since there's 15 feet of rope between him and the piton, for a total of 30 feet fallen and 3d6 points of falling damage (from the sudden jerk at the end of the rope).

Roping characters together increases individual safety, but it also increases the chance that more than one person falls. When a character falls, the characters on either side of the falling climber must immediately roll climbing checks (a penalty of –10% applies for each falling character after the first one to fall). If all checks are successful, the fall is stopped and no one suffers any damage. If a check is failed, that character also falls and all those roped on either side of him must make an additional climbing check. These climbing checks continue until either the fall is stopped (the climbers on either side of the falling character roll successful climbing checks or the last non-falling climber succeeds with his check), or all the characters roped together fall.

For example, a party of five is roped together as they go up a cliff. Suddenly, Watash falls. Egaan, immediately above him, and Breld, following him, must roll climbing checks. Egaan passes her check, but Breld fails and is snapped off the wall. Now Egaan must make another check with a -10 penalty (for two falling characters), and Goxret, who's bringing up the rear, must also roll a check with a -10 penalty. If both succeed on their rolls, the fall is stopped.

Table 9C:
Climbing Success Modifiers

Situation	Modifier
Abundant handholds (brush, trees, ledges, etc.)	+40%
Rope and wall*	+55%
Surface inclined	
from 95 to 120 degrees	+30%
greater than 120 degrees	+60%
from 65-85 degrees	-40%
less than 65 degrees	–90%
Armor	
none	+10%
Banded, splint	-40%
Plate (all types)	-60%
Ring, hide, brigandine	-25%
Scale, chain	-25%
Studded leather, padded	-25%
Character Race **	
Dwarf	+5%
Gnome	-15%
Gnomeling	-15%
Halfling	-15%
Pixie fairy	-50%
Half-orc	+5%
Half-ogre	+20%
Encumbrance	
Light	-10%
Moderate	-25%
Heavy	-45%
Severe	-70%
Surface condition	
Wall is Very Smooth	-20%
Wall is Smooth	-5%
Wall is Fairly Rough	+10%
Wall is Non-Slippery	+5%
Slightly slippery (wet or crumbling)	-25%
Slippery (icy, slimy)	-40%
Climber wounded below 1/2 hp	-10%

*The PC must be able to brace his feet on the wall as he pulls himself up the rope.
** Same as PHB Table3NN: Thieving Skill Racial Adjustments

Table 9D:
Resolution of Failed Climb Attempts*

Situation	Modifier
Surface is Slightly Slippery	+10%
Surface is slippery	+50%
Surface is very smooth	+30%
Surface is smooth	+20%
Surface is very rough	-10%
Regain Hold Mods**	
Surface is Slightly Slippery	+1
Surface is slippery	+5
Surface is very smooth	+5
Surface is smooth	+3
Surface is very rough	-5
Surface inclined:	
Less than 85 degrees	+5
Greater than 95 degrees	-5

* Base Chance for Climber to Slip During Failed Climb Attempt= 5%
** Modifiers to Dexterity Check to Regain Hold.

Table 9E:
Rates of Climbing

Type of Surface	Surface Conditions: Normal	Slightly Slippery	Slippery
Very Smooth *	1/4	-- **	-- **
Smooth *	1/2	1/3	1/4
Rough *	1	1/3	1/4
Rough w/ledges	1	1/2	1/3
Ice wall*	--	--	1/4
Tree	4	3	2
Sloping wall	3	2	1
Rope and wall	2	1	1/2

* Non-thief characters must be mountaineers and use the appropriate tools to climb these surfaces.
** Thieves can climb these surfaces at 1/4. Other characters cannot climb them at all.

When roped together, even if the party does not fall, characters can only move at the rate of the slowest member of their party.

Climbing: Getting Down

Aside from jumping or flying, the quickest way to get down from a height is to rappel. This requires the use of gloves and a rope attached at the top of the climb and a skilled mountaineer or thief to set up the rappel and to hold the rope at the bottom.

When rappelling down a surface, characters get a +50 bonus on their climbing checks. Free rappels (with the end of the rope unsupported at the bottom) are possible, but the modifier is only +30. Of course, a failed check results in a slip sometime during the rappel (the GM decides exactly where this occurs). A character can rappel at a speed equal to his normal dungeon movement (120 feet per round for an unencumbered human). One other thing to bear in mind is that there must be a landing point at the end of the rope. Rappelling 60 feet down a 100-foot cliff means the character is either stranded at the end of the rope or, worse still, rappels right off the end and covers the last 40 feet much faster than he did the first 60!

Falling Damage

Player characters have a marvelous and vastly amusing tendency to fall off things, even when not actively climbing a treacherous surface, generally from great heights and almost always onto hard surfaces. The fall itself is not nearly so dangerous as the sudden stop at the end.



A falling character suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6. Note that characters falling into water from a height greater than 50 feet will sustain the same amount of damage as if they hit dry land unless they have the rare high diving skill.

Distance fallen is not the only factor in how badly a person is hurt. Elasticity, angle of impact and dumb luck also play roles. The HackMaster rules on falling damage were extensively researched. Our scientists have prepared calculations on the rate of acceleration, average falling mass, kinetic energy, wind shear and so on. The theory was compared to empirical data on the subject and the final damage correlation was prepared and found to be accurate with a 95% confidence level.

So use this system with confidence and let the dice, and the PCs, fall where they may.

Time in the Dungeon

Time is the silent, unrelenting backdrop to all the action within the game. It moves forward without thought and emotion, passing by the heroic and horrific with equal speed. And yet, almost every wannabe GameMaster ignores one of the most powerful tools in his arsenal. Well the buck stops here, hackjockey. Time is as essential as combat, and can be twice as deadly. No matter how intelligent a magic-user is, or how strong a fighter is, they are always bound by the constraints of time. And if they survive their adventuring career, it will be time that will eventually strike the death blow that does them in. You have the rare opportunity to benefit from my vast experience behind the shield, so sit down, shut up, and prepare to learn.

A distinction must be made here between game time and real time. Real time is the time that passes in the real world. While you are at your boring job, slaving away for the man, it is real time that passes. Game time takes the same form as real time, i.e. hours, minutes, days, years, etc., but it does not pass with the same consistency. Unlike real time, the rate at which game time passes can vary. Time can pass very quickly, such as months of game time passing in a few minutes of real time while player characters attend school, or it can pass slowly, such as a few minutes of game time passing in an hour of real time during a heated combat. You must learn the ways to control the rate at which game time passes, for it will both speed up your game (in real time), and help you to destroy your players.

Keeping track of time in the dungeon is one of your most important responsibilities. Time is broken down into rounds and turns. Each turn is ten rounds, and each hour is six turns. This means each turn last ten minutes, and each (non-combat) round lasts one minute. You should meticulously track the time, as it greatly influences many of the weapons in your arsenal. Every third turn of adventuring, you must roll to see if any wandering monsters arrive. These monsters can often take the party by surprise and catch them when they are unprepared or injured. Wandering monsters have a statistically greater chance of killing a PC than a programmed monster. Careful tracking of time is also necessary to track the duration of spells which may have been cast by or on the party. You can bet that cheeky magic-user will try to extend the duration of his Armor spell if you don't regulate him. In addition, an adventuring party must rest for ten minutes for every hour of travel, and must rest for ten minutes after any combat (see Fatigue in Chapter 8: Combat).

When combat occurs, the time frame slows. Turns, which were ten minutes in non-combat situations, only last for one minute. Similarly, rounds last for only 6 seconds and segments for only 0.6 seconds. Actions that are initiated during combat use the combat time frame, even if combat ends before the duration of the action. For example, a spell that lasts for three turns in combat, only lasts three minutes, even if combat ends one turn after it is cast. As a result, most combats last for only a few minutes. A weak GM might be tempted to ignore this time, but in doing so, he would be severely handicapping himself. Do not be a weak GM! You must keep track of any time that passes, so that you can check for random encounters as soon as possible.

Eventually, your players will want to "hole up" somewhere in the dungeon to rest, heal and regain spells. This is the moment when they are weakest, and if you do not track the time that passes, you cannot take advantage of them. While a party is resting, you must still check for random encounters every thirty minutes. If the party members do not get eight hours of uninterrupted rest, they do not heal any hit points. Furthermore, regaining spells requires at least four hours of uninterrupted rest depending on the spell level.

The rules for time and encounters are the same for outdoor adventures. Characters still need to rest and sleep for eight hours out of every twenty-four hour period. Be sure to check for encounters at the frequency indicated in Chapter 12: The Adventure.



GameMaster Procedures

The previous chapters have covered a lot of ground, but there are a few things that do not fit neatly into other categories. Some of these are background information or items that do not come up in a campaign very often (or at least you do not want them to) and some are situations that arise all the time but do not belong in any other chapter. Worry not! Things that you may have thought "slipped through the net" have been gathered here to be presented for your edification.

Conducting the Game

Rolling Dice and Control of the Game

Most of the time players will roll for their own characters (hit points, attack rolls, saving throws), especially when the results will be immediately obvious. Still, the GM must maintain control of his game. There are already some established situations for which players must sit back and let you roll (checking for traps, hiding in shadows, etc.). The GM has the right to roll the dice for a player any time he deems it appropriate. When an elf passes a secret door, *you* are the one to make the roll to see if he notices the door (and don't tell anyone what you're rolling for!). You may even feel the urge to be nice to them – they've been so pathetic that the only way they will find the rest of the dungeon is with a little nudge. DO NOT! If you constantly cater to their sub-par level of play, they will rely on it and give up any effort toward thinking for themselves. They'll wear out your answer-button looking for the quick fix faster than a Quickling quaffs Orluian brandy.

As GM, you have the right to determine various things about the campaign and adventure without resorting to random die rolls. You may wish to choose a monster's treasure rather than roll it randomly (just keep it within their treasure type ranges) or you might rule that a monster automatically surprises the party given appropriate circumstances (but still let them roll to determine severity). You must proceed with caution and with the greater good of the game in mind. Be careful not to abuse these powers or the players will find out. Also, it is grossly unfair to seriously harm the party in these situations. Keep in mind that players may be able to question you on such a call after the fact. At the same time, never forget to give a monster an even break!

Players do not necessarily know the results of a roll that would affect their characters. Verily, they may not even know a roll is being made! Some rolls that should always be made secretly are: detecting traps, hiding in shadows, monster saving throws, moving silently, searching for secret doors and attacks against the party of which the PCs could not possibly be aware. Certain other situations often require secret rolls, for example a thief trying to read the language of an ancient text to see if it says "DO" or "DO NOT" turn that key clockwise....

Believe it or not, once in a while situations will arise for which you might not have specific rules. Whenever you are uncertain of the outcome of player character actions, assign a chance to various possibilities. Percentage rolls are often the easiest way to do this, with a straight percentage chance of the PC doing what they are trying to do. Feel free to weight these chances for or against success as you see fit, so long as you are logical, fair and consistent. Once you've made your decision, let the dice fall where they may!

It bears repeating, too, that at official HackMaster tournaments dice rolls are inviolate; they CANNOT be tampered with in any way. And they must always be made when called for in the course of an adventure.

Unlucky Players

Sometimes players just have bad luck. Despite careful preparation and excellent play, a few freakishly bad rolls could kill a character. Some weak-willed diceless-type games made for wimps and pre-pubescent teens would have you intervene in such events. Proponents of this method have decided that the character's gawds have shown favor on him and rendered him merely unconscious or simply with a lost limb instead of dying, etc., recommending that this should only be done in the most extreme situations, only if the character was nice, if the player deserves it, blah, blah, **blah, BLAH**. To these people I sneer and from today until with my final breath I shall spit the words "*HAWG-WASH* and *POPPYCOCK*!" Since you plan to GM HackMaster, I will tell you ***right now*** that you have *no right* to make such a ruling. Don't even consider it. How can one actually make the decision which character *deserves* to be saved? And what constitutes bad luck? And what *player* is faultless? The wife of the GM? His girlfriend? The player to whom you owe money? This slope is not only slippery, but steep. And at the bottom of the hill is a crack opening to damnation. Do ***not*** attempt to traverse this slope.

Losing a character to bad dice rolls is a rite of passage in HackMaster. Consider that by intervening in such an event, you are actually depriving a player of the risks that make other rewards so sweet. Bad rolls are part of the game, and in the long run the PCs will take out more than a few of their enemies with freakish die rolls. Allowing this even once can set players down an irreversible course of severe whining every time the dice do not go their way. Remember always, HackMaster is Darwinism in overdrive. Sometimes random, unlucky events kill. It's part of the game and ***may not*** be altered by the likes of you, or even me.

Handling Troublesome Players

Some so-called players enjoy spoiling a game more than playing it, which ruins the fun for all others concerned. It must be prevented. Those who pout like little children when they do not get their way, the excessively loud and argumentative, and those who attempt to use the books as a defense when you rule them out of line should be excluded from the campaign. Simply ask them to leave or do not invite them to participate again.

Occasionally you may find a player who is not totally obnoxious and whom you deem worth some effort to save. These types might attempt to give instructions even when their characters are not present, tell others what to do even when their characters would know nothing about the situation, or continually attempt actions based on knowledge their characters could not have. If reminders are not enough, simply tell the other players that because of that player's behavior, the options they suggest are no longer possible. Peer pressure is a powerful means of modifying such disruptive activity; the other players will prevent future outbursts (and will elevate their efforts to include wuss-slaps and worse, but that's not your issue). If the troublesome individual is at all salvageable, he will learn his lesson quickly. This method is somewhat heavy-handed, but no less so than one person ruining the game for everyone else.

Sometimes players think they have "mastered" the rules better than the GM. This should never be the case, but even arguing the matter during the game can threaten your authority and reduce your players' respect for you. There's nothing wrong with questioning a rule detail here and there, but players who constantly quote the books in an ongoing effort to intimidate you are a problem. If they don't respond to reason, you can take action, beginning with the HackMaster Smartass Smackdown Table. This exalted table has many uses beyond the know-it-all player and it deserves detailed discussion at this juncture.

The HackMaster Smartass Smackdown Table

No matter how accommodating and gifted you may be as a GameMaster, sooner or later you will come face-to-face with a player or group of players whose disrespectful attitudes, toward both your position as GM and the spirit of Hackmaster in general, cry out to be rectified. Players who ride roughshod over NPCs and the other players alike, who loudly insist "their other GM" allowed them to get away with flagrant rules violations, and who just plain don't play well with others, can ruin an otherwise great game for everyone else involved.

Your immediate response should be to teach them a lesson. All overconfident players get their comeuppance eventually, but you will doubtless be tempted to bend the rules slightly, and allow the full weight of cosmic justice to land squarely on their shoulders just a little early. But you know you can't do that. The integrity of the game won't allow it, and neither will your own ethics as GM. Good for you. You're a cut above your opponents, and a credit to the Shield.

Besides, you don't have to; situations such as these are what the HackMaster Smartass Smackdown Table (HSST) is for. It is a well known axiom that the gawds do not cotton to arrogant players. Even the most overconfident and boastful players, deep down, know that the infinite energies of the cosmos will gradually align, slowly but inevitably, in direct conflict with those who do not play well with others.

The HSST is your best tool to accurately reflect these karmic forces. This way your hands are completely clean, and justice can be dispensed the way it should be: through the roll of an impartial die.

HackMaster Smartass Smackdown Table ver. 4.1a Instructions: While use of the HSST can be emotionally satisfying, its ultimate purpose is as a corrective tool for player behavior. As such it should be used sparingly, and always to help guide players back to the path of righteous action. The results should always be applied in such a way as to allow the player to quickly identify the nature of their transgression, and rectify it.

Table 10A:
The HackMaster Smartass Smackdown Table
(ver. 4.1a) Roll 1d100+*

Roll	Result
01-10	Twitch
11-20	Bad omen
21-30	Grudge NPC
31-40	Grudge monster
41-50	Theft
51-60	Unnatural hatred by powerful NPC
61-70	Unnatural love by powerful NPC
71-80	Flesh-eating bacteria
81-90	Natural disaster
91-100	Extreme religious unction
101-110	Gains a Quirk
111-120	Undead relative
121-130	Leprosy
130 +	Act of Gawd

*For each successive roll on the HSST, add 15 (cumulative) to the total:

First roll:	+0
Second roll:	+15
Third roll:	+30... etc

Special Note:
Earlier versions of the Smartass Smackdown Table

Table 10A supersedes and replaces all earlier versions of the HSST, including the notorious "fast-action" version, from third edition (shown below).

HSST ver. 2.1 (obsolete)

Roll	Result
01-10	Instant Death
11-20	Instant Death
21-30	Instant Death
31-40	Instant Death
41-50	Instant Death
51-60	Instant Death
61-70	Instant Death
71-80	Instant Death
81-90	Instant Death
91-00	Slap on the wrist

Frankly, while HSST ver 2.1 was an effective deterrent, it lacked a certain polish and had several minor flaws, particularly regarding possible misinterpretation of the results. As a consequence, the table has been extensively re-vamped for the 4th Edition.

Unfortunately, it is human nature for corrective behavior to fail on the first try, and this is doubly true for the typical troublesome HackMaster player. For this reason, the HSST is frequently applied multiple times, with escalating results, until the extent of divine displeasure is apparent to even the most mule-headed player.

Twitch: Player's character contracts an unusual nervous twitch, (50% facial/ 50% extremities) which may only manifest itself in times of stress. Note that PCs can have multiple such twitches, and the combined effects can eventually become quite debilitating (and amusing).

Bad omen: Omens can take a number of unsettling forms, but often the most effective avatar is an animal or group of animals. Nothing communicates divine displeasure like having a crow perched on a PC's chest at sunrise every morning, or a pack of wild dawgs that gathers to howl around the PC's camp at midnight. Milder omens can take the form of unnatural weather, such as amphibians plummeting from the skies.

Grudge NPC: This usually requires an element of creativity, but can often add real spice to a campaign. A grudge NPC can be anything from a merchant who feels he has been cheated to a deranged cleric out for revenge. Note that grudge NPCs, especially those who take breathless vows of vengeance, can be capable of astonishing patience, diligence, and creativity in their quest for revenge. To aid in the instructive nature of this result, the transgression against the NPC should usually be something trivial (or even unnoticed) by the player.

Grudge Monster: Similar to the grudge NPC, except considerably more deadly. Did that Frost Giant the PC killed have brothers? Is it likely they would swear a blood oath to track down the killer of their kin? And is it likely that they would show up, brandishing axes, at precisely the most inconvenient time for the PC (such as when he has just finished fighting off a hungry pack of Sturm Wolves)? Of course it is.

Theft: Mundane, but effective. A lowly pickpocket, in the right place at exactly the right time, can be exactly the right tool to deliver a message on the merits of humility to your wayward player. Frankly, this message rarely gets across, but that shouldn't stop you from patiently trying. Best case, he figures it out and changes his ways. Worst case, he doesn't notice and continues with his poor behavior. In which case you get to have an NPC roll him for some gps, and roll again on the HSST with a +15 modifier!

Unnatural hatred by powerful NPC: Not to be confused with "Grudge NPC," which usually involves a relatively trivial transgression and a no-more-than-moderately potent NPC, this result indicates a truly unnatural, irrational hatred of the PC by an NPC of very high stature – such as a duke, high priest, or tax collector. Note also that PCs should never understand the exact nature of their supposed transgression against the NPC, but should gradually come to realize that it must have been very bad indeed.

Unnatural love by powerful NPC: Did you really roll this one fair and square? You lucky dawg. This is every GM's favorite. Enjoy it. The NPC involved should be powerful enough to be almost untouchable by the PCs (such as the king's daughter, the king's favorite concubine, or the king's wife) and the love should be the truly, truly, unnatural kind. Truly. You lucky dawg.

Flesh-eating bacteria: aka Necrotizing Fasciitis. Self-explanatory. Often used in conjunction with "Unnatural love," above.

Natural disaster: This is a localized catastrophe (flood, fire, plague of locusts, etc.) with particularly poor timing for the PC, i.e., a blight on citrus fruit just as the PC is diagnosed in the early stages of scurvy, a flood on a property the PC has just purchased, etc. Often used in conjunction with Bad Omen, above, and as premonition for Act of Gawd, below.

Extreme religious unction: While this is often interpreted as excommunication or other expulsion from a preferred faith, this result is sometimes more effective when inverted, i.e., when the PC is identified as a "chosen one" or "reluctant prophet" of a particularly vile cult. Often such prophets are expected to grant visions and/or favors to powerful supplicants of the cult, usually at extremely inconvenient times such as during combat or the duke's dress ball.

Gains a Quirk: This one is self-explanatory. Simply roll on Table 6G of the PHB.

Undead relative: Sometimes players can shrug off even the most bizarre series of omens. But when dead uncle Yuki shows up at their door with a mouthful of dirt and a mumbled message from the divine, even the most stubborn player will begin to sense the cosmos is trying to tell them something. For greater effect, go back a few generations and bring back someone truly ancient who speaks in a forgotten tongue or without a tongue at all.

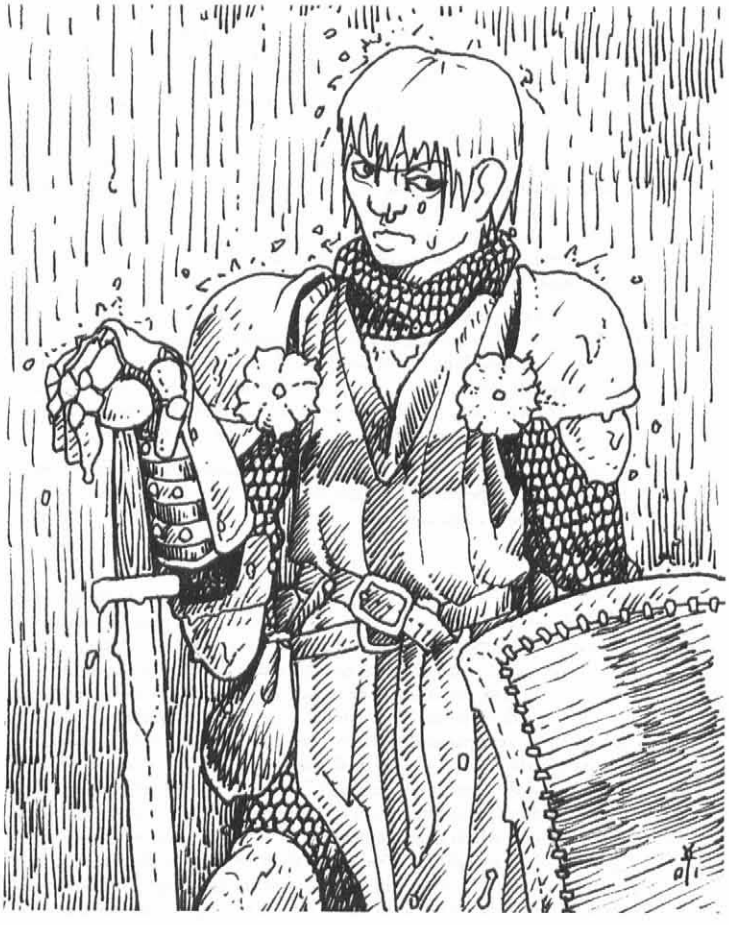
Leprosy: If all else fails, a beloved limb falls off, and PCs will start to get the message.

Act of Gawd: The final sanction; the ultimate telegram from the gawds. This can take the form of a lightning strike, a tornado, a localized earthquake or sudden chasm, or worse. Acts of gawd never arrive unheralded, and usually only after a sequence of progressively more ominous omens. Nonetheless, there is no effective way to prepare (save one). While everything else on this list is typically survivable, an AoG usually isn't, unless the PC has made a sincere act of penance recently. For every such act, grant the PC a 10% chance to survive an AoG.

If the HSST option must be invoked more than five times, the player is a complete moron. Stronger measures will be needed, namely expulsion of the disruptive person as a final answer.

Integration of Experienced or New Players into an Existing Campaign

A viable, long-running campaign will change and grow. Some players will drop out for one reason or another, while new participants will come into the campaign milieu. Some will be experienced players, which puts them apart from true novices (whether they have established PCs or not). Of course, some will be the totally uninitiated participants, those who have only a vague idea of the game or who have absolutely no information as to what it is all about. These types of new players can be integrated into a campaign which could be in nearly any state of maturity, with the majority of players being low, middle, or high level. Guidelines for a smooth transition in various situations follow.



Transferring Characters

Experienced players from other campaigns often wish to continue with familiar characters. Established PCs with valid HMPA credentials are allowed to move from one campaign to another, provided the GM allows it. Players appreciate generous GMs allowing them to bring characters from another campaign to yours (and well they should!), as they have spent a good deal of time and effort with their characters, and a certain identification and fondness has been generated. You can allow such integration if the existing player character is not too strong or too weak for your campaign and otherwise fits your milieu with respect to race and class.

Examine the character's gear and magic items carefully. While officially sanctioned PCs should present few problems, players may try to take advantage of the situation. You must be careful not to allow magic items that could disrupt your game to come in from other campaigns. Reject anything that does not fit your campaign or would be unbalancing – it is "mysteriously lost" in the transfer from one milieu to another.

In order to appear impartial on this matter, you can go though the motions of rolling on Table 10B: Intercampaign Transportation Effects to randomly determine the effect of moving a character from one GM's campaign to another. The first roll (only) for each character should be at +50. If the player complains about any results, offer to reroll for him with just a -10 modifier. Do this as many times as he complains.

Still, keep in mind that a hard-won magic item is important to the character and the player. While you have the ultimate authority on what is and is not allowed in your game, don't rush to reject items off hand. Consider it an opportunity to advance your story lines. Perhaps one of the party's arch-enemies discovers the item's existence and decides it must be his, or maybe it was believed lost forever and some of the original owners (from thousands of years back…) would rather it stayed that way. Of course, if you see too many problems, it is best for the player to simply start a new character.

If the new character is too powerful for the campaign, the player will have to accept the fact that he cannot use it. Instead, he must develop a new character. The over-powered PC can be saved for later games, assuming the new group reaches such lofty heights, or used in a different campaign altogether.

Experienced players without existing characters should be up to an interesting challenge: beginning a new character in an established party. Character levels are precious rewards not meant to be tossed out willy-nilly like candy at a parade. What are you saying to the poor player who has fought and struggled and barely survived dozens of adventures to get his battle mage to 9th level if you let a new player waltz in with a 5th level paladin? Beginning levels define much of a character's identity. Those who start out relatively powerful will not appreciate their abilities. Besides, if the new character can survive his first few adventures, chances are his share of experience points will push his level up quickly. It makes sense for lower level types to be drawn to successful adventurers; what better way to learn their trade? They will benefit enough from being around influential, accomplished PCs. Don't pile on the advantages.

That being said, if it absolutely must be done, see "Starting Characters Above First Level" in Chapter 1.

With an inexperienced player, you need to do a little more work. New players are easily intimidated by veterans and can even be turned off gaming altogether. Needless to say, we can't have that! They should be allowed the joy of going on a dungeon adventure as neophytes. Just as low levels define a character's identity, early gaming experiences can set the course for a new player.

Set aside some time to get the neophytes up to speed in a special area for novice players and 1st level characters. Experienced players (if you can trust them to not give help or hints) can play the roles of mercenaries, hirelings, torchbearers, scroll caddies and merchants. It's important that they don't give any hints, but they can have fun with it, too and it's an excellent way to see who in your group might be ready to take up the challenge of getting behind the screen. Make sure all actions, reactions and decision are left strictly up to the neophyte. Of course, if you have several green participants joining it at once, you do not need to enlist the other players; the new PCs will gain the full benefit of those first few adventures the hard way, just as experienced players did when they started out.

This allows the new player to enjoy his time of wide-eyed innocence before wily old veterans ruin him with tips on how to argue rules and annoy the GM. They don't know what's going on, they don't know a Hellephant from an Oliphant, but they'll love every minute of it. Your extra effort will pay off. After a few adventures as newbies, these PCs may occasionally join the established party. When you deem them ready, they can be fully integrated into the main campaign, perhaps infusing it with some new energy in the process.

There may be a temptation to allow neophytes easy access to some treasure or magic items to keep them interested. Resist this! It's fine to place an item or two in the adventure that only the new guy can use, but they still have to earn it! A HackMaster campaign can stay strong for years, enjoyable for GMs and players (it's true!) without resorting to bribery. The goal is to keep the campaign running smoothly even as players leave and new ones join, but you need to keep your campaign under control. Yes, you.

Multiple Characters for a Single Player

In HackMaster, each player controls one character. This is more than enough for most players to handle; some will take years just to get it right. Alas, situations can arise in which one player has a strong desire or a need to run multiple characters. As a GM, you need to know how to handle this.

Table 10B:
Intercampaign Transportation Effects

Roll	Effect
01-05	Character becomes a bronze statue in a major city of the new campaign world and is mocked as an object of ridicule throughout the ages.
06-10	Character is teleported to Hell and torn apart by a mob of angry devils.
11-20	Character is teleported to the Abyss and torn apart by a mob of angry demons.
21-30	Character is teleported to Hades and torn apart by a mob of angry daemons.
31-40	Character is teleported to Nirvana and lectured to death by a mob of angry modrons.
41-50	Character appears in new campaign world, naked and with no possessions.
51-56	Character must roll on Table 6A: Flaws and Quirks in the Player's Handbook.
57-60	Character must roll twice on Table 6A: Flaws and Quirks in the Player's Handbook.
61-65	Character loses 1d4 levels.
66-70	Character's family hunts him down and attempts to return him to his home. Failing this, they demand he turn over 1d4 magic items that they consider family heirlooms. (GM chooses)
71-76	Character loses 1d4 magic items. (GM chooses)
77-80	Character loses 1d4 magic items but gains a like amount. (GM chooses which items)
81-85	Character loses 1d6 Ability Score points. (GM chooses)
86-90	Character is reincarnated. (GM chooses race)
91-00	Roll again and subtract 10 from the die result.

Multiple Characters Across the Land

Once your campaign is underway and players learn more about the game world, they might want to adventure in different areas. Various regions offer different challenges and various levels of danger. Adventuring in a great city is very different from exploring ancient, steaming jungles. In a way, players with characters spread throughout the world are complimenting you, they have come to enjoy the campaign and want more of it. But beware of players trying to "suck up" this way to get you to let your guard down.

Such characters are usually spread far enough apart so that they do not interact much. This is the least problematic of multiple character situations.

If multiple player characters are allowed, each character should be distinct and different. It is perfectly fair to rule that multiple characters controlled by one person must be different classes – perhaps even different races. This helps the player keep them separate in his likely limited imagination.

If a player has more than one character available, he must choose which character he wants to use for the adventure before he knows what the adventure is about. For adventures that stretch across many playing sessions, the same character must be used throughout. All of the player's other characters are busy with something else. Effectively, the player's other characters are considered to be retired while the player is running the active one. See Retiring Player Characters in Chapter 1.

Do not let players take more than one of their own characters along on a single adventure. Few enough players can handle multiple characters in the same campaign, asking one to handle multiple characters in one adventure is sheer folly. This might come up when the group of characters assembled for the planned adventure is too small to undertake it safely. The best solution is to adjust the adventure, use a different adventure entirely or supplement the party with NPC hirelings. One exception to this is when a PC is engaged in the middle of an adventure but the player himself can not attend the session. In this case it is acceptable for a qualified temporary player to enter the game and run the PC or the player who owns the character may delegate the responsibility to another attending player. The key emphasis here is that the situation should be temporary as defined at the discretion of the GM.

Sometimes players want to try a different class or race of character, but do not want to abandon their older, more experienced heroes. This is complete Bolterbunk. Why would anyone give up the chance to play a great hero, or even an infamous scoundrel? Considering the effort and time that goes into a HackMaster character, this is extremely suspicious. Surely such players have something up their sleeves and are not to be trusted. If they are really curious, they can go after that Dragon Council meeting and switch characters the old-fashioned way.

Shared Items

One multiple-character-for-one-player problem to nip in the bud is that of shared equipment. Some players will attempt to trade magical items, coins, maps, land deeds, gear and sponsorship contracts back and forth among their characters. Remember that one character does not necessarily view another as a friend or ally. Would Phaeton lend his Ring of Invisibility to a character controlled by another player? An NPC? Not bloody likely. Equipment is valuable. Trading between two characters controlled by the same player is purely an attempt to benefit from the accumulated treasures of two adventurers and is not to be allowed. As GM, you have the right and the duty to show that you brook no foolishness. You must step in quickly and firmly to put an end to such nonsense, even if that means taking control of the PC and deciding that the character

Table 10C:
Divine Intervention Beseechment Modifiers*

5%	First time this character has called for help
-5%	Each previous intervention on behalf of the character
-5%	Alignment behavior only medial
-10%	Alignment behavior borderline
-20%	Situation requires direct confrontation with another gawd
1%	Character opposing forces of gawd's diametrically opposed alignment
25%	Character serving gawd through direct instructions (or by means of some intermediary)
1%	Per character experience level
3%	Cleric
5%	Paladin

*Note that gawds will not intervene on the planes that are the habitation of other gawds, i.e., the outer planes. Neither will they venture into the elemental planes nor the Positive or Negative Material Planes. Intervention occurs only on the Prime Material, Astral or Ethereal Planes in most cases.

gets hostile at the suggestion. Characters are *individuals,* with their own motivations and goals. Reasonable players will respect and understand the decision.

Shared Information

Sharing information is a more subtle issue. Players must understand the distinction between what they know as players and what their characters know. Their last party may have fallen to the Greater Medusa behind the secret door in Room 14, but their new party does not know to take extra precautions. No character in the new group is likely to know anything other than the fact that the last band of heroes to pass this way never returned.

It's hard enough for players to separate player knowledge from character knowledge, but separating the knowledge of different characters adds a level of complexity to their feeble little minds. This is one of the many reasons to discourage multiple characters for a single player. If players do seem to be taking advantage of knowledge they couldn't possibly have, a weak-hearted GM may issue a warning. A true GM will slap 'em down immediately. Don't give up and don't give in. Players should know better and if they don't, coddling them won't help. Use the HSST if need be, but don't give in.

Simply reminding a player that characters are distinct individuals is enough for any player even marginally capable of handling more than one character at a time. Therefore, if reminding does not work, the player must not be capable. If he is not capable, the extra character(s) must be eliminated or converted to an NPC.

Intervention by Gawds

If various supernatural powers of the outer planes could continually and constantly involve themselves in the affairs of the millions upon the Prime Material Plane, they would not only be so busy as to get neither rest nor relaxation, but they would be confronting each other regularly and often. If an entreaty for aid is heard one time in 100, surely each and every gawd in the teraverse would be as busy as a switchboard operator during a natural disaster.

Also, the Gawds of Twilight Last have arrived at a sort of détente. Having lost numerous members of many pantheons, those who remain are more than a little hesitant to risk remaining power. Several agreements prevent them from directly meddling with mortal affairs. It is obvious that intervention by a gawd or demi-gawd is no trifling matter, and it is not to be allowed on a whim, even if characters are in dire straits!

This is not to dictate that gawds will never aid characters. Many mighty evil gawds, demons, daemons and devils are prone to appear when their name is spoken, provided they stand the possibility of gaining converts to their cause or collecting some souls, that is. The forces of good might send some powerful creature of like alignment to aid characters on a mission on their behalf. Certainly in the case of some contest between opposing gawds all sorts of intervention will take place, but always by means of intermediaries!

In most cases, therefore, you will determine the involvement of gawds as you develop the scenarios of your campaign.

Spur of the moment issues can be handled with the Divine Intervention Beseechment Roll: If the character beseeching help has been exemplary in faithfulness, then allow a straight 1% chance that some sort of assistance will be sent, modified by Table 10C: Divine Intervention Beseechment Modifiers.

Gawds do not directly intervene in mortal affairs. However, there are certain exceptions to this rule. There is not room to list every situation in which direct intervention is permissible, nor could mere mortal minds grasp all the subtle complexities of such arrangements. Some examples include situations when mortals attempt to become gawds themselves and Luvia's "Species Eradication Exception," [Section 2521-J, Clause 23, of the Special Addendum to Divine Non-Interference Agreement, Luvia, vol. III 'Species Eradication Exception,' clearly states "the gawd Luvia can intervene if the last member (or two, if a mated pair) of a species is about to be killed." Not only that, but he usually will do so, and will go to great lengths to prevent the species from being totally eliminated.]

Demi-gawds and Gawds

If a demi-gawd or gawd is deprived of its material body by any means whatsoever, (including being "killed" on the Prime Material Plane), it is sent back to its own particular plane. This process is similar to that of slaying the material form of some Nefarians.

Wishes

No matter how careful you are, there is a chance that eventually PCs will have access to Wish spells. Players may think of Wishes as the ultimate power trip, but you, the GM, are always in charge. While it may seem that Wishes can easily destroy a campaign, skilled GMs have a number of techniques to limit the damage to their games or even to make the Wish an integral part of a story line.

Interpreting Wishes

Wishes are meant to be taken literally, word for word, and are almost always full of unintended consequences. A PC who wishes for gawdhood will find that he is now subject to the rules of gawds, not mortals, and is likely to be attacked by a few of the old powers. Since a new gawd without worshippers is powerless, he will simply wink out of existence if challenged by any other outer-plane creature. Wishing for eternal life will not necessarily end the aging process, and even immortal characters can still be killed.

When stating a Wish, a player must give the GM the EXACT wording. You may allow the players some time to devise this, but make sure to take at least as long in interpreting it (it's only fair). Even if a character has an 18 Intelligence and could come up with an "iron-clad" Wish in minutes, the player will probably spend days figuring it out. If you have to stop a session early, do so. Wishes are major events in the campaign and prime occasions for player attempts to overrun it. Players are technically allowed to read a Wish from a prepared statement so long as it is contained in a single sentence, so a wise GM will take his time in the interpretation.

Wishing the dead back to life is acceptable, as is healing the party to at or near full capacity or even teleporting the entire party to a new location. Wishing for a certain magic item or two (if very minor) is usually okay (but never artifacts) and characters can probably get away with Wishing for treasure if the total value is under 1,000,000 gp. If they do not specify form, give it to them in a vein that must still be mined and is guarded by some nasty monsters that live there, or (my personal favorite) give it to them in copper pieces or equipment. If you are feeling particularly ornery, have the treasure fall from the sky, burying the wealthy player alive. More than that may be possible, but it has to come from somewhere, and if the King finds his treasury mysteriously empty, people with access to Wish spells make excellent suspects. Someone affected by a PC's Wish activity may be prompted to find a way to retaliate by getting access to their own Wish spells.

In any case, when a Wish is used several things must happen even before the GM can begin interpreting the Wish. First, the player must officially declare that he has stated his Wish. This means that after stating or reading his Wish aloud he must say, ***"That's my Wish and I'm sticking to it!"***

Once those wheels are put in motion, they cannot be stopped. Now the FATES will judge the merits of the Wish and determine how it plays out. The FATES like selfless, noble Wishes, those that help people or bring about good, happy things. They dislike evil, self-serving, power-mad Wishes that can upset the balance of the universe. Over-the-line Wishes will be treated as harshly as possible, interpreted with every last ounce of twisting of intent (though a true Wish cannot have effects that contradict the original statement). For example, if a PC Wishes for gawdhood and achieves it, the FATES may make sure that each and every gawd that the PC has ticked off in the past knows about it immediately.

While it is impossible to cover every potential Wish situation, use the guidelines presented and your own deviousness. Players must be wary what they wish for, not only will they get it, they will get EXACTLY what they wish for, along with any unexpected consequences.

Anti-Wishes

Ancient Fariadoran runes include a special glyph that means "Wish." It may be found on a Ring of Wishes or the cap of a case containing (or once containing) a scroll with a Wish spell inscribed. The rune can be reversed to become an "Anti-Wish." Because this is not obvious on casual inspection, characters may mistake an Anti-Wish for a true Wish. Even those who know of the Anti-Wish and look for it must make an Intelligence check by 10 or more to recognize one.

An Anti-Wish does its best to deliver the exact *opposite* of the stated Wish. A character who Wishes for 1,000,000 gp may instead *lose* one million gold pieces, or even suddenly find himself one million gold pieces in *debt.* Wishing to escape an enemy may instead summon more of that enemy's henchmen, or even more major enemies. Ability Scores are reduced instead of raised, magic items disappear, the dead disappear and cannot be raised, and in general bad things will happen.

The *fates* rarely need to twist an Anti-Wish. The only exception is when someone who recognizes the Anti-Wish tries to take advantage of his knowledge. In this case, they may allow the Anti-Wish to function exactly as stated (losing treasure or Ability Scores, for example) or simply strike the Wisher with a blue bolt from the sky for 6-60 points of damage. Whatever happens as the result of an Anti-Wish, it can never be good for the Wisher.

Impossible Wishes

Some things simply can never happen. An obnoxious player may Wish that "two plus two was five," that blue was red or for Garweeze Wurld to become two dimensional. Slap these idiots down fast, they deserve it. This type of Wish will result in a thunderclap and the disappearance of the Wish at best and the ire of the *fates* at worst.

Arguments and Complaints

The GM is always right.

This does not stop players from questioning, arguing and complaining, however.

Should an argument arise during a game session, take time to listen to both sides. Calmly consider it for a reasonable duration, then make a decision and move on. Do not let an adventure get bogged down for long – if necessary arguments can wait until after the game.

If a player is complaining about your rulings, try to listen objectively. For at least a fleeting moment, consider that the player might have a point (it happens every once in awhile). Often players are simply griping about bad luck or seeking easy treasure and you need to be wary of this. Still, if every monster is winning surprise or all your encounters severely overpower the party, it's not just the players who have a problem. There is no need to be irrational or petty, but do not refuse to listen to the few cogent, coherent thoughts players might have. After all, they may not have one again.

If, however, a player challenges a rule and is dead wrong, impose penalties. I suggest starting with –1 to all die rolls for the rest of the session (or the next session if it's late in the day). Hits to Honor are also effective and appropriate.

What many players fail to realize is that if the game is easy, the fun is destroyed as easily as when it's too difficult. Finding that proper balance, matching risk to reward is a matter of experience. Players may not appreciate this directly, but they will enjoy and appreciate a well run game. Seek out experienced advice, review the GMG as much as possible and look for advice in official adventure modules, supplements and rulebooks as well as publications such as HackJournal or GameMaster's Workshop articles.

Reality Shift

While it may be tough, admit your mistakes. If something is not working or your thinking about a rule interpretation has altered, change it. Let the players know that you just want to improve the game. Announce such changes before the session, just to be fair.

There is no need to backtrack or re-do encounters (in fact, that's a bad idea), but implement any changes for future situations. Don't let players challenge your authority in your game even if you do alter a ruling. You, as GM, are always right, even when you must overrule past decisions. And make it clear that YOU are the ONLY one at the table that can overrule your decisions and that you do so out of a sense of fairness and a search for the cosmic truth.

Such reality shifts can often be explained in the context of the game world, perhaps as the shifting whim of the gawds. Even if they cannot be easily justified, stick to a change that you deem necessary. Overall your game will improve for all the participants.

Clues

You cannot simply send PCs into danger with no warning at all. Smacking them down without giving them any chance at all is not sporting. Clues are the armor in which you clad your player-slaying plots. Without them, it's just not fair. With them, the player characters begin to believe they have a fighting chance. And they should, but they will have to earn their experience points.

Clues must be discovered by the players. If not, they're on their own. *Never* give clues that were not keyed into your adventure before the session simply because the players are stuck and the game has bogged down. Provide extra clues only if the PCs have cleverly found a way to glean more logical information. If the stupid players are boring you with their inability to move the adventure along, spice things up with random monsters. That's what they're for, your entertainment. Maybe next time the players will pay more attention and look harder for clues.

Still, there will come times when you want the players to find something. Perhaps it's the focal point of the adventure or a secret door leading to a brilliantly devised death trap that you've been itching to spring on them for months. They will probably pathetically ask for clues and say things like "My character searches the area *really* thoroughly this time." If the game really has ground to a halt, you may need to think carefully about what information they may find. They must have missed the clues you placed in the first place. If the PCs seem to have ignored the dusty footprints, mention it to them again *if they re-search that area*. Maybe the PCs will get the hint and examine them to see that the reddish dust is actually dried blood. If not, they deserve what they get.

Once players gain some experience, they will no longer need as many clues. As the characters attain high levels, clues can get subtler, more vague and more often simply be red herrings. But players also need to gain experience before these techniques can be effective or fair.

Mapping

It is the player's responsibility to map, if they choose to do so. Drawing a map as you move through a dungeon is difficult and time-consuming. Lighting is bad, surfaces are bad, the air is damp and ink runs. It takes about ten minutes to map one room with bare walls, all at right angles. Detail and diagonal walls only add to this. Mapping is a highly error-prone process. If the players' maps match yours exactly, you are giving too much information.

Players often try to weasel extremely precise measurements out of you to cheat their way into finding secret passages and other levels in the dungeon. Don't let them forget that their characters are in situations where mapping is not the highest priority. In the HackMaster milieu, accurate maps are extremely valuable. Good cartographers can make large sums of money without adventuring, so it does not make sense that adventurers will be highly skilled at making maps.

Allow distance estimations and be willing to answer a few questions if the PCs have time to search a room. In addition to mapping time, it takes about ten minutes to "thoroughly search" a ten-foot by ten-foot room, with an additional minute for every bookcase, chest, bed, alcove, and any other feature you can think of. If they search thoroughly and pace out all the walls, they may end up with a very accurate map, but even such laborious methods are never perfect. And monsters have plenty of time to wander in and disrupt the process (or quietly observe the party from just outside the room to better learn their leaders, spellcasters, weaknesses, etc.).

No mapping is possible at all when fleeing. Give no distance measurements when PCs are being pursued. Give no compass directions either!

If the players are getting too good at mapping, you can always use the old Map Snatcher ploy. This is best done after the party has been chased through several winding corridors…

New Items and Monsters

HackMaster already has over a million official monsters and over 700 official magic items. Whatever you are looking for, there is a very good chance that it already exists, or something very similar to it. Familiarize yourself with the Hacklopedia of Beasts, the magic items in the GMG and official new items and monsters in sanctioned magazine articles like All Things Magic and the HackJournal. Chances are you will find what you seek.

Still, sometimes you feel you must add your own touches to your campaign. PCs may need special or unique challenges, or maybe you feel your players are sneaking peaks at GM-proprietary information.

Introducing such new items and monsters is acceptable but be warned: your newly created stuff will surely suck Orc feces compared to the official material and ruin the suspension of disbelief for the players. Please make sure to inform them that the monster/item they just encountered was of your own device and not in fact official. A careful distinction must be made between variations on HackMaster classics and truly new items. Boots that make the wearer invisible are just like a Ring of Invisibility in function. An unusually smart Horned Simian Bush-Grappler is not a new monster. Truly new items must be carefully examined to see that they do not upset game balance. It is best if non-official items have variable effects or a limited number of uses. If you overdo it, players will not recognize the game as HackMaster! It is best to keep the new stuff down to less than one item (or monster) per adventure.

You must be extra careful with items brought in from other campaigns. Special items have unique sets of restrictions and limitations that only the originators will know offhand. You can only allow the PC to keep such items when you can get a full explanation, written and signed by the original GM, that details all aspects of the item and its powers. Without rules with which to refer, there would be chaos. If at all possible, simply inform the player that the item is gone or no longer functions away from its place of origin.

Overusing Dice

It has been suggested by some ignorant types that rolling for everything can be overdone. What complete nonsense! Dice are as much a part of HackMaster as Sidewinder Fireballs!

Nevertheless, beginners (and sometimes even veterans) can get to rolling for just about every possible occurrence. When this happens, campaigns can stall and players can get distracted. Dice rolls are tools of the game, not the other way around, and are not required in every situation. Sometimes too much random determination may even be bad for the whole campaign! For example, too many random encounters in the wilderness might prevent the party from reaching the town where the adventure you spent eight hours creating awaits.

If you get in the habit of using dice to determine events for which you are not prepared, players will realize this. They will swarm like overpopulated cockroaches toward uncharted areas of your campaign in a mad scramble to harvest campaign-busting treasure, destroying all your carefully constructed plots before they even have a chance to get started. Don't let this happen to you. When the dice are needed, they are there. When they are not needed to decide outcomes, let them rest and recharge for when you really need that crit or monster save.

Believe it or not, there are even situations that normally call for rolls where none is needed. This little fact is, of course, purely a GM secret. The key is that you don't need to roll when the outcome of an action is perfectly obvious.

For example, if Trunlo the thief jumps out onto an illusionary bridge, he will fall. Neither Dexterity nor a tumbling skill check is going to prevent gravity from doing its work, and you will know if he is too far out to "save" himself by catching onto the cliff face as he falls. (In this case, the player will likely insist on rolling to see if his PC can catch himself, but he cannot grab ahold of something that is not there. The player does not know the roll is meaningless. So let him roll and 19 times out of 20 it'll be settled. On a 20, tell him you told him so and next time not to demand a check/save when you say none is warranted.)

Record Keeping

Face it, some players will try to get away with anything they can. And in a way, that's their job. Yours is to make sure it doesn't happen.

To keep this sort of control you will need to keep records. One method to ensure the rules are being followed is use of the audit. At any time, you can review a PC's equipment, experience points and entire character sheet. These are most effectively done at random times to random people. That way no player knows when he's "due" and no one will be able to prepare a story or alter a record sheet ahead of time.

Most competent GMs keep copies of their PC record sheets. Some require players to submit updated forms every level, every month or every three game sessions. It should not take long to figure out what works best for your group.

Of course, you need not check a full character every time. Any player must divulge any PC information the GM requests at any time. The only concession the GM should consider is if the information is unknown to the other PCs in the party. In such cases, it is best to consult with the player concerned privately. But no player is allowed to hold back information from you. Ever.

You also must keep records of NPCs. Not every NPC requires a full-fledged character sheet as a PC does, but some will (important contacts and NPCs who adventure with the party, as a minimum). You will also need to note descriptive details of the NPC (Did that ring merchant have a scar above his eye? Is this torchbearer especially stubborn or high-strung? What is this mercenary's standard fee?) Other NPCs might only require notes for hit points and AC or alignment and personality. Such descriptions need to be kept up to date and accessible during play. This is best accomplished using official HackMaster Non-player Character Record Sheets.

You also have to keep track of an entire game world. No matter how good your memory, it is impossible to keep all the details of a good campaign in your head. This task is considerably less daunting with some organizational effort.

Time in the Campaign

One of your most important duties is keeping track of time. This is especially true during combat, but even during uneventful travel you need to consider several things. If the players spend three weeks traveling or five weeks recovering from wounds (having lost their cleric), what is going on in the rest of the world? Their enemies are not idle. Even that pack of Trolls they wiped out leaves some issues to settle: when, what and how soon do new monsters move in to fill that void? Armies are on the march, seasons are changing, the Bovinian tribes are migrating across the plains…lots of things are going on and lots of things require at least some of your attention.

Player characters will also disappear for some time, whether on simple journeys, other adventures, extensive training or to construct magic items. Without detailed files, you cannot tell if Aaradno the Grel returns from a 15 day journey to participate in the Running of Pixie Meet before or after the rest of his party is finished with the Dungeon of Repeated Defenestration.

The need to track time cannot be overstressed: ***You must keep strict records of time in your campaign.***

This begins with the years. Some races in HackMaster live a very long time. If you build an adventure around the lost tomb of a human king who died 500 years ago, the elven PC's father may have known him personally! You have to be careful when building such background and make sure you know what you are doing. Contradictions can destroy your campaign's believability.

Next are months. It is each player's responsibility to note his character's age, but they cannot do so if you cannot say what month it is. Days and weeks of adventuring add up quickly. A sample calendar from Garweeze Wurld is presented in Chapter 1: Creating the Player Character.

Of course, characters need to know what day of the month it is. This affects not only age, but holy days, sacrifices, official functions and appointments. Each day has hours, turns and rounds that affect spell duration, magic items and monsters pursuing the PCs. Presented in Appendix H: GM Forms is a simple system for keeping records during adventures.

Adventure Session Record Sheet

Just cross off the appropriate span of time as it goes by and you can see at a glance where you are in the campaign. Of course, you need to track combats separately due to the large amount of quickly changing information. When they are done, note how much time has passed and add it to this record.

Don't forget to include henchmen, hirelings and NPC companions on the chart. This can be useful when monsters attack randomly or the players forget how many people's food and lodging they need to pay for.

Use a new sheet for each session, even if the adventure requires several. Some GMs even re-copy the original adventure sheet after a session. This is often useful if there are a lot of notes or even just a few hastily scribbled ones.

Keep these sheets after each session. The passage of time is easily summarized, but items acquired, EP awards and notes on NPC activities will fill your records from adventure to adventure. You will want to be able to refer to these later when constructing new adventures. Also, you'll be able to tell at a glance if that dwarven battle mage PC collected a Wand of Death or a Wand of Derth six sessions ago (when the player whips it out to ruin a carefully constructed plot).

Starvation and Dehydration

A character can survive for two days without water and a number of days equal to 1/3 of his constitution without food. Beginning at dawn on the first day beyond those parameters, he must make a Constitution check every day (creatures without a Constitution rating must save vs. paralyzation). If he fails, he loses hit points according to Table 10D: Starvation and Dehydration.

Of course, penetration damage applies, and characters must suffer at least one point of damage per die roll. Also note that Con loss itself may eliminate Con hit point bonuses or impose new penalties, these hit points are immediately lost as well. If a character makes his Con check, subsequent checks are made at a cumulative –1 penalty per day until he fails his save. Once the character begins to suffer hit point losses, they occur every day until he recovers or dies.

If a character does not get his minimum amount of rest, he will lose an additional 2d4 hit points and one point of Con every hour until he rests. Hit points lost to starvation and dehydration cannot be restored until the character has recovered from their effects. Recovery takes at least two days per day of damage taken. To recover, the character must get complete rest and have full access to food and water. He does not actually gain hit points back, but once this rest period is over he can again benefit from normal and magical healing techniques. Characters can survive on half rations. This doubles onset time, reduces the damage to one half that rolled (still with a minimum of one, though) and reduces the recovery time to one day per day of damage incurred. A character who dies from starvation or dehydration can be brought back from death, but in addition to all other recovery time he must recover from the starvation and dehydration effects.

Table 10D:
Starvation and Dehydration

Character has	Loses
No food	1d6-4 hp/day and 1 point of CON per day
No water	2d4 hp/day and 1d4 points of CON per day

Table 10E:
Effects of Starvation/Dehydration

Percentage of hp lost to S/D	Min. rest/day	Movement rates	Penalty*
0-24%	Normal	Normal	None
25%-49%	+3 hours	X3/4	-2
50%-74%	+5 hours	X1/2	-4
75%-99%	+8 hours	X1/4	-6

* To combat rolls and saving throws.

Chapter 11

Non-Player Characters

Many Hats, Many Shoes

NPCs and the Many Roles of the GM

Nothing is as important to the quality of a good HackMaster campaign as the creation and handling of non-player characters (NPCs). Without non-player characters, the game would resemble an action movie without supporting characters or a major villain. While such things as rules and plot can be seen as the backbone and skeleton of a good HackMaster campaign, NPCs are the flesh and muscle which give that skeleton life and movement.

An NPC is any person, personality or creature with which the player characters must interact, thereby forcing the GM to step into that character's shoes and role-play him. This is the great challenge of GameMastering – taking on many roles while breathing life into each and every NPC the party encounters. It is an incredible opportunity for the GM to jump into the game and wuss slap the players.

As the GameMaster you must draw upon every fiber of your role-playing skills throughout the course of your campaign. You will be called upon to take on the persona of every non-player character who steps upon the stage. This includes monsters, hirelings, henchmen, sidekicks, cronies, prostitutes, etc. Occasionally it might even include objects! (For example, if one of your players happened to stumble upon an intelligent sword, you could find yourself having to assume the role of a back-sassin' feisty weapon as it hurls insult after insult at the poor unfortunate who found it).

One moment you will be playing the guy behind the counter in the leathershop who lost his big toe in the Orc Wars of 739 and who adamantly insists he can predict the weather by the way the stub 'tingles.' The next moment you may be playing the easily-annoyed gate guard with a weak bladder who wishes the party, with their incessant moronic questions, would just go away so he can slip off and do his business. Or perhaps you'll be the surly barkeep who, in order to raise the dowry needed for his daughter's wedding, has taken to watering down his drinks to increase his profits.

An interesting NPC can single-handedly save a floundering gaming session – which might be otherwise dry and mundane. NPCs are the GM's mouthpiece. With them you can convey information and details about your campaign world in such a rich way that the players are magically transformed, giving them the sense that what is happening around them is real.

You must play each role to the hilt, giving each NPC his own personality, quirks and traits. This chapter will aid you in meeting this challenge.

NPCs by Type

The various types of NPCs are broken into six basic categories: notables, hirelings, followers (including hangers-on), henchmen (including cronies, protégés and sidekicks), monsters and others.

Notables

These include those NPCs with a sense of self-importance that makes them more difficult to deal with than most other NPC types. Notable NPCs typically are those individuals who have some level of power, rank, status, fame or position that sets them apart from those around them. They are characters who are not easily approached or befriended by those of lesser fame or status. They certainly are not available for hire, nor will they allow themselves to be pushed around or manipulated by player characters (at least not by low to mid-level characters). Notable NPCs will balk at any suggestion they work for characters beneath them.

To qualify as a notable an NPC must have at least one of the following traits: have a Fame Factor equal to or greater than the minimum of the Fame Window for his relevant level (See Table 11A: Optimal Fame Window) or have at least 100,000 gold pieces in assets. The notable NPC may have a Fame Factor greater than the maximum of the window, but never lower than the minimum.

Here are a few examples of notable NPCs:

- A zero-level king born into royalty without a single victory under his belt and spoon fed by household servants since birth is considered a notable simply by virtue of his title and wealth. Even though a PC may be 15th level and able to kick the king's ass from noon to Sunday you can bet this notable character (the king) will not allow himself to be bullied or intimidated. One of the advantages of power and wealth is that you can hire muscle-bound bodies with which to surround yourself.
- A struggling merchant dealing in rare coins haggles the asking price on a coin collection which has been offered to him down to a fraction of its actual value. The collection is priceless and in due time he turns it over and makes hundreds of thousands of gold pieces in profit. Now he owns a manor house, five trading vessels and has a harem of women at his beck and call.
- A gladiator (1st level fighter) has had a string of victories in the arena and has proven to be a crowd pleaser. His fame is on the rise. In his most recent fight he did the impossible, he bested the reigning champion. Now the lowly slave who once ate alone in the shadows of his cell has been granted his freedom by the Emperor and summoned to the palace to dine as the rich and powerful flock to see him.

Table 11A:
Optimal Fame Window
Roll (1d20)

Level	Fame Window
≤ 1	6 to 10
2	11 to 16
3	17 to 22
4	23 to 28
5	29 to 35
6	36 to 44
7	45 to 56
8	58 to 72
9	72 to 90
10	89 to 110
11	106 to 132
12	126 to 156
13	146 to 182
14	169 to 210
15	193 to 240
16	219 to 272
17	246 to 306
18	275 to 342
19	305 to 380
20	338 to 420

None of these NPCs have much in common. One was born a notable. Another became one through acquiring wealth, and yet another became one by becoming famous. Other examples of notables are judges, the wealthy (such as powerful merchants), guild leaders, high level NPC adventurers, etc.

Notable NPCs are only rarely encountered directly (especially by low level PCs) since they are shielded by their entourage, underlings and/or followers. If encountered at all, it is most likely such individuals will be met on the way up to prominence (or on their way down).

Over the course of many adventures it is possible for a PC to meet and, perhaps, even befriend a notable; however, such a relationship must be carefully cultivated through time and effort. Any player who pushes too hard or too fast in an attempt to befriend a notable will be pegged as a hanger-on (see hangers-on) or worse and the relationship will be quickly severed by the NPC. Mind you, players are not used to NPCs snubbing THEM so notables are a great way to keep players in their place and to push buttons when you want to have a little fun.

For example, suppose a player requests to see or meet with a high official in hopes of establishing a new contact and increasing his own base of power. The notable NPC's lieutenant informs the player that unfortunately there is a waiting list and he will have to 'come back tomorrow.' When the player shows up for his appointment the next day, a lowly page is sent out to the foyer to inform the player the busy official has other more pressing business and will be unable to attend. After days of such treatment the player finally gets the hint and gives up.

The point is not solely to harass the players (though that in and of itself is fun), but rather to demonstrate to them that there is a world in motion around them and that even NPCs may have important matters to which they must attend (and maybe to have a laugh or two at the PC's expense). The world certainly does not revolve around the players. What better way to drive that point home than to introduce an important NPC who does not have the time to deal with them? It also forces players to come up with creative ways of meeting such important NPCs. What if they forged invitations to the royal ball, crashed it and while mingling with the guests approached the notable? Or what if they befriended the notable's carriage driver and greased his palm in order to get a proper introduction? If the players fail in their attempts to deal with a notable it will not be because the deck was stacked against them. It will be a failure of imagination.

The truth of the matter is that most notables will initiate an encounter themselves. Perhaps the character's activities have been stepping on the toes of a notable's operation

or area of concern and he has been forced to intervene or investigate. Or perhaps he's heard of the party's fame and accomplishments and is entertaining thoughts of hiring them for some important job. Or maybe, just maybe, a bit of hero-worship has been stirred in his soul and he simply wants to use his power and contacts to arrange a meeting with the characters whose exploits he so admires. What could be more flattering to a player's ego?

Whenever a player character meets a notable you should do an immediate comparison of their Presence Factors (PRE) (see Chapter 5: Alignment, Honor, Fame of the PHB). If the notable's Presence Factor is higher he is likely to be condescending, aloof and distant. If the PC's PRE is higher than the notable's he will be a little more respectful and receptive to whatever the PC has to say. If their PREs are roughly the same (within 10%) the two are on equal footing as far as status, and anything goes.

Notables should not, under any circumstances, join a party of player characters. They may travel with them (if doing so will not hurt their Honor), hire them or be escorted by them, but at all times they should be above the PCs. Thus, they should never become a regular part of the adventuring party. After all, they already have enough money, power and/or fame.

Hirelings

Hirelings are those poor unfortunate miscreants who earn their living by hiring themselves out for pay. Why unfortunate, you ask? Because in HackMaster it usually means they end up in the employ of a player character — the cruelest and most heartless of all creatures under the three moons of Garweeze Wurld. Players love to push around hirelings and abuse them to no end. And what is the root of all this hostility? No doubt, it is due to pent up frustration and is a misguided way of getting back at the GM.

Players often resent the GM for all the punishment he deals out to them so what do they do? They take it out on the little guy. And in the world of HackMaster nobody is lower on the totem pole than the hireling. Now, most GMs take a 'players will be players' attitude and tolerate such abuse until they deem it has gotten out of hand.

This is the wrong attitude. Alignment and Honor considerations should always be a factor and enforced as warranted. If a chaotic evil fighter wants to slap around his squire, that's fine. There is nothing as far as alignment or Honor to deter him. But, as you will soon see, there are other ways to discourage such behavior. Disgruntled hirelings are things to be feared. There are provisions in these rules for handling hireling rebellions; I suggest you use them if your players are not living up to their end of the employer/hireling relationship as prescribed hereafter.

Hirelings typically have some sort of skill or specialization that the player characters need. As such, hirelings are the most common NPCs encountered by players. Examples of various types of hirelings include: honey dippers, torchbearers, messengers, food tasters, pack bearers, tink-a-tats (personal armor repairmen), carpenters, pack bearers, seeing-eye persons, scroll caddies or map monkeys.

As these characters serve strictly as employees, they should be played as such, mercenaries interested in doing their jobs and collecting their pay. Unusual indeed will be circumstances that see a hireling volunteering for extra work or service. Rather, a hireling seeks to do only as much as is absolutely minimal to fulfill his terms of employment, and even less if he can get away with it. If more is desired, more must be offered. Playing such roles is relatively easy, and if groups are involved, concentrate on the personae of the leaders. Otherwise, hirelings can be treated as henchmen as far as involvement is concerned.

Hirelings are broken down into three basic types: standard, expert and soldier. When a PC meets a prospective hireling, each must make a Presence check. Roll 3d6 to determine the hireling's Charisma. You will also need to determine his Honor (if applicable). See Table 11TT: NPC Honor and Work Ethic. This will allow you to determine his Presence Factor. If the PC fails the Presence check, the initial reaction of the hireling will be to move on and seek employment elsewhere. The PC would have to do some quick talking and come up with a very impressive offer to even get the hireling to reconsider talking with him. If the hireling eventually ends up accepting a job, you should fully detail him.

Certain hirelings may have levels of experience in one or more adventuring character classes. Though possible, this is very rare for standard hirelings. It is more common among expert hirelings. In such cases, the hireling in question may have tried his hand as an adventurer and simply given it up for a quieter, less dangerous life. If you wish to introduce such a special hireling, choose a character class and level or roll on Table 11E: Special Hireling Level to help make the determination. Some expert hirelings such as rogue clerics, assassins and battle mage mercenaries have character classes by definition. Unless otherwise noted, roll on Table 11E to determine their class level also.

1. Standard Hirelings

Standard hirelings are those commoners and craftsmen with limited skills. They usually come from the lower social classes and are hired as grunts to do menial labor that no self-respecting adventurer would be caught dead doing. They're perfect for those jobs which require common skills (such as pulling guard duty, lancing boils, porting goods, emptying bedpans, digging trenches, mining, picking up laundry, running errands, delivering messages, etc.).

Standard hirelings form the backbone of any population center where they can be found working as farmers, millers, innkeepers, porters and the like. While some of these professions require special knowledge they do not, as a rule, require highly specialized training. Such hirelings also lack backbone of spirit and are prone to run away and break ranks if danger (or the rumor of danger) looms large.

The big drawback of most standard hirelings is that they require supervision. They may work diligently in the presence of the PCs, but are quick to slack off once the PCs leave (see Work Ethic). Additionally, the more hirelings you have on the payroll the more unruly and inefficient they become, requiring the additional aid of an overseer.

Standard hirelings are basically the usual craftsmen or laborers taken on by lower level player characters. Typical standard hirelings and wages are included on Table 11B: Costs of Standard Hirelings. This list is by no means complete and you should feel free to add to it as you see fit.

Bearer/Porter: These individuals are laborers who will carry whatever is directed. Porters have a 3d4+6 Strength and each is capable of carrying goods based on that number.

Carpenter: A person in this profession is assumed to be skilled at most woodworking jobs. A carpenter might be hired to secure a portal by building a door, fashion a chest, repair a wagon, construct a peg leg, etc.

Leather Worker: This occupation is principally concerned with the fabrication of leather goods such as back packs, belts, straps and horse tack.

Lamp Fairy: A pixie fairy who carries a special belly-mounted lamp which allows him to hover over the party in dungeons thus shedding more light on the situation without blinding the party from glare.

Limner: These individuals paint signs, draw heraldic devices, etc.

Mason: Any stonework required must be done by a mason. This occupation subsumes plasterers as well.

Pack Handler: These individuals are trained at loading, handling, and unloading beasts of burden such as donkeys, mules, horses, etc.

Party Grunt: These are individuals who basically serve as muscle for a party. They are also great for tedious, mindless tasks like sorting out all the copper pieces from a pile of mixed coins or digging graves.

Seeing-Eye Boy: Hired by blind characters to serve as their eyes.

Tailor: This occupation concerns making and repairing all types of clothing, bags, shield covers, etc. It also subsumes hatters.

Teamster: Teamsters are basically drivers of carts and wagons. They will also load and unload their vehicles. They are expert animal handlers with respect to their particular specialty of draft animal only, i.e. horses, mules, oxen, etc.

Torch Bearer: A torch bearer (aka linkboy) is everything the name indicates – one who carries or holds a torch or lantern. They are often youngsters, but mature men also will so serve. I recommend that you always offer halflings and gnomelings in this occupation before other races. They are useful as sympathy weapons against the players. More importantly, they cannot hold light sources very high and slow the party's movement considerably with their low movement rates.

Table 11B:
Costs of Standard Hirelings

Occupation	Cost Daily	Cost Monthly*
Bearer/Porter	1 sp	1 gp
Carpenter	3 sp	2 gp
Lamp fairy	5 sp	4 gp
Leather worker	2 sp	30 sp**
Limner	10 sp	10 gp
Mason	4 sp	3 gp
Pack handler	2 sp	30 sp
Party grunt	1 sp	1 gp
Seeing-eye boy	1 sp	1 gp
Tailor	2 sp	30 sp**
Teamster	5 sp	5 gp
Torch bearer	1 sp	1 gp
Valet/lackey	3 sp	50 sp

*Monthly rate assumes that quarters are provided for the hireling and that these quarters contain bedding and like necessities.
**Additional cost is 10% of the normal price of items fashioned by the hireling.

Table 11C:
Basic Retainer/Wage for Expert Hirelings

Occupation or Profession	Retainer/Wage* (in gp)
Alchemist	300
Armorer	100*
Armor repairer	50
Blacksmith	30
Dancing girls/men	special
Engineer (architect)	100*
Engineer (artillerist)	150
Engineer (sapper/miner)	150
Jeweler-gemcutter	100*
Map monkey	100
Meisters (teachers)	special
Party courier	25
Party minstrel	175
Rogue cleric	special
Sage	special
Scribe	15
Scroll caddy	special
Ship crew	special
Ship master	special
Spy	special
Spell-lobber	special
Steward/castellan	special
Wagon wright	150
Weapon maker	100*

*Wage shown is what an expert hireling with an expert skill mastery (76-100%) would demand to be paid. Those skilled hirelings of lesser or higher skill mastery would hold out for more or less accordingly. All skilled hirelings of lesser ability will try to pass themselves off as 'experts' in their primary skill unless it can be proven otherwise. Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirelings on a per job basis. For example, an armorer makes a suit of plate mail that has a normal cost of 2,000 gold pieces, so 10% of that sum (200 gp) is added to the cost of maintaining the armorer.

Table 11D:
Expert Hireling Skill Mastery
Roll (1d100)

Result	Skill Level
1-5	Unskilled: Skill Mastery: 0
6-10	Beginner (SB): Skill Mastery: 2d12%
11-55	Apprentice/Schooled (SS): Skill Mastery: 24+1d20+1d6%
56-80	Advanced (SA): Skill Mastery: 49+1d20+1d6%
81-95	Expert (SE): Skill Mastery: 74+1d20+1d6%
96-99	Master (SK): Skill Mastery: 99+1d20+1d6%
100	Master Sage (SG): Skill Mastery: 125+1d20%

Valet/Lackey: This occupation subsumes the various and sundry forms of body servants and messengers.

2. Expert Hirelings

Expert hirelings are those NPCs possessing specialized skills. This group includes craftsmen, sages, spies, mimes, assassins, alchemists, pack ape handlers and the like. They are always in demand since there is always a shortage of such experts for hire. For that reason they command higher wages than a standard hireling does. They also insist (unless noted otherwise) on longer terms of employment (one month minimum) before signing on.

Special experts (such as sages, spies, assassins and elven lap dancers) are very rare indeed and command even higher rates. These hirelings may even possess levels of experience similar to player characters.

Table 11C: Basic Retainer/Wage for Expert Hirelings lists the retainer in gold pieces which must be spent each month to hire an expert's services. Note that those expert hirelings possessing guild credentials will demand 1d20% more in wages.

This basic retainer/wage listed for an expert hireling is for an individual with an expert (SE) skill mastery in his primary area of expertise. Expert hirelings of lesser or greater ability may demand or accept more or less. Those hirelings with a master (SK) level of skill mastery will automatically demand 1d20% more in wages. Those of advanced level accept 1d20% less if pressed and those of apprentice (SS) level will accept up to 50% less if pressed. Hirelings with beginner (SB) level are not considered experts at all and are merely common hirelings trying to pull a fast one and gain employment or a position for which they are not qualified. The bottom line is this: hirelings of all types will take what they can get. If they sense the PC is being free with his money their expectations will escalate accordingly.

Expert Hireling Skill Level

The world is full of standard hirelings who try to pass themselves off as expert hirelings possessing a certain set of skills. They do so for various reasons. Some NPCs simply are looking to make some 'good money' for as long as they can before they are ousted and given the boot. Even if they only manage to pull off the scam for a few weeks, a standard hireling can make up to a hundred times or more than he could hope to make in a year otherwise. Then there are those standard hirelings who have a touch of ambition, realizing that if they can get their foot in the door and prove they are hard working they will be able to learn a valuable skill from other expert hirelings working on the same project.

Players are responsible for weeding out the chaff from the wheat. This requires proper screening and consideration of prospective hirelings before they are put on the payroll. Checking past references is helpful. Ascertaining that the NPC is certified by the guild associated with his craft/profession is even better (though this usually means he will demand more pay). Having an expert hireling perform some aspect of his job to demonstrate he possesses the skills he claims to have is the surest way of such determination (especially if you have another expert hireling of the same type on the payroll that has been verified as expert through past work performance). For example a weaponsmith may be asked to fashion an arrowhead out of iron or to field strip a heavy crossbow and reassemble it in five minutes or less.

The problem with this type of test is that many legitimate expert hirelings are highly offended by such requests. Since there is generally no shortage of need for their services, an expert hireling is just as likely to decline the job offer and simply go elsewhere.

Note that paper-carrying guild members will have taken an oath that they will produce and perform to a certain standard or level of craftsmanship. They have also taken a vow that they will not work below the standard wage. If ordered to use inferior materials or to do something that would reflect poorly on their workmanship there is an 80% chance they will quit on the spot. The other 20% will consider looking the other way and continuing employment if compensated monetarily.

Once the players have indicated they want to hire a particular expert hireling roll on Table 11D: Expert Hireling Skill Mastery to determine the hireling's actual proficiency in the skills he claims he has. You can modify the results by adding/subtracting 5% to 10% based on whether or not the character or party carefully considered the candidate. If the character or party merely hired the expert hireling at his word, a –10% modifier is suggested. Note: Players should NEVER know the actual skill mastery level of an expert hireling.

Table 11E:
Special Hireling Level
Roll (1d100)

Roll	Level
1-20	1st Level
21-35	2nd Level
36-45	3rd Level
46-55	4th Level
56-65	5th Level
66-70	6th Level
71-75	7th Level
76-80	8th Level
81-85	9th Level
86-90	10th Level
91	11th Level
92	12th Level
93	13th Level
94	14th Level
95	15th Level
96	16th Level
97	17th Level
98	18th Level
99	19th Level
100	20th Level

1-5 **Unskilled: Skill Mastery: 0** – NPC has no idea whatsoever what the job entails and is full of it. He will try to collect his retainer and then skip off at the first opportunity. If unable to slip away he will go through the motions of performing the duties or service he was hired to do. The GM must decide the outcome. For example, an unskilled NPC who passes himself of as a gemcutter will completely ruin or at least decrease the value of any gems he works with by 80% or more.

6-10 **Beginner (SB): Skill Mastery: 2d12%** – NPC has basic knowledge only in the job he was hired to do. He is a dabbler who has picked up just enough to do simple tasks and to be dangerous. He may be able to pull off the sham for a time but the quality of his work will eventually out him for what he is. A beginner only possesses the peripheral skills of the hireling type.

11-15 **Apprentice/Schooled (SS): Skill Mastery: 24+1d20+1d6%** – NPC has working knowledge of the job or skill. Can perform routine duties associated with the job but is not equipped to handle challenges or able to perform on the level of a true expert. If he talks shop with another expert it will become clear that while he is zealous, he is not quite up to snuff. This individual is actually more dangerous than the unskilled or beginner holding himself up as an expert. The apprentice posing as an expert may actually believe he is totally proficient. If he makes a mistake or fails to produce a quality product he is 40% likely to attempt to cover it up or pin the blame on someone else. Any shoddy workmanship he performs may not be readily apparent as such because of such attempts to cover it up. A weaponsmith of this type, for example, fails his mastery roll and produces a sword of shoddy workmanship. Fearful he will be fired, and out of time, he manages to mask the defects in the sword so it appears quite functional and of decent quality when his lord comes to claim it. Later when the lord uses the sword in combat it snaps like a twig and he ends up with his spleen in his hands. An apprentice will have a skill level of 50 + 1d4-1% for any required prerequisite skills.

56-80 **Advanced (SA): Skill Mastery: 49+1d20+1d6%** – NPC has detailed knowledge and experience. Typically troubled only by the most complex tasks involving his job. 50% of all NPCs in this category will possess papers from the appropriate guild that oversees their craft or profession. (For some reason, expert hirelings who have reached advanced skill mastery are overly proud and haughty. They love to talk shop and try to impress others with their knowledge or skills. If billeted in a barracks with other expert hirelings they are usually forced to take the top bunk or the lumpy pillow.) An advanced hireling possesses all the necessary prerequisite skills at 50 + 1d10%.

81-95 **Expert (SE): Skill Mastery: 74+1d20+1d6%** – NPC is a true expert at this job. 75% of all NPCs in this category will possess papers from the appropriate guild that oversees their craft. They will also know, or will be able to recommend, up to 1d8 additional individuals of their skill level or higher to their employer should a replacement or additional help on a project be needed. Expert hirelings also have 1d8 really good jokes about their profession and 1d4 interesting anecdotes, which they use to impress chicks at taverns. An expert hireling possesses all the necessary prerequisite skills at 50 + 2d12%.

96-99 **Master (SK): Skill Mastery: 99+1d20+1d6%** – Master NPCs have skills among the best. Such an expert hireling is considered among the top in his occupation and well known/regarded among his peers. 90% of all such individuals will be members of a guild. Of those, 40% will hold a position of importance in their guild. They will only accept a job if they feel it will somehow improve their level of mastery or if they have some personal stake in the project. For example, a master artist may agree to work on a new temple because he serves the gawd to which the temple is being dedicated. One drawback of masters is that they take their jobs very seriously. If they find other expert hirelings of the same type are working under sub-par standards they will encourage them to demand more. If they are members of the guild they are 75% likely to report their employer. If they hold a position in the guild they are 80% likely to attempt to organize all expert hirelings on the payroll and encourage them to join the guild and demand higher standards. A master hireling has a skill level for prerequisite skills equal to the skill level of his primary skills.

100 **Master Sage (SG): Skill Mastery: 125+1d20%** – A master sage's skill mastery in his chosen profession/area of knowledge is legendary. Such individuals are very rare and can be employed only on a limited basis and for an express purpose. See the Sages section for more details.

Quality of Workmanship/Performance

No one table or system can cover every situation that may come up when contracting an expert hireling to do a job. You must take into consideration such things as NPC personae, agendas, how well he is treated, etc. when determining how well he is performing in his job and the quality of results.

For most expert hirelings there is no need to roll for the quality of their work. If they are provided the necessary materials, tools, and adequate working space and have at least an advanced skill mastery or higher then no skill check is usually required. Simply roll on Table 11F: Standard Quality of Work. For each skill point above professional status (65% skill mastery), add 1% to the roll. The hireling's Work Ethic (see Table 11TT: NPC Honor and Work Ethic) will also modify this roll.

However, under certain circumstances you will want to force an expert hireling to make a skill check. A skill check should be made whenever one or more of the following factors becomes an issue: ambition (hireling feels he is better than those for whom he works and thinks he could do a better job running things), time (being pressured to perform quickly), money (hireling does not feel he is being paid what he deserves), welfare (poor working conditions, bad morale, etc.) or resources (lack of raw materials, tools, etc). Similarly, a skill check might be appropriate for unique or unusual items, or when creating an item from scratch.

When one or more of these conditions exist, force the expert hireling to make a skill check and apply an appropriate skill difficulty modifier (see Table 6E: Skill Level of Difficulty Modifiers). Note: A hireling's Work Ethic will modify the quality of workmanship and the skill roll. See Table 11TT: NPC Honor and Work Ethic.

Take the result and apply it to Table 11G: Quality of Workmanship. If the hireling fails his skill check apply the degree of failure (the difference between the number needed for success and the failing result) to the table. If he succeeds apply the degree of success. The result indicates the quality of workmanship. If the NPC was working on a batch of products (i.e. a quarrel of arrows as opposed to a single sword) the entire batch is of the same quality. Keep in mind that the results of the table may not apply to ALL expert hirelings or their job. Use the result as a barometer to gauge the outcome of the hireling's efforts. (For example, a sage who is forced to make a skill check and fails by 9% would simply supply his employer with an answer that is mostly true but contains one or more significant errors.

Table 11F:
Standard Quality of Work
Roll (1d100)

Roll	Work Quality
1-80	Average
81-90	Decent
91-97	Superior
98-100	Extraordinary

Table 11G:
Quality of Workmanship

Degree of Failure	Quality of Workmanship
1-10%	Shoddy
11 – 20%	Poor
21%+	Worthless

Degree of Success	Quality of Workmanship
1-20%	Average
21-30%	Decent
31-40%	Superior
41%+	Extraordinary

Workmanship Categories

Shoddy: Item produced appears to be of average quality at a glance. Upon closer inspection (appropriate appraisal skill needed) it is quickly revealed that there are flaws and that it is of sub-par quality. Item will generally function as designed but at a 5-30% reduction in performance (armor points, damage modifiers, etc.). Value is reduced by 1d20%.

Poor: Item produced is of very poor quality. It should be readily evident (no appraisal skill needed) to anyone who is familiar with such an item that it is inferior. Item will not perform as designed or expected at all (50% chance) or will function as designed but function is reduced by 20-50% (armor points, damage modifiers, etc.). Value is reduced by 50+1d20%.

Worthless: The item produced is so bad that it is worthless. It will not function in any way, shape or form as expected. If the raw resources that went into it cannot be reclaimed (such as iron, brass, etc.) then the item has no intrinsic value whatsoever except perhaps as an example of incredibly bad workmanship and an object or ridicule regarding the person who slapped it together.

Average: The item produced is comparable in quality to an item of its type that may be purchased normally. Value is same as listed on the price lists. While there is nothing remarkable about the item, it is of good sound quality and will function as designed and intended.

Decent: The item is slightly better than the norm. If closely inspected by someone familiar with such items (appropriate appraisal skill needed) it will be clear that its level of craftsmanship is top notch and will command a value 1d20% greater than the value listed on the price lists.

Superior: The item is far superior to the norm. Value is increased by 20+1d10% over the street value of similar items. The superiority manifests in various ways depending on the nature of the item. For example, superior armor is slightly more resilient and deflects one point of would-be armor damage per combat encounter.

Extraordinary: The item is far superior to the norm. Value is increased by 20+1d10% over the street value of similar items. The extraordinariness manifests in various ways depending on the nature of the item. For example, extraordinary armor is much more resilient and deflects two points of would-be armor damage per combat encounter.

A note about appraising items: Characters with a weapon specialization, or weaponsmithing can appraise weapons of the appropriate type.

Expert Hireling Descriptions

• **Alchemist** [Primary Skill: Alchemy. Peripheral Skills: Herbalism; Botany; Brewing.]

This profession handles the compounding of magical substances, and the advantages of employing an alchemist are detailed in Chapter 17: Magical Research. Alchemists will only be found in cities unless you specifically locate one elsewhere. It will require an offer of 10 to 100 gold pieces bonus money, a well-stocked laboratory, plus the assurance of not less than a full year of employment, to attract one to service.

• **Armorer** [Primary Skill: Armorer; Armor Repair: Basic. Peripheral Skills: Leatherworking; Metalworking; Blacksmithing; Blacksmith Tools.]

Table 11H:
Armorer Construction Time

Armor Type	Time
Leather[1]	4 weeks
Padded[2]	4 weeks
Ring mail[3]	6 weeks
Studded leather[3]	6 weeks
Scale mail[3]	8 weeks
Hide	8 weeks
Brigandine	8 weeks
Chain mail	10 weeks
Chain mail, Elven	5 weeks
Bronze Plate Mail	12 weeks
Banded mail	12 weeks
Splint mail[4]	12 weeks
Plate mail	14 weeks
Field plate	16 weeks
Full plate	18 weeks
Helmet, great	10 days
Helmet, basinet	2 days
Shield, medium, metal	6 days
Shield, small, metal	4 days
Shield, buckler, metal	2 days
Shield, buckler, spiked, metal	4 days
Shield, body, metal	8 days
Shield, medium[5]	3 days
Shield, small[5]	2 day
Shield, buckler[5]	1 day
Shield, buckler, spiked[5]	2 days
Shield, body[5]	4 days

1 Requires the services of a leather worker and facilities to boil leather in oil.
2 Requires only the services of a tailor (who will be occupied 30 days with the task).
3 As with leather armor, and a tailor must be employed as well.
4 Requires the services of a leather worker and a blacksmith.
5 Requires the services of a carpenter.

This occupation cares for and manufactures armor and shields. One armorer is always required for every 40 soldiers, or fraction thereof, in the employ of the player character. Only spare time can be spent on the actual manufacture of items. This means that a fraction of the normal month not spent caring for the equipment of troops can be used to make armor, helmets and/or shields, prorating time according to the number of men per this formula: 2.5% x (40 - number of men) = percentage of available time. This includes the armorer and the apprentices (1d12), which are assumed to be present and cared for by the cost shown. A workroom and forge worth 310-400 gp must be available for an armorer, and the skill of the armorer must be determined if armor is to be fashioned. For leatherworker, tailor and carpenter, see Standard Hirelings.

If items are to be made, construction times are suggested in Table 11H: Armorer Construction Time for an armorer and apprentices working exclusively, assuming a 1 week period in order to set the operation in motion before actual work begins. Armorers occupied for part of the month with caring for the equipment of troops must increase time proportionately.

Dwarven armorers are twice as efficient but cost three times as much, and they will not generally labor for anyone beyond 1 year of service. NPC dwarves add 25% to the skill level roll. They are also cranky and insist on working their own hours.

Gnomish armorers are one and one-half times more efficient than humans and cost twice as much. NPC gnomes add 10% to skill level roll. They like to throw wild parties on payday and are 25% likely to do 1d100 gold pieces of damage to any building they are lodged in. This makes them excellent candidates for indentured servants, since they have to work off damages and can never get ahead.

NPC elven armorers are very meticulous, cost five times the normal rate and they will fashion only normal chain mail for sale (never elven chain to a PC or non-elf). However, any armor they build is of the highest quality (extraordinary), and they make it in half the time a human would. If not given express instructions on how the armor should be fashioned, they will emblazon it with flowery engravings.

• **Armor Repairer** [Primary Skill: Armor Repair*. Peripheral Skills: Leather Working, Metal Working, Blacksmith Tools]

* An apprentice level hireling has the armor repair: basic skill as a primary skill. An advanced level hireling has armor repair: advanced as a primary skill, and armor repair: basic as a peripheral skill. Hirelings of expert or higher level have armor repair: expert as a primary skill and armor repair: basic and advanced as peripheral skills.

An expert hireling with this occupational skill can make major and minor repairs to battle damaged armor, restoring lost armor points. He can also perform routine maintenance that extends the life of the armor. He can perform these functions properly on five suits of armor or less per month due to the necessity of familiarizing himself with particular suits of armor (in contrast to the true armorer who can work on any suit at any particular time). It takes two uninterrupted turns for him to complete minor repairs (1-2 armor points) and four uninterrupted turns to complete a medium-sized repair (3-5 points). Major repairs take eight uninterrupted turns to complete. The tink-a-tat must also have the necessary tools, rivets and materials to do the job. If the armor repair-

er has skill mastery of advanced or above no skill check is required (unless he is disgruntled or does not have the proper tools and resources, of course). If he is an apprentice or lower, then a skill check is required. If he succeeds he did a good job and the armor was restored to full armor points. If he fails the repairs were substandard and a quality of workmanship check must be made. A result of shoddy indicates only 50% of the lost armor points were restored (rounded down). A result of poor indicates none of the lost armor points were restored. A result of worthless indicates the idiot actually caused damage to the armor and it has lost 1d8 additional armor points.

- **Assassins** [Skills: per assassin class appropriate for the level.]

This individual actually qualifies as an NPC adventurer (assassin) and is handled a bit differently than typical expert hirelings. A great deal of planning and risk is involved and will require more of your time and consideration. Since assassins are using the skills and powers of their class as opposed to a few specialized skills the GM needs to determine the actual level of the assassin being hired. Consult Table 11E: Special Hireling Level to determine the level of the assassin.

Hiring an Assassin: Assassination is a service that should not be solicited without careful consideration or forethought. One does not simply post on the town bulletin board and announce that he is willing to pay to have someone killed. When a PC hires an assassin (which is not necessarily a good or lawful act in itself), he is taking a chance. There is virtually no way to assure oneself of the reliability and dependability of such a person. Anyone willing to make a business out of murder is not exactly a saint. On the other hand, such individuals have their own code of honor and can usually be counted on to live up to their end of the bargain as long as the contractor does the same.

There is a 10% base chance that a contracted assassin will go to his intended victim and inform him of the contract in hope of earning a reward. This base chance is modified as follows; character hiring the assassin is dishonorable +10%, character hiring the assassin has great Honor –5%. Contrary to popular belief, assassins are honorable characters (evil, yes, but honorable). They have little respect for those individuals lacking it. Assassins, as a general rule, will only work for characters they feel they can trust. Therefore a Presence Factor check must be made between the character contracting the work and the assassin. If the assassin wins the check he refuses to take the job.

Fees are determined by Table 2C: Minimum Fees for Assassination in Chapter 2: Player Character Races and Classes, and are based on the assassin's level and the level of the target. An NPC is not going to say, "Yeah, I'm fifth level! I'm the man you're looking for!" You should start the bidding high and allow the players to haggle over the price in case they have memorized Table 2C and try to guess the assassin's true level.

Once a character has hired an assassin, it is up to the GM to determine the success of the deed. There are no simple tables or formulae to be followed. You must weigh the situation and consider all the factors involved and determine the likelihood of success based on the following criteria:

Consider the Intended Victim: Assassination attempts by one player character against another player character are potentially explosive situations and require an additional level of attention by the GM. Most players follow a code of conduct, which frowns upon such acts; you just do not let an NPC do your dirty work. If you have problems with another PC you take it up with him man-to-man. You should gently remind your players of such codes if they forget. Still, some players have more gold than Honor and do not hold to such codes.

If the intended victim is an NPC, the GM should arbitrate the action in as fair and unbiased a manner as possible. Give the NPC the same fighting chance you would afford a player. Kings, emperors and other important officials tend to be very cautious and well-protected. Magic-users, with magical precautions, can be virtually impossible to assassinate! Devise specific NPC precautions before you know the assassin's plans. Magic-users make use of Magic Mouths, Alarms, Explosive Runes and other trap spells. Clerics often rely on divination to foresee the intentions of others. Both could have extra-dimensional or other-planar servants and guards. They may also have precautions to foil common spells such as ESP, Clairvoyance and Detect Magic. Kings, princes and other nobles have the benefit of both magical and clerical protection in addition to a host of fanatically loyal bodyguards. If the victim has advance warning or suspects an attempt, further precautions may be taken, thereby making the assassin's job even more difficult.

Referee, Judge Thyself: As a GM it is permissible for you to launch NPC-sponsored assassination attempts against player characters, but you should do so only when it is justified by the current story arc of the adventure or campaign. For example, if the party is shaking up the local thieves' guild and making it tough for them to do their work they might dispatch an assassin to settle the score. Only use assassination attempts as a plot motivator to further the story, NEVER as a punishment or as a means of getting back at your players. Any time a player character is targeted, role-play the encounter fairly, give the PC a fighting chance.

Consider the Plot: If a PC does hire an assassin to kill a major NPC, all hell should break loose. Remember the 'Kryton Principle' from my novel *HackMasters of Everknight: The Stranger at the Crossroads*. 'A man with power, money, friends or enemies fills a void in the world around him. Remove that man from the world and a vacuum is created…' Simply put, that man will be missed. That NPC's friends and powerful allies will be intent on catching those responsible and avenging the death. Scryers might be consulted and bounty hunters summoned. And what if the assassin is subsequently caught? He is likely to spill his guts in order to avoid a painful and agonizing death and reveal who hired him, bringing double trouble for the person who hired him.

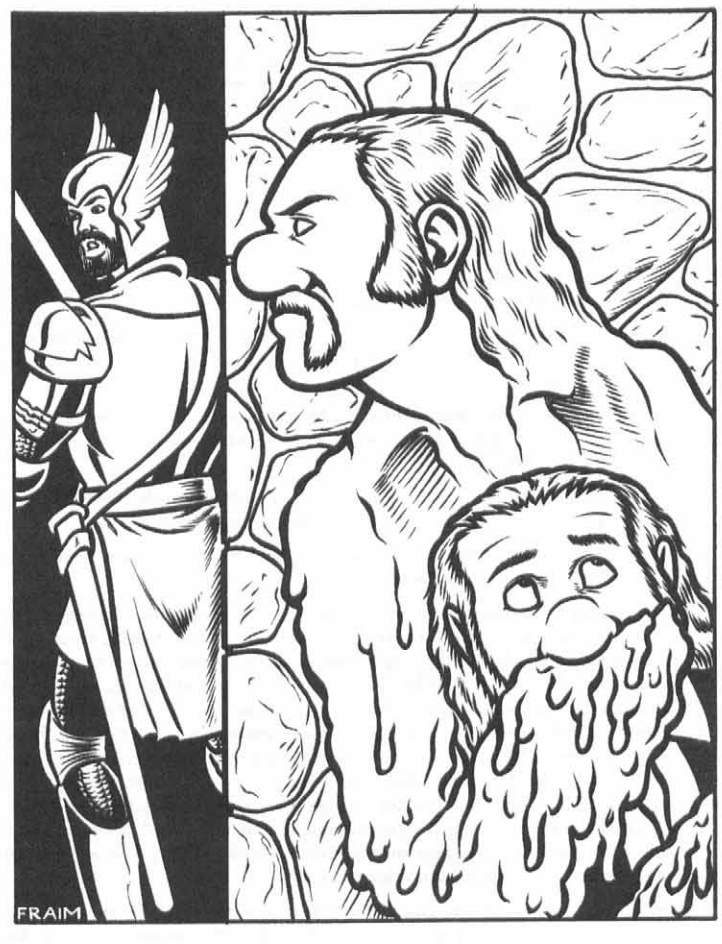
The Plan: After you have decided (secretly) what precautions are reasonable, the player should describe the plan he thinks would work best. This can be simple or involved, depending on the cunning of the player. This is the plan the assassin, not the player character, will use, therefore the player can presume some resources not available to him. However, you must decide if these resources are reasonable and truly exist. It is a good rule of thumb to flow-chart the precautions you have taken. If an assassin does A he is countered by B. If an assassin does C he succeeds and moves to D and so on. That way, as you compare what you know of the precautions to the player's plan, the success or failure will usually become clear. More importantly you will have a record that you can present in case of an HMA audit.

Let the Dice Fall Where They May: Finally, once you have gone over the plan and have determined the assassin has indeed reached his intended target, you should decide upon an overall modifier and allow the assassin to roll on Table 8W: Assassination Success in Chapter 8: Combat.

- **Mobile Infantry Combat Healing and Raising Unit (MICHARU):** [Primary/Peripheral Skills: Per cleric character class of indicated level]

Usually when a party needs to have a fallen comrade raised from the dead, or is simply in need of healing, the party members seek out an appropriate temple and beseech the clergy there to cast the needed spells. Not only does this involve a lot of hefty fees or donations to the temple but the characters must endure endless lectures, and be sermonized to and pressured to lend additional support to various temple functions and pet projects. The party is viewed as a never-ending source of disposable income so who can blame a temple strapped for cash and short of resources for trying to milk a cash cow for all it is worth? Another problem for adventuring parties is that it often requires long treks miles and/or weeks out of the way to find a cleric of sufficient level to cast the spells needed. That is why Mobile Infantry Combat Healing and Raising Units or MICHARUs are so popular with adventuring parties.

MICHARUs, or "Mikes" for short, are high-level NPC clerics who specialize in traveling with armies (and adventuring parties) so they can cast spells on site as needed. They are useful to player character parties who lack a cleric of their own or who need to beef up their healing power. They are usually willing to sign up for precisely one month with an adventuring party or military unit of a like alignment in exchange for a standard fee for each spell cast and a share in any party treasure acquired during the term of employment. The temple makes money. The Mikes get experience points and some fresh air. And the adventuring party has the on-site access to the clerical spells they would otherwise be lacking. What's not to love?



Finding a MICHARU: Locating a capable MICHARU is the first step. Checking with any local churches or temples will produce a list of 1d4 Mikes who have been assigned to contract healing duty. There is a 50% chance that each NPC on the list will not be available for work because he is already contracted out (roll 1d30 to determine how many days until the contract ends and that particular Mike is available again). If a Mike is available, the GM should determine the experience level of the cleric by rolling on Table 11E: Special Hireling Level. Some faiths that are opposed to the lifestyle of adventuring will not have a program for Mikes. As the GM you will have to make that determination.

Convincing a Mike to Help: Once a Mike has been identified, there is still the problem of convincing the Temple to hire him out. They will want to know what the objectives of the party are and be reassured the Mike will not be contributing to the success of an endeavor that is contrary to the advancement of the alignment of their faith. They are certainly not going to let him pack his bags immediately and scamper off with strangers. Many temples require that a deposit of sorts be left to ensure the Mike is safely returned to them in good health. If the Mike is killed or fails to return the deposit is lost. Those parties or characters without average or great Honor will certainly have a hard time convincing a Mike to join them.

Religious Differences: As mentioned, the faith of the player characters and the ethos of the NPC's religion may preclude a Mike from signing up with a party. In Garweeze Wurld a cleric, unless the dictates of his faith allow otherwise, can lose his powers if he knowingly casts a spell to aid an "unbeliever," "heathen" or "heretic."

Money: To retain a Mike a deposit equal to 500 gold pieces times his level must be left with the Temple. Any spells cast during his term of employment technically must be paid in full prior to casting. However, Mikes tend to bond with a party after a few combat encounters and have been known to provide credit terms 20% of the time (see the discussion of bank loans under Chapter 13: Money and Treasure for more details on interest rates, collateral and so forth). If the debt is subsequently not paid as agreed he will immediately terminate the contract and return to his temple (any deposit of course being forfeited and further repercussions dictated as per the Repercussions for Defaulting [on debt] section in Chapter 3: Priors and Particulars). Standard fees for spell casting are listed in Table 11AA: Sample NPC Spell Costs.

- **Blacksmith:** [Primary Skill: Blacksmithing. Peripheral Skills: Blacksmithing Tools Proficiency.]

There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 40 men or horses. Another smith is required for each additional 40 men or horses or fraction thereof. An NPC blacksmith is capable of making simple tools and implements from iron and steel. He requires a forge with a coal-fed fire and bellows, as well as the tools of the trade, including a hammer and anvil. He cannot make armor or most weapons (he needs the appropriate skills for that), but he can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows and most other iron objects.

Besides the usual duties (horseshoes, nails, hinges and miscellaneous bits and pieces) a hired smith can turn out some simple weaponry along with odds and ends (must have a workroom with bellows and forge and be supplied with a bottle of good scotch each month). The typical output of a working blacksmith per month includes:

- 30 arrow heads or quarrel tips, or
- 10 spear heads, or
- 5 morning star heads, or
- 2 flails or pole arm heads;
- 1 wrought iron candy dish;
- 1 back scratcher; and
- 1d6 assorted wrought iron knick-knacks.

Dwarven smiths are three times more efficient and cost ten times as much. They also tend to use up more raw materials trying to perfect the 'taste' of their iron in order to craft the best possible items.

Gnomish smiths are twice as efficient and cost four times as much. If left unsupervised, however they will begin to 'tinker' with their own pet projects using the employer's resources and facilities.

Pixie fairy smiths are 10% as efficient and cost a third as much. However they require 1d6 assistants to help move raw materials and handle various tools.

- **Dancing Girls:** [Primary Skill: Seduction, The Art of; Dancing, Ballroom; Tumbling. Peripheral Skills: Looting, Basic.]

Women in this profession specialize in lap dances and sundry morale raising events. They are nice to have around when the troops or hired help are celebrating a victory or accomplishment, or simply need their spirits lifted. Dancing girl troupes are made up of 1d12 individuals and can only be hired as a set. Any hireling attending a dancing girl performance has morale temporarily raised by +1d10% for a number of days equal to the number of dancing girls hired. The cost to the employer hiring the troupe is 50 gp per dancer per event. Due to the intimate nature of their work, however, anyone entertained by such a troupe has to roll 5d20 to see what percentage of coin, gems or other valuables carried on his person he has lost through compulsive tipping, theft, etc. Note that at least 10% of every dancing troupe (minimum of one) is male, thus rendering the same service for spectators of the opposite sex. Females, however, only have to roll 2d20 to see what percentage of carried valuables is lost.

Elven dancing girls are able to raise the morale of any hireling they perform for by +1d12%. However, they have a much greater ability of putting anyone they dance for into a hypnotic trance. Any character for whom an elven dancing girl performs has to roll 40+3d20 to see what percentage of coin, gems or other valuables on his person are lost through compulsive tipping.

Half-elven dancing girls are able to raise the morale of any hireling they perform for by +1d20% These exotic beauties have an even greater ability of putting anyone they dance for into a hypnotic trance. Any character for whom a half-elven dancing girl performs has to roll 60+2d20 to determine what percentage of coin, gems or other valuables on his person is lost through compulsive tipping. In addition, the character must save vs. spell (charm) or be forced to go retrieve any stashed valuables or loot he may not be carrying upon his person and roll 1d100 to see what percentage of THAT he gives away through compulsive tipping.

Half-orc dancing girls are 50% cheaper than the standard dancing girl expert hireling. Only half-ogres, half-orcs, drow and gnomelings are subject to compulsive tipping with half-orcs.

- **Engineer (architect):** [Primary Skill: Engineering. Peripheral Skills: Engineering: Fortifications]

This NPC is trained as a designer of both great and small things. He can prepare plans for everything from machines (catapults, river locks, mosh pits, gristmills) to large buildings (fortresses, breweries, brothels, dams). A skill check is required only when designing something particularly complicated or unusual like two-story octagonal outhouses. An engineer must be provided with competent expert hirelings to actually carry out his plans, and he is trained to supervise and manage their work. An engineer can detect flaws in the defenses of a castle or similar construction.

An engineer-architect is paid for entire months of employment, even if the work is completed in less than an entire month. He also collects an additional fee equal to 10% of the total expenditure on the construction. The building site must be selected or approved by an engineer-architect, or else there is a 75% chance the structure will collapse in 1 to 100 months.

- **Engineer (artillerist):** [Primary Skill: Engineer Peripheral Skills: Construction: Siege Works]

This NPC specializes in the construction and use of siege artillery - catapults, trebuchets, etc. No such engines can be made or properly used without the services of such an individual. If employment is short term only, say a few months or less, then rates of pay and costs will be increased from 10% to 60%. A successful skill check (rolled by the GM, of course) is made on each device completed and quality of workmanship determined. Construction times for the different types of siege works vary and are listed in the HackMaster BattleHack warfare supplement.

- **Engineer (sapper/miner):** [Primary Skill: Engineer. Peripheral Skills: Mining]

Table 11I:
Jeweler Quality of Work Effects
Roll (1d100)

Quality of Work	Roll	Change in Value
Worthless	1-50	ruined
	51-100	- 50%
Poor	1-80	- 20%
	81-100	+ 10%
Shoddy	1-50	- 20%
	51-100	+ 10%
Average	1-50	+ 10%
	51-100	+ 20%
Decent	1-40	+ 10%
	41-100	+ 30%
Superior	1-40	+10%
	41-100	+ 40%
Extraordinary	1-30	+ 20%
	31-100	+ 40%

Table 11K:
Party Courier Language

Roll (1d10)	Language Known
1	Dwarven
2	Elven
3	Pixie fairy
4	Gnomish
5	Halfling
6	Orc
7	Ogre
8	Dimple Runes
9	Roll twice
10	GM Choice

Table 11J:
Gemcutter Quality of Work Effects
Roll (1d100)

Quality of Work	Roll	Change in Value*
Worthless	1-83	stone ruined
	84-100	no monetary effect
Poor	1-66	stone ruined
	67-100	no monetary effect
Shoddy	1-59	stone ruined
	60-100	no monetary effect
Average	1-10	stone ruined
	11-90	no monetary effect
	91-100	stone improved
Decent	1-10	stone ruined
	11-80	no monetary effect
	81-100	stone improved
Superior	1-8	stone ruined
	9-75	no monetary effect
	76-100	stone improved
Extraordinary	1-5	stone ruined
	6-70	no monetary effect
	71-100	stone improved

*Ruining a stone renders it worthless. Improving a stone increases its worth one category (see Chapter 13: Money and Treasure).

All underground construction or tunneling, as well as siege operations that require mining, counter-mining, siege equipment (picks, rams, sows, towers, etc.), or trenches, ditches, parapets and so forth, require the professional services of an engineer-sapper/miner. This NPC is able to both establish and supervise such operations. Dwarves are useful in the capacity of engineer-miner only. They are twice as costly and add 20% to the efficiency of human miners (and dwarven miners will work only for a dwarven engineer-miner, of course).

- **Jeweler-gemcutter** [Primary Skills: Gem Cutting; Jeweler. Peripheral Skills: Appraisal: Gemstone; Geology; Jeweler Tools; Metalworking.]

This NPC has the ability of rapid and accurate appraisal of any precious metal, gem material or piece of jewelry (except those that you, as GM, specifically designate as "heretofore unknown"). 75% of all gemcutters are severely myopic and bitter about it. 25% of gemcutters have doting wives who insist upon traveling with them (+25% to monthly costs/wage).

In addition, the jeweler-gemcutter can set stones in various items (sword hilts, flagons or whatever) or fashion jewelry from gem material and precious metals. A simple ring will take a week to fashion. A bracelet with sculpting two weeks (with stones set, three), while a crown might require a full year's work. Basically, the work increases the total value of the materials provided by the employer 10% to 40%, depending on the quality of workmanship of the individual doing the work. Likewise, as a gem cutter, the individual might well increase the value of a rough or poorly cut stone (those under 5,000 gold piece base value), or the stone might be ruined in the process. Note that jeweler-gemcutters will maintain that they cannot be held responsible for damage to any gems/jewels they may ruin and the customer must agree to such terms prior to commencement of work or they will be turned away. Both functions are shown in Table 11I: Jeweler Quality of Work Effects, and Table 11J: Gemcutter Quality of Work Effects.

Dwarven jeweler-gemcutters get +10% bonus to their Skill Mastery and cost twice as much to employ as far as gold piece outlay is concerned.

Gnome jeweler-gemcutters get a +20% to their Skill Mastery and cost double with regard to monthly wage.

- **Meisters (master teachers)** [Major Field of Study: special. Minor Fields of Study: special]

Meisters are expert NPCs who serve as one-on-one teachers. They are masters of a particular character class or field of study who are dedicated to advancing their chosen class or profession by bringing out the best in those select few characters they hand-pick to train. No player finds a master-teacher, a master-teacher finds him.

Whenever a PC's Fame Factor falls within the Optimal Fame window (as shown on Table 11A) there is a 10% chance per game week that a master teacher will notice the character's accomplishments and take note. If the character falls outside the window at any time during the week, then no check for a master teacher can be made.

Once it has been determined that a master teacher has been summoned, the NPC will seek out the PC and devise some way of introducing himself without indicating his intent. He may claim he is an expert hireling looking for employment, that he is a friend of a friend, that he is looking for adventure or any of a hundred other explanations. The GM must do his best to make it appear the master teacher is anything but what he is.

The teacher's intent is to get close to the prospective student and closely scrutinize him for 1d12 days. At the end of that time, the master teacher will decide whether or not the character is worthy of his tutelage. There are several factors he will consider that will make or break the deal. The character must have great Honor and he must be in compliance with his chosen alignment (an immediate alignment audit is made). If any of the conditions are not met, the master teacher will simply move on and the PC will never know who he was or the nature of his intent. If all of the conditions are met the master teacher will reveal his true identity and his purpose in seeking the PC out. He will offer to take on the PC as his student and if the PC agrees the two will enter into a relationship that will bind them together for many months or perhaps even years.

The master teacher will be 2+1d8 levels higher than the PC and of the same class, race and alignment. The master teacher will always have great Honor and will be in perfect harmony with his alignment. If the PC accepts the offer, the GM should carefully flesh out the master teacher with full statistics, quirks/flaws and NPC personae. The master teacher will have a skill mastery of master (d100/4+100 skill level) in 1d8+4 skills, a skill level of expert (d100/4+75) in d10+5 skills, and a skill level of advanced (d100/4+50) in d12+6 skills. The GM should select skills for the master teacher that best fit his profession or class. Refer to the Chapter 14: Experience, Schools and Training for full details of the master teacher/student relationship.

- **Map Monkey** [Primary Skills: Map Sense; Cartography: Dungeon. Peripheral Skills: Survival: Underground; Glersee.]

Map Monkeys are not really monkeys, unlike the Pack Apes, which really are apes. They are hirelings who are skilled at drawing accurate maps while exploring. They know their way around a dungeon. All map monkeys need proper tools, however. There is a 50% chance the hireling will already own the necessary equipment – if they do not it may (75% chance) be an indication of inexperience. If the hireling does not have the proper equipment, he will need the following items: French curve, bevel, plumb bob, level and chalk line, as well as, of course, writing and recording implements (quill and papyrus and the like). These can be purchased as a package for 25-50 gp.

GMs should give any party with a map monkey extra help in drawing dungeon maps to signify the job this NPC is doing (although the players should still be the ones to map). Map monkeys also lessen the risk of a Map Snatcher stealing the party's map because they are experienced enough to always make extra copies.

Of course, adventurers must ensure the map monkey really knows what he is doing, otherwise, they could be in for some nasty kinds of trouble. If the party fails to thoroughly check the credentials and skills of anyone they hire to map for them, the skills of the map monkey should be lowered by 10%. Most of the time, in a normal dungeon setting, skill checks for the map monkey are unnecessary. However, when trying to negotiate a particularly convoluted dungeon, or any type of maze or similar construct designed for difficulty in navigation, a skill check must be made, (secretly of course). If the skill check fails, the map monkey will get the party lost for at least 1d4 rounds. He may think they are going the right way, but they are not. Likewise, if a map monkey is mistreated or disgruntled, the adventuring party is probably about as stupid as they come because he will lead them in the wrong direction (clever players may notice the map monkey edge nearer the back to take cover when leading them into known traps). Some parties may have one of their members map alongside the map monkey to ensure quality and accuracy, but then, that rather defeats the purpose of having one.

- **Party Courier** [Photographic Memory talent; Primary Skills: Running; Slip Away into the Shadows; Reading/Writing. Peripheral Skills: Riding, Land-Based; Mapless Travel; Languages: Modern (roll below).]

Party couriers are the gophers for anyone who hires them. The reasons for their inclusion in the expert hireling table are many. First, these NPCs have the ability to accurately memorize any messages given them for delivery. They can also move quickly and are usually able to slip out of danger to acquire help for their employers. They can also write well enough to jot down messages for delivery. They can speak common fluently and most (90%) know at least one other language. To determine any extra languages known by a party courier, roll on Table 11K: Party Courier Language.

- **Party Minstrel** [Primary Skill: Singing; Musical Instrument (choose one). Peripheral Skills: Reading/Writing; Rousing Speech; Mingling.]

A party minstrel is adept at making people look good, sort of like a political campaign strategist. For a fee, he will compose heroic songs or sagas to tout the exploits of the employing party. This will enhance the average Fame level of the party by 1d4-1 points. In addition, he knows how to seek out the most influential people and sing the praises of the great feats of the party. This particular NPC can be quite annoying for GMs because they suspect that a party with such an employee may get too big for their britches, so to speak. However, a party minstrel is a difficult employee to keep satisfied, and role-playing this can be quite amusing. Party minstrels tend to be temperamental and need frequent praise and pampering. They tend to ask for unusual things such as their own room at inns stocked with a supply of delicacies such as quail eggs, fresh truffles dug by trained warthogs and elderberry wine. Such things mean additional expenses to the party of between 25-50 gp per day.

Disgruntled party minstrels have been known to spread awful rumors about the dishonor of an offending party, thereby lowering the group's Honor by 1d8 points. See Chapter 4: Alignment, Honor and Fame for more information on hiring a minstrel and his possible effect on personal Fame.

- **Rogue Clerics** [Primary/Peripheral Skills: Per clerical class and level]

Rogue clerics are exactly like Mikes except they work outside the confines of any organized faith or temple (hence the name). They dance a fine line in adhering to the doctrines, guidelines and dictates of their faith or of their alignment. They are the clerical equivalent of the knight errant and are able to justify what they do and get away with it. They are careful not to draw the ire of their gawd while at the same time pushing the parameters of their vows to the limits to test how far they can go. Given their nature, rogue clerics can never have great Honor or above and they can never be lawful. Rogue clerics are usually very charismatic and quick of tongue. They carry themselves in a manner that suggests they are two levels higher than they actually are.

Due to the hazards of their occupation there are not a lot of these guys around. Rogue clerics often work together through an underground network and corruption runs rampant among their number. They charge stiff fees for their services, mostly for personal gain. They often hang around legitimate temples (where they are known as 'temple hustlers') and try to pass themselves off as Mikes. Many legitimate clerics subcontract their Resurrection work to rogue clerics in order to avoid the age penalty associated with such a spell. They are popular with adventuring parties because they are willing to work by the day, week or month and no retainer is required. They charge identical rates as MICHARUs.

The drawback with using rogue clerics is that they often misrepresent themselves. Ask for a full Raise Dead spell to be cast on your fallen buddy and a rogue cleric is just as likely to cast a Diminished Rite. His attitude is "So the guy picked up a few quirks. He's alive isn't he?"

In all other respects rogue clerics are handled like Mikes.

- **Sages** [Major Field of Study: special. Minor Fields of Study: special]

Sages are a special type of expert hireling. They are incredibly learned and gifted individuals who have ramped up their skill mastery so high in a few specific areas of knowledge that they have become the encyclopedias, computers, expert consultants, and sort of demi-oracles of the milieu all rolled into one. They are individuals who, through a lifetime of dedication, have managed to raise their skill mastery in a particular academia

(aka Major Field of Study) to the incredible level of master sage (126+%). Incidentally, only NPCs can be sages since the maximum skill mastery a Player Character can ever achieve in a skill is 125%.

Hiring a Sage: Any character hiring a sage on a permanent basis must have a stronghold with ample space for the sage. A sage will accept service from honorable characters and only on a permanent, lifetime basis.

Location of a Sage: Sages will be found only in large towns and cities. They are typically in or near colleges, schools, universities, libraries, museums, forums and public speaking places. Sages belong to a secret brotherhood, but as a general rule, this association is informal and not likely to have a headquarters at which a sage could be located. However, the employment of a sage will become common knowledge to all sages within the area. There are very few sages and finding one who specializes in a specific area of knowledge takes time and effort. When a character or party announces they are looking for a specific type of sage there is only a base 5% chance of finding one who specializes in the area of knowledge they seek. Only one check is allowed per game week.

Each game week spent searching for a sage increases the chance of finding one by 1d10%. Make this roll secretly! If the roll fails, then roll 1d4 to see if any false leads are encountered. A result of 1 indicates that an NPC has stepped forward or has been pointed out to the party as being the type of sage being sought. However, the false lead produces no beneficial results. The information the NPC imparts is bad information (either knowingly or the sage simply genuinely believes his answer to be true).

Even in a quasi-medieval fantasy world, the sum of human knowledge will be so great and so diverse as to make it totally impossible for any one sage to know more than a smattering. They will also have no more than a fair understanding of their overall field, and a thorough knowledge of their particular specialty or specialties. Unlike other expert hirelings, sages are experts in a single field of academic study. They are most useful to player characters in answering specific questions, solving riddles or deciphering ancient lore. They are normally hired on a one-shot basis, to answer a single question or provide guidance for a specific problem. A sage's knowledge can be in any area that fits within the limits of the campaign. The general fields of study for sages are shown hereafter, with special areas of expertise listed under each general category.

Short Term Employment of a Sage: Upon locating a sage, any class of character can ask him to answer one or more questions. Such short-term employment cannot last beyond one week's time, and the sage will thereafter not be available for at least one game month, as there are more important and constructive things to be done than answering foolish questions, anyway! Remembering the restriction regarding time, use the information found under the Information Discovery section hereafter. Costs for short-term employment are 100 gold pieces per day plus the variable amount shown on Table 11O: Information Discovery Time and Costs for question difficulty (reflecting costs of obtaining research materials or the information proper through fees, bribes, donations, etc.).

Long Term Employment of a Sage: If the initial reaction of the sage is favorable to the player character attempting to hire him, the sage will then entertain any offers of employment on a permanent basis which the character chooses to proffer. As a sage will bring nothing save thinking ability and knowledge, an offer of employment must consider the following:

Support & salary per month: 200 to 1,200 gp
Research grants per month: 200 to 1,200 gp
Initial material expenditure: 20,000 gp minimum

Determine salary and grant expectations by rolling 2d6 for each. Initial material expenditure is a far more important matter, for even if the sage is otherwise satisfied, if this need is not met and exceeded then the ability to answer specific and exacting questions will be sharply curtailed due to lack of reference works, experimental equipment, and so on. A 20,000 gp expenditure will allow the sage to operate at 50% of normal efficiency, and for each additional 1,000 gp thereafter, the sage will add 1% efficiency until 90% is reached (upon expenditure of 60,000 gp). After 90%, to achieve 100% efficiency the cost per 1% is 4,000 gp (for these erudite activities require rare tomes, special supplies and equipment, etc., assuming such are available). All told, expenditures must be 100,000 gp for 100% sage efficiency in specific and exacting question areas. Efficiency relates to both the time required to answer and the probability of knowing an answer. Thus, a sage who is only 50% efficient will take twice as long and have half the chance of knowing an answer. Note: Additional expenditure on materials will increase sage question answering ability in the general and specific areas as follows: for each 5,000 gp and 1 month of uninterrupted study time, the sage can increase his knowledge outside his fields of study by 1% to a maximum of 5%. At a 10,000 gp cost, and one month's time, sage ability in minor fields of study can be brought up by 1% per subject likewise to a 5% maximum gain. Addition of another minor field, up to a maximum of three, requires a 100,000 gp expenditure and two years' time. Addition of a major field of study requires 200,000 gp and two years' time. Payment must be made in advance. No questions can be asked of the sage during the stated period of time or all is lost.

The knowledge of any sage character is not entirely contained within his brain. The resources required by a sage to research answers could be formidable. As with any scholar, a sage will tend to collect materials that pertain to the fields of study he pursues. Thus, the sage must have living quarters as well as a study and library. He will also require a work area consisting of a minimum of four rooms of at least 200 square feet each. If the sage is kept busy answering many questions, then he will need more space for the additional materials (books, equipment, life forms, etc.) in order to fulfill the demands of the position. (As a GM, make a point of asking for far more than is actually needed, as any dedicated scholar/scientist who loves knowledge will desire the acquisition of absolutely everything imaginable until he possesses a virtual university or museum's worth of material. A sage who specializes in flora, for example, might request a root cellar, greenhouse, fungi beds, several acres for growing various plants, all in addition to a bed chamber, study, library and work area). He may also request some really bizarre items like Orc cub cadavers, a complete collection of dwarven love poetry or some good sipping-brandy. At the very least, a sage must have access to a library of considerable size to complete his work. He is not a walking encyclopedia, able to spout facts on command. A sage answers questions by having the right resources at hand and knowing how to use them.

Sage Characteristics: As with any hireling of importance, personae, abilities, alignment and even special abilities will have to be determined for the sage. The age category of most sages is middle-aged to venerable. The following are some guidelines for determining sage abilities.

Sage Ability: While any sage is capable of carrying on a discussion in any field of knowledge, what he actually has expertise in is an entirely different matter. Thus, any given sage will have only one or two skills in which he is considered a master sage (Skill Mastery of 125+1d20%). In addition, he will also be considered a master (Skill Mastery 100+1d20%) in 4 to 9 skills (aka Minor Fields of Study) in which he can give reasonable advice. Note that expertise in a limited number of special categories does not imply that the sage is limited in talent, only that he has devoted major effort into limited areas, and his knowledge of these special categories will be exceptionally high. Sages tend to read anything and everything that comes into their possession, so they are incredibly well versed in a wide variety of academia. Therefore it is assumed that every sage knows a 'little' something about 'everything.'

If a question is put to him that falls outside the primary or peripheral skills he possesses the GM should roll on Table 11D: Expert Hireling Skill Mastery to determine how much the sage knows in the academia skill concerned. (A –25% modifier is applied to reflect that the fact that he has not actively pursued true mastery in the skill.)

To qualify as a sage, an NPC must have skill mastery in at least 1 academia skill at the master sage (SG) level (125+1d10%). Such a skill is known as his 'Major Field of Study' and is the area of knowledge he has dedicated his entire life to mastering. This Major Field of Study must be taken from the list of academia skills listed in the Player's Handbook (see the list of academia skills in Appendix F in the PHB). The GM should choose the sage's Major Field.

The number of Major/Minor Fields of study are determined by using Tables 11L and 11M. Roll once on Table 11L: Number of Sage Fields to determine the number of major and minor fields the sage possesses. Then roll once for each Major and Minor Field of study on Table 11M: Sage Major/Minor Fields of Study to determine the exact skill known. Be sure to roll the appropriate dice to determine the exact skill mastery in each field.

Asking a Sage a Question: Questions put to a sage need to be categorized by the GM into one of the following categories:

General: "Are there any magic swords in the Desert of Flamaar?" or
Specific: "Is there a HackMaster +12 in the Desert of Flamaar?" or
Exacting: "Exactly where the hell is the HackMaster +12 sword I'm lookin' for?"

The precision of the question modifies the chance of receiving an accurate answer. Precision modifiers are listed on Table 11N: Chance of Knowing an Answer. If a question is particularly complex, the GM can divide it into several parts, each requiring a separate roll. Thus, a sage may only know part of the information needed. This can be very good for the story, especially if some key piece of information is left out.

Remember that a skill check of 96% or above always fails and that a skill check of 5% or below always succeeds. If a sage fails his skill check by less than 30% when answering a question, he 'thinks' he knows the right answer even though his answer is wrong.

Any question asked must be within the scope of knowledge of the player character or his associates at the time of inquiry, and must always be consistent with the knowledge available in the milieu that you have designed. Thus, if you have no drow in the milieu, any questions regarding them, no matter how uniquely or clearly phrased, would be impossible, as none of the inquiring parties could possibly have any inkling that such a thing existed anywhere in the TeraVerse. Be certain to adhere to this rule strictly!

Information Discovery: It will take only a relatively short period of time, with no costs to speak of, to discover information of a general nature. As questions become more difficult, however, time and expense does become a factor. The normal length of time depends on the nature of the question and is listed on Table 11O: Information Discovery Time and Cost. Although sages need time to find answers, sometimes this is more time than a player character can afford. Player characters can attempt to rush a sage in his work, but only at the risk of a wrong answer. Player characters can reduce the sage's time by one category on this table, but the chance that the sage's answer will be incorrect or not available grows with each attempt. For answers needed faster than the time associated with the nature of the question listed in Table 11O, add the modifier in Table 11N: Chance of Knowing an Answer for each time period rushed. For example, a PC who wants to know a specific question in a major field in 1d3 rounds instead of 1d12 days would give his sage a skill roll modifier of -50% (-30-20).

Note: All times assume that the sage will be in a position to conduct research and obtain necessary equipment within a day or two of the discovery of the need, and the costs shown assume these activities as well. If a town or city is not nearby, double the times and costs (or compute the sojourn expenditure necessary to arrive at a locale where

Table 11L:
Number of Sage Fields

	Number of Fields	
Roll	Major*	Minor**
1–10	1	4
11–30	1	5
31–50	1	6
51–70	1	7
71–90	2	8
91–100	2	9

*For each Major Field indicated determine the skill mastery as 125+1d20%
** For each Minor Field indicated determine the skill mastery as 99+1d20+1d6%

Table 11N:
Chance of Knowing an Answer*

Question Is	General	Specific	Exacting
Out of Field	-35%	-45%	-65%
In Minor Field	-25%	-35%	-60%
In Major Field	-20%	-30%	-55%

*To determine if the sage knows the answer to a question put to him, make a skill mastery check for the Major Field/Minor Field which best fits the subject matter of the question. The roll should be modified as indicated.

Table 11M:
Sage Major/Minor Fields of Study
Roll once per Major Field and once per Minor Field.

Humankind	Subject
1–2	Art & Music
3–5	Biology
6–7	Demography
8–10	History
11–12	Languages
13–15	Legends & Folklore
16–17	Law & Customs
18–20	Philosophy & Ethics
21–22	Politics & Genealogy
23–25	Psychology
26–27	Sociology
28–30	Theology & Myth

Demi-humankind	Subject
31–32	Art & Music
33–34	Biology
35–36	Demography
37–38	History
39–40	Languages
41–42	Legends & Folklore
43–44	Law & Customs
45–46	Philosophy & Ethics
47	Politics & Genealogy
48	Psychology
49	Sociology
50	Theology & Myth

Humanoids & Giantkind	Subject
51	Biology
52	Demography
53	History
54	Languages
55–56	Legends & Folklore
57–58	Law & Customs
59	Sociology
60	Theology & Myth

Physical Universe(s)	Subject
61	Architecture & Engineering
62	Astronomy
63	Chemistry
64	Geography
65	Geology & Mineralogy
66	Mathematics
67	Meteorology & Climatology
68	Oceanography
69	Physics
70	Topography & Cartography

Fauna	Subject
71	Amphibians
72	Arachnids
73	Avians
74	Cephalopods & Echinoderms
75	Crustaceans& Mollusks
76	Ichthyoids
77	Insects
78	Mammals
79	Marsupials
80	Reptiles

Flora	Subject
81–82	Bushes & Shrubs
83	Flowers
84	Fungi
85–86	Grasses & Grains
87	Herbs
88	Mosses & Ferns
89	Trees
90	Weeds

Supernatural & Unusual	Subject
91–92	Astrology & Numerology
93	Cryptography
94	Divination
95	Dweomercraft
96	Heraldry, Signs & Sigils
97	Medicine
98	Metaphysics
99	Planes*
100	Planes (Outer)

* Astral, Elemental & Ethereal

Table 11O:
Information Discovery Time and Cost

	Nature of Question			
Question Is	General	Specific	Exacting	GP Costs
Out of Field	1d6 rds	2d12 days	–	100/day
Minor Field	1d4 rds	2d10 days	5d8 days	1,000/day
Major Field	1d3 rds	1d12 days	3d10 days	500/day
Specialty	1d2 rds	1d10 hrs	2d6 days	200/day

the needed materials can be found, and determine other expenses also). However, if the percentile dice score rolled for the skill check is under 20% there will be no costs incurred, as the material is on hand. Furthermore, in the special category of study, any skill check under 80% has no cost, as this area is where the sage will have accumulated most of his materials.

As a GM, you must use judgement in discerning whether a closely-related question to a previously asked question, which required an expenditure, can be answered using the same materials and source, thereby reducing some of the cost for a follow-up question. Naturally, all costs for answering questions are NOT necessarily incurred in obtaining materials, but some were for things such as payments, fees and bribes.

You may likewise extend the time necessary to answer specific or exacting questions which you believe that the sage would have great difficulty answering due to lack of information available or the particular nature of the question. For example, a query as to how the henchman of the player character could construct an artifact would never be able to be answered positively, but the sage might feel obligated to continue a fruitless search for the knowledge.

Unknown information will always require from 51% to 100% of the maximum time shown to determine that the knowledge is beyond the ability of the sage. All costs will accrue at only half of the stated amount, however. Thus, suppose a sage is asked a question out of any of his fields of knowledge. If the question is of a general nature, the sage may stall and talk around the point, or just possibly sit and look wise for 4-6 rounds before admitting that the question is beyond his learning, and that there is no cost involved. If the question were more specific, he would require 13-24 days to discover that it was unanswerable and relate this to his employer/master. The cost would be 50 gp per day, or from 650 gp to 1,200 gp (in this case probably paid out to others as fees, stipends and the like trying to find someone with the answer).

Rest and Recuperation: After spending more than one day of time answering a question, a sage will need at least one day to rest and relax for every three days he spent in research. During this time, he will not be able to answer any further queries about anything other than general information. If the player character bothers the sage often during this "time off," the sage will demand from one to two additional days of time for "special research" and until such time is granted, the sage will take as long as possible and spend as much money as possible.

Non-Human or Part Human Sages: Most sages will be human, but if your campaign milieu seems right for sages of dwarven, elven or any other such race, feel free to use them. However, old and venerable category non-human sages will not be likely to be interested in employment with humans, just as human sages will tend to favor employment with humans, unless their specialization dictates differently.



• **Scribe** [Primary Skill: Reading/Writing; Languages, Modern (Choose One). Peripheral Skills: Cartography: Overland; Mapsense.]

A scribe is principally a secretary or copyist. He will be able to record normal things, but never anything of magical nature. Specialists such as scribes able to make maps (or copy them) - cartographers - will be scarce indeed, and generally they will command ten times the costs of a normal scribe. Other specialists would be those able to use codes or ciphers and those able to read and write a language other than the common tongue. These scribes are likewise rare and ten times as costly as the normal sort.

• **Scroll Caddy** [Primary Skill: Arcane Lore. Peripheral Skills: Clever Packer, Running]

A scroll caddy is able to anticipate which spells and spell components a magic-user may need in a given situation and have them readied when needed. He can also skillfully locate the right scroll for the right spell and hand it to an employing magic-user within 1d2 segments of being asked. He knows where every scroll is packed and follows his employer whenever required. He knows how to read magical writing well enough to distinguish one scroll from another and is familiar with all forms of spell components and their uses. Scroll caddies are able to gather spell components that naturally occur and have a 1d30% base chance of knowing if any slain creature of a specific type can yield spell components.

Scroll caddies carry a special oversized pack tailored to the needs of their job. The pack is compartmentalized and fitted with quick-release pouches and flaps, which enable the NPC to quickly locate what he needs. The employer must supply the pouch and stock it with any components needed (as well as supply any scrolls that are to be placed in it). Scroll caddies typically carry the magic-user's spell book(s) (traveling, standard and/or cantrip) though this is a great responsibility, which is only given after the magic-user has grown to trust the hireling. If the NPC's persona indicates the scroll caddy is dishonest or dishonorable there is a 5% chance he is a scroll-jacker and will skip off with the magic-user's scrolls and magic books at the first opportunity.

• **Ship Crew** [Primary Skill: Rope Use; Seamanship Suite. Peripheral Skills: Singing; Swimming: Dog Paddle; Swimming; Peg Leg usage.]

Ship crewmen must be of the sort needed for the vessel and the waters in which it will sojourn. That is, the crew must be sailors, oarsmen or mates of either fresh water vessels or salt water vessels. Furthermore, they must be either galley-trained or sailing-vessel-trained. Sailors cost the same as heavy footmen (2 gp per month) and fight as light footmen. They never wear armor but will use almost any sort of weapon. Oarsmen are considered to be non-slave types and primarily sailor-soldiers; they cost 5 gp per month, wear any sort of armor furnished, and use shields and all sorts of weapons. Marines are simply soldiers aboard ship; they cost 3 gp per month and otherwise have armor and weapons of heavy foot as furnished. Motes are sailor sergeants who have special duties aboard the vessel. They conform to specifications of sergeants and cost 30 gp per month.

• **Ship Master/Captain** [Primary Skill: Navigation, Nautical; Seamanship Suite; Leadership, Basic; Leadership, Committee; Military: Battle Sense; Military: Small Unit Tactics. Peripheral Skills: Mapless Travel; Swimming: Dog Paddle; Swimming; Weather Sense.]

This profession covers a broad category of individuals able to operate a vessel. The likelihood of encountering any given type depends on the surroundings and must be determined by the referee. Types are:

- River Vessel Master
- Lake Vessel Master
- Sea-Coastal Vessel Captain
- Galley Captain
- Ocean-going Vessel Captain

Each master or captain will have at least one lieutenant and several mates. These sailors correspond to mercenary soldier lieutenants and sergeants in all respects. For every 20 crewmen (sailors or oarsmen) there must be 1 lieutenant and 2 mates. Sailing any vessel will be progressively more hazardous without master or captain, lieutenants, and mates (see Waterborne Adventures in Chapter 12: The Adventure). The proper type of master or captain must be obtained to operate whatever sort of vessel is applicable in the waters indicated. The cost for masters, captains and lieutenants is 100 gp per month per level of experience. They also are entitled to a share of any prize or treasure taken at sea or on land in their presence. The master captain gets 25%, each lieutenant gets 5%, each mate 1%, and the crewmen share between them 5%. The remainder goes to the player characters, of course.

• **Spy** [Primary Skill: Glean Information; Intelligence Gathering; Disguise; Stealthy Movement. Peripheral Skills: Tracking, Skilled Liar.]

Spying is a profession that is typically reserved for assassin characters. Expert hireling spies may be hired, however. The player character must locate a likely prospect and then employ him in some capacity that is in accord with the prospective spy's station and occupation or profession. Then, by means of discussion and offers of payment, the player character must convince the character that he should become a spy. The sums offered can range from as little as 100 gp to as great as 10,000 or more depending on the situation and the person being approached. If the area where the spy must go is distant, the person or persons to be spied upon dangerous, or the prospective spy of high station, the likelihood of acceptance is low unless the pay is exceptional, either in money and/or possibly magic or land, position or some other valuable consideration. Payment must always be made by installment, part on taking the assignment, the balance on completion of the assignment. Use Table 2M: Spying Chance of Success to determine the success of any mission, treating the spy as a 1st level assassin on his first mission, 2nd on the second, etc. Such spies can never become more proficient at spying than 8th level in any event.

• **Spell-lobber** [Primary/Peripheral Skills: Per magic-user class and level]

Spell-lobbers are NPC magic-users for hire. They are usually debt-ridden – still trying to pay off their magic school debts. They typically seek out adventuring parties with rising Fame Factors and offer their services. Otherwise, they can be found at cheap inns in the lower quarters of mid to large-sized communities performing minor magics, trying to secure spell components and putting off their girlfriends, who ride them about getting a 'real job' for a change. As such, spell-lobbers tend to be jaded and bitter.

50% of all spell-lobbers approaching the party will be 1st level, 25% second level, 15% 4th level and 10% fifth level (Magicians and higher level magic-users usually have their debts paid down or have learned better ways to make money). Spell-lobbers demand a full month's retainer before taking contract work. The employer must cover the cost of any spell cast (including the cost of materials and spell components) as well as the standard rate for the spell cast. (See Table 11AA: Sample NPC Spell Costs) In addition they also demand compensation for any spell that may leave lasting physical or mental effects such as aging).

A spell-lobber's spell book consists of the standard complement of spells available at first level, plus 1d4 additional spells at each level of which he is capable of casting. A spell-lobber will not allow another character, PC or NPC, to copy any spells from his spell book without over-abundant compensation.

• **Steward/Castellan** [Primary Skill: Administration; Leadership, Basic; Leadership, Committee; Maintenance/Upkeep (General). Peripheral Skills: Berate; Haggle, Customs and Etiquette (choose culture).]

This occupation pertains to the overseeing of a castle, particularly if the player character owner of the stronghold is not a fighter or cleric or if he intends to be away for a time and desires to make certain that the castle is well-run and safe. A steward/castellan is the same as a mercenary soldier captain with respect to level but cost of employment is double (200 gp/level). However, as he is dealing with troops within a stronghold, command ability is double, i.e. 40 troops per level.

Generally, a trusted captain will be appointed castellan or steward. Once so appointed, the character will feel affronted if asked to take the field as if he were nothing more than a common mercenary captain! A castle with a steward/castellan will always be sufficiently garrisoned, have ample food, water reserves, oil, siege equipment and engines, missiles, etc., and will be kept in good repair. Of course, the player character must initially establish the stronghold and its attendant needs for men and supplies of all sorts. Once this has been accomplished, bought and stocked, the castellan or steward will see that levels are maintained according to the dictates of his master. The costs of such work come from standard support costs of the stronghold, but a steward/castellan will see that such funds are actually spent on what they were meant for.

Note: If the PC(s) is foolish enough to let the loyalty of the steward/castellan fall, disaster will likely result the first time an enemy approaches the place when the PC is away.

• **Wagon Wright** [Primary Skills: Carpentry. Peripheral Skills: Carpentry Tools.]

Wagon wrights are able to construct wagons to aid parties in hauling material. However, they must have the material and tools. They will need approximately 150 board feet of wood for each wagon. They will also need hammers, nails, levels, saws and sanding equipment. Two wagon wrights can crank out about one to two wagons per week, given the right tools and workspace. Wagon wrights are not generally picky about workspace, and have been trained to work out on the trail if necessary, as long as they have plenty of room. Generally no skill check is needed for such a character to perform his duties. However, if tools, material or other necessities are lacking, the wagons produced could be less than sturdy.

• **Weapon Maker** [Primary Skill: Weaponsmithing; Metalworking; Blacksmithing. Peripheral Skill: Bowyer; Blacksmith Tools.]

A weapon maker is a sort of smith-armorer specializing in the manufacture of high-quality arms. They divide into the three following classes:

- Bowyer-Arrowsmith-Fletcher
- Swordsmith-Daggersmith
- General Weaponer

The bowyer would fashion any sort of bow, including crossbows, and missiles for the same. Swordsmiths' work would be strictly with all forms of swords and daggers. The general weaponer would fashion all weapons not made by the other two classes of weapon makers, such as morning stars and lances. As with other hirelings of this sort, the weapon maker must have a forge and a workroom. He will have various apprentices

Table 11P:
Mercenary Basic Retainer/Wage

Military Occupation Specialty	Wage*
Archer (long bow)	4
Archer (short bow)	2
Artillerist	5
Captain	special
Cavalry, archer	6
Cavalry, crossbowman	4
Cavalry, heavy	6
Cavalry, light	3
Cavalry, medium	4
Crossbowman	2
Engineer	4
Infantry, heavy	2
Infantry, hobilar, heavy	3
Infantry, hobilar, light	2
Infantry, light	1
Infantry, pikeman	3
Lieutenant	special
Sergeant	special
Slinger	3

* gp per month

(1d12) who are subsumed in the monthly cost. A weapon maker is necessary to support troops, one being required to support each 80 men or fraction thereof. The weapon maker can construct weapons at a rate according to Table G5: Weapon Construction in Appendix G: Skill Descriptions of the Player's Handbook.

Scabbards for all swords will have to be manufactured by a leather worker of some sort. Location of a weapon maker willing to take service with any player character should be difficult.

3. Hirelings: Mercenary Soldiers

Mercenaries are a special breed of hireling. They have been reared and trained to do one thing: fight! On their spilt blood empires rise and fall. They care little for politics or noble crusades, just hard coin and the scent of battle. Pay them enough, and they will wade into just about any conflict and not look back.

Mercenaries can be very useful hirelings for player characters because they provide significant, experienced firepower. In addition, they are used to working for money alone, and will not question the motives or methods of the PCs, within reason. However, they can still be very useful to you, the GM. Mercenaries will have had several different employers by the time they contract with the PCs. This means that they will be knowledgeable and experienced when it comes to working for someone. They will not tolerate abuse, poor conditions or unfair terms. Additionally, they are much more dangerous if they revolt because of their military training. For just these reasons, mercenaries are a great way to screw over the players.

The likelihood of encountering any given type of mercenary is strictly up to you as the GM. Table 11Q: Mercenary Type Encountered shows suggested probabilities, as well as typical numbers. Types will seldom be mixed. If more than five are encountered, one will be a sergeant (a leader-type, or equivalent of a non-commissioned officer). One sergeant for every 10 troops is a minimum figure with regard to regular soldiers and leader types. Captains will have to be hired for each sort of troop type. Note that regular soldiers are 0 level men-at-arms with 20+1d8 hit points (1 Hit Die) each.

Descriptions of Troop Types

Archer (long bow): These troops will be able to operate as light footmen (infantry) when not employing bows. They can use any typical weapon, for they must be strong and in good health.

Archer (short bow): These troops will refuse to fight as infantry when not using their bows, unless it is a desperate situation. In extremis they will fight as light footmen using short swords, hand axes and similar weapons.

Artillerist: These troops are required to operate any missile engines larger than a heavy crossbow. They will fight as light footmen, but only if their position is being overrun.

Battle mage: Determine the level of the group by rolling on Table 11E: Special Hireling Level. Battle mages will not fight as infantry. They are treated as archers using only ranged spells and battle magic. Battle mages will know 1d6+2 offensive spells, 1d4-1 defensive spells, and 1d4-2 other spells per spell level known. If encountered in a group of four or more battle mages, the group will know all of the offensive spells at each level they are able to cast. See the spell tables in Chapter 7: Magic and Spell Use.

Captain: A captain is nothing more than a capable leader, a fighter of 5th, 6th, 7th or 8th level (according to the 1d10 score, 1-4 = 5th, 5-7 = 6th, 8-9 = 7th, 0 = 8th) but NOT capable of working upward. A captain can command as many scores of troops as he has levels, i.e. 5th level enables command of 100 men, 6th level enables command of 120 men, etc. In addition, the level of the captain dictates the number of lieutenants that he can control. This is exclusive of sergeants and any auxiliary types such as servants, cooks, etc. The monthly cost of a captain is 100 gold pieces per level.

Cavalry, archer: These light troops are generally nomadic types, undisciplined and prone to looting. They will fight hand-to-hand only if circumstances force this action upon them. They can wear leather, ring or chain mail, and they can carry small shields for use when not plying their bows.

Cavalry, crossbowman: All such troops are armed with light crossbows, as heavy weapons are not usable on horseback. They are light troops, but they can wear any sort of armor. They will wield handheld weapons in combat if necessary.

Cavalry, heavy: These soldiers are trained to operate in close formation (stirrup-to-stirrup). They are able to use most weapons common to horsemen.

Cavalry, light: These troops are not trained to operate in close order formation. They are useful skirmish-raider types only.

Cavalry, medium: Similar to heavy cavalry, medium horsemen are trained to operate in formation, but they are generally mounted on lighter [i.e. less expensive] horses and do not ride as close to their fellows.

Crossbowman: These soldiers are able to use any sort of crossbow furnished. Each heavy crossbowman will typically desire a light infantryman to accompany him to act as a shield bearer. Crossbowmen will bear hand-held weapons and fight as light foot soldiers if engaged by enemy troops.

Engineer (sapper/miner): These troops are required for any military operation which involves the use of siege machinery, towers, trenchwork or mining. Although they will fight only to defend their position, they do so as heavy footmen. They normally wear only light armor (leather or studded leather) because of their strenuous duties.

Infantry, heavy: These troops are trained to fight in close formation. They do so regardless of the type of armor worn. Weaponry typically used includes sword and shield, axe and shield or pole arms.

Infantry, hobilar (heavy or light): These troops are simply mounted infantry, able to use horses to move but not capable of mounted combat. Thus, hobilars ride to battle but dismount to fight, Some provision must be made to care for the horses, or the hobilars will leave 25% of their number behind to do so.

Infantry, light: These soldiers do not fight in close formation. They are useful in rough terrain, woods, etc.

Infantry, pikeman: These soldiers are heavy footmen who are especially trained to fight with pikes and also maneuver with them. Mercenary pikemen will be high quality (not militia or levy quality). Heavy footmen can be placed in the center of a pike formation of 100 or more troops, if these troops have trained for at least two months with the pikemen.

Lieutenant: A lieutenant is an assistant to a captain or a leader in his own right. Fighter level is 2nd (d10 score 1-7) or 3rd (d10 score 8-0), and the lieutenant can command as many decades of troops as he has levels. This is exclusive of sergeants, of course. A lieutenant serving under a captain extends the number of troops the captain can effectively command and control. He adds a number of troops equal to ten times his level to the total troops commanded by the captain. The level of a lieutenant determines how many sergeants he is able to direct, these being in addition to those normally serving with the troops, i.e. 2 or 3 additional sergeants who can do special duty. The monthly cost of a lieutenant is 100 gold pieces per level. They cannot progress in level.

Sergeant: A sergeant is the leader of a small body of troops, a non-commissioned officer equivalent. All sergeants are 1st level fighters but incapable of progressing further. A sergeant can command up to 10 soldiers as an independent unit or assure orders from lieutenants or a captain are carried out. There must be a minimum of one sergeant for every 10 regular soldiers, and

Table 11Q:
Mercenary Type Encountered

Roll	Troop Type
1–2	Archer (long bow)
3–4	Archer (short bow)
5–10	Artillerist
11–12	Battle mage
13	Captain
14	Cavalry, archer
15–18	Cavalry, crossbowman
19–23	Cavalry, heavy
24–36	Cavalry, light
37–44	Cavalry, medium
45–51	Crossbowman
52–53	Engineer
54–63	Infantry, heavy
64–66	Infantry, hobilar, heavy
67–70	Infantry, hobilar, light
71–77	Infantry, light
78–80	Infantry, pikeman
81	Lieutenant
82–86	Sergeant
87–88	Slinger
89–90	extra troops[1]
91–93	non–human[2] roll again for type
94–96	extra troops, non–human[1,2]
97–99	two types encountered,
100	two types of non–human[2,3]

1 Roll again for troop type then roll twice on Table 11R: Number of Mercenaries Encountered.
2 For non–human results roll on Table11S: Non–Human Soldiery.
3 Roll twice and combine.

Table 11R:
Number of Mercenaries Encountered

	Number Encountered (1d10)			
Troop Type	1-4	5-7	8-9*	10**
Archer	1-4	2-5	3-12	5-20
Artillerist	1	2	3	4
Battle mage	1	1-3	1-6	1-10
Captain	1	1	1	1
Cavalry, archer	1-2	1-6	2-8	3-12
Cavalry, crossbowman	1-4	2-8	3-12	5-20
Cavalry, heavy	1-3	2-5	3-12	4-16
Cavalry, light	1-4	2-8	4-16	5-30
Cavalry, medium	1-3	2-5	3-12	4-16
Crossbowman	1-6	2-8	5-20	8-48
Engineer	1-2	1-4	2-5	2-8
Infantry, heavy	1-6	2-12	5-30	10-60
Infantry, hobilar, heavy	1-3	2-5	3-12	4-16
Infantry, hobilar, light	1-4	2-8	3-12	5-20
Infantry, light	1-4	2-8	3-12	5-20
Infantry, pikeman	2-5	3-12	5-20	10-40
Lieutenant	1	1	1	1
Sergeant	1	1	1-2	1-3
Slinger	1-3	1-6	2-8	3-12

*With lieutenant if more than 10 soldiers.
**With lieutenant if more than 10 soldiers, with captain if more than 20 soldiers.

there can be one per five. The monthly cost for a sergeant is 10 times the rate of the troops he commands, so a sergeant of heavy horsemen costs 60 gold pieces, one of light footmen only 10.

Slinger: Slingers are trained from youth up (as are long bowmen), and are thus rarely encountered. They can wear leather (including studded leather), padded, or ring mail only, but they are also able to employ small shields at the same time as they ply their slings. They are always light footmen, and they are able to use only lesser handheld weapons such as hand axes, clubs, short swords and daggers.

Non-Human Soldiers

Various units of non-human troops are occasionally available for mercenary duty, but this depends upon your milieu. It is suggested that as a general rule such troops be enlisted only where they actually dwell, and only if the PCs champion their cause or is of their alignment, religion or the like, or is a racial hero. The type of soldiers available depends entirely on the race (see the Hacklopedia of Beasts for such information). To determine randomly, roll percentile dice and consult Table 11S: Non-Human Soldiery.

The less intelligent non-humans will serve for from 10% to 60% less cost, but the evil ones will certainly expect to loot, pillage and rape freely at every chance, and kill (and probably eat) captives. Dwarves and gnome titans will serve at double rates or at normal rates if they are basically aiding a champion of their cause and people. Gnomes, pixie fairies and halflings will only serve in the latter case. Elves are a difficult case to handle, for they might serve against hated foes or for a cause, but in either event probably for greater cost or special considerations only. Half humans such as half-elves and half-orcs might be found amongst either human contingents or with those of their non-human parent race. Grel will fight for looting dibs or pixie fairy meat. Battle-apes are always found led by their trainers.

Table 11S:
Non-Human Soldiery
Roll (1d100)

Roll	Type
1-3	Baboon-men
4-5	Battle-apes*
6-9	Bugbears
10-12	Drow
13-22	Dwarves
23-26	Elves
27-35	Gnolls
36-52	Gnome titans
53-55	Gnomes
56-61	Goblins
62-69	Grel
70-72	Halflings
73-80	Hobgoblins
81-83	Kobolds
84-86	Lizard Men
87-95	Orcs
96	Pixie fairies
97-98	Sar'grevans
99-100	Roll twice

* Pack apes trained as footmen, light

The Hiring Process

Standard Hirelings

Hirelings are servitors, mercenaries and employees. They serve player characters not from a sense of loyalty but for the lure of money. While they can demonstrate some degree of loyalty (based on their accommodations, rate of remuneration and treatment), such loyalty is apt to dry up as soon as one stops filling their grubby little palms with copper pieces. Various hirelings of menial nature are assumed to come with the cost of maintaining a stronghold; thus, cooks, lackeys, stable boys, sweepers and various servants are no concern of the player character. It is assumed PCs have a well-developed sense of self-worth, therefore, they tend to ignore the hired help.

Players must take special note of hirelings when it comes to guards and other special duties that require skill, some level of responsibility or require hefty payments on the part of the PC. Such NPCs must be located, screened and enlisted by the PC or his NPC henchmen to ensure no slackers or shirkers are brought onto the payroll.

Location of Standard Hirelings: In general, the various standard hirelings represented in this chapter are common to most settlements of village-size and above, although each and every village will not be likely to furnish each and every sort of common hireling. Towns and cities will have many available, and each sort will be found in the appropriate section or quarter of the city (or town).

Employment of Standard Hirelings: This requires the location of the desired individual or individuals and the offer of work. If the employment is for only a few days, there will be no real difficulty in locating workers to take on the job. If the offer is for long-term employment, only 1 in 6 will be willing to accept unless a small bonus is offered. A day's wage is too small, but double or triple that is sufficient to make 3 in 6 willing to take service.

Duties of Standard Hirelings: It is not practical to specify each and every possible expense or necessary scope of time possible for the myriad of standard hirelings available, so the GM must make his own determinations in unique cases.

For example, assume that a player character hires a tailor to make plain blue cloaks for all of his henchmen. This will take only about 1 day per garment and cost the stated amount of money plus 5 cp (10% of the cost of a cloak) per cloak for materials. However, if the same cloaks were to be fashioned of a material of unusual color and have some device also sewn upon them, time and materials costs would be at least double standard, and probably more.

Loose Lips: Note that all new hirelings rank as gossip mongers. They love to run their mouths outside the party and spread secrets, airing the party's dirty laundry. Over time, if they are treated right and the party earns their respect, this tendency to gossip slowly diminishes. If the players have a habit of talking business and making their plans known in front of the hired help you should make a loyalty or morale check for each hireling within earshot. Failure indicates that hireling will pass along what he heard to others.

Expert Hirelings

Location of Expert Hirelings: Most expert hirelings can be found only in towns or cities, although some might be located in smaller communities, provided they are willing to pick up and relocate, of course. Employment is a matter of offer and acceptance, and each player character must do his own bargaining. The various types of hirelings (listed below) will generally be found in the appropriate section of the community - the Street of Smiths, Weapon Way, Armorers' Alley, etc. - or at cheap inns in the case of mercenary soldiers.

Monthly Costs of Expert Hirelings: The cost of each type of expert hireling is shown on the list. This amount is based on all the associated expenditures that go with the position - salary or wage, uniform or clothing, housing, food, and sundry equipment used routinely by the hireling. Exception: The cost does not include arms and armor of soldiers, and these items must be furnished to mercenaries over and above other costs. Certain other hirelings incur costs over and above the normal also, when they engage in their occupations. These are indicated on Table 11C: Basic Retainer/Wage for Expert Hirelings by an asterisk (*). Since by definition an expert hireling is highly skilled in his area of expertise, many will be members of the appropriate guild. The GM should have various guilds adjust standard rates for certain occupations just to stir things up.

Daily Employment: Expert hirelings are generally not available for periods of less than one or more months. Soldiers can be hired, but not captains, lieutenants or sergeants. They recognize hazardous duty, and the cost per day is the same as per month. The supply of such men-at-arms willing to work day-to-day is strictly limited, so if the PCs lose them adventuring, more will not be likely be found.

Disgruntled Hirelings: Special attention must be given to the treatment of hirelings. If a PC or party routinely abuses or maltreats their hirelings, there could be serious repercussions. Hirelings have many ways of showing their disapproval including spitting in food, sabotaging equipment and even revolt.

Firing a disgruntled hireling presents its own set of problems as well, since the NPC is likely to go back to town and bad mouth the PC or party and cause their Honor to drop. As the GM it is your job to stand up for the hirelings. Get angry FOR them and respond the way you feel YOU would if you were treated in the same manner. Later in this section you will find provisions for determining how NPCs can get even for poor treatment.

Other Hireling Considerations

During the course of the campaign, your players will use hirelings in a wide variety of endeavors. Hirelings, especially expert hirelings, are a valuable commodity in Garweeze Wurld. Every time a PC puts a hireling on his payroll he is depriving another NPC of that hireling's labor and skills.

If a party rolls into town and begins throwing their money around and signing on hirelings there is a good chance they are going to draw the ire of the ruler of that city or town. If the hirelings are true freemen, they can decide to come and go as they please, but with them go tax revenue as well as a loss of manpower and/or skills that could leave an impact on the community. More often, hirelings are bound to the community and are not allowed to leave freely. This is something you need to consider when players go on hiring binges.

Depopulating an area will get a strong negative reaction from local officials. If the player character seeks only a few hirelings, he is not likely to run into difficulty unless he wishes to take them away (i.e. back to his own castle or on the road). This type of "hireling poaching" will certainly create trouble. If he needs 300 peasants to work his fields over at the new castle he built he certainly cannot walk into Hagleytown to acquire them without catching hell. Such an act would be seen as tantamount to wholesale kidnapping. And let us not forget that local city officials are going to get very paranoid if Sir Leopold Maquartus the knight errant walks into town and announces he is raising an army of 500. No one likes strangers raising armies in their territory. It is, after all, a threat to their power.

Player characters will need to work around these problems. They should have to negotiate. Even so, cooperation is rare without some kind of condition: a noble will require a cash bond before he will agree to release those under him; guilds will demand concessions to regulate their craft within the boundaries of the player character's lands; dukes and kings will require some sort of assurance that the army the PC is raising is not going to be turned on THEM. At the minimum they will require a treaty or perhaps a diplomatic marriage. Anything the GM can imagine and negotiate with the players is fair game.

Followers

Followers are much more reliable than those who are motivated purely by money. They are individuals who, while expecting to be paid for their efforts, are drawn into the service of those characters with significant power and reputation. Followers come in three varieties: standard followers, camp followers and hangers-on.

Standard Followers

The construction of a stronghold and the establishment of a dominion are the usual prerequisite for standard followers. Only certain character classes attract standard followers. Most of the pertinent details are included in the descriptions of each individual character class.

Standard followers have the same needs and limitations as hirelings. Most must be paid and well treated. They also do not usually accompany the player characters on group adventures. They have some advantages over hirelings, however. Followers do not serve for a specific term of contract. They remain with the player character as long as their basic needs are met. They are more loyal than the average hireling and are treated as elite troops.

Unlike most hirelings, followers can gain levels (although this occurs very slowly since they usually act only as soldiers). Finally, the player character need not seek out followers—they come to him, seeking out positions within his illustrious outfit.

Followers appear only once. Replacements do not arrive to fill the ranks of the fallen. (A massive loss of followers in combat gives the character a bad reputation, discouraging others from flocking to his banner.) Player characters should take care of their followers, perhaps treating them as an elite bodyguard.

Some characters attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty and what they will and will not do. They do not count against the character's limit on henchmen, however, since they are technically followers.

Camp Followers

Followers will also seek out professional adventuring parties of optimal Fame and Honor. Such individuals are usually looking to hitch their wagon to a rising star because they believe the party is going somewhere and that their service and brown-nosing will someday manifest itself into money or position (or both). They differ from hangers-on who generally want something for nothing. Camp followers can be hard working and as loyal as standard followers. Unlike standard followers, who are exclusively soldiers, camp followers come in all shapes and sizes. They can be standard hirelings, expert hirelings or soldiers who are willing to work or serve the party in exchange for a stake in the company. Professional adventuring parties typically place a percentage of the company in a pool from which all camp followers draw shares.

As noted, camp followers are only attracted to adventuring parties with optimal Fame and Honor. At the beginning of each game month if the party falls within the optimal windows for these statistics roll on Table 11T: Camp Followers to see if any camp followers have been attracted to the party, then roll once on Table 11U: Camp Follower Details for each camp follower.

Table 11T:
Camp Followers

Roll	# Appearing
1-10	No followers appear
11-14	1d2 Camp Followers
15-16	1d4 Camp Followers
17-18	1d6 Camp Followers
19	1d8 Camp Followers
20	1d10 Camp Followers

Die Roll Modifiers: +1 per 20 points of party Fame Factor,
-5 if party is currently located in wilderness area
-10 if party has any dishonorable members

Table 11U:
Camp Follower Details

Roll	Type
1-10	hangers-On*
11-14	standard hireling**
15-16	expert hireling**
17-18	soldier***
19-20	adventurer****

Modifiers: +1 per 50 points of party Fame Factor, -10 if Party's has any dishonorable members.
* 75% of all hangers-on are standard hirelings. 25% are expert hirelings with poor work ethic.
** Determine the type of hireling randomly from the standard/expert hireling lists. Exclude any results that indicate a sage. Note that spies or assassins could be sent by enemies of the PCs.
*** Determine what type of soldier has been attracter randomly from the list of soldier NPCs. Exclude any result that indicates a battle mage.
**** GM should determine what type of character class, race, etc. Experience level of adventurer will always be first level. With time and careful cultivation such characters could be groomed as standard henchmen.

Hangers-On

These unscrupulous bastards seek out player-characters with optimal Honor and Fame hoping to 'cash in' by mooching and getting anything they can. They are imposters who try to pass themselves off as expert hirelings or followers. I love these guys because they keep the players guessing. Any NPC is a potential hanger-on, so they will be on the constant look out and suspicious of anyone who approaches the party. Hangers-on claim to have skills or resources they do not have in order to get on the payroll where they hope to ride fat and sassy for as long as they can. Like a ship having barnacles they create drag.

Once a hanger-on joins the entourage of a player character, he begins to infect the other hirelings and NPCs. After one week, the work ethic of all other hirelings will decrease by one class. This continues every week as long as the hanger-on is a member of the party. In addition, each hanger-on in the party will cause an additional 1d4x10 gp to be spent every month. This will be in the form of extra expenses, theft, etc. However, it is important that the source be concealed from the players. They must find out for themselves that they have a hanger-on in their midst. These effects do stack, so if you have three hangers-on in the player's party, the effects are tripled.

Henchmen

Henchmen are greatly desired by discerning players, for they usually spell the difference between failure and success in the long-term view. They are useful in individual adventures as a safety measure against the machinations of rival player characters, provide strength to the character and his stronghold, and serve as a means of adventuring when the player character cannot. Henchmen come in three flavors: Standard Henchmen, Cronies and Sidekicks.

Because henchmen are so useful, and because they are typically so devoted, there are Charisma limitations as to how many henchmen a PC is able to attract. Knowing this, the real question for the GameMaster is who will be attracted? Where will they be found? When will they come and what will the cost be? These questions are answered in detail for each henchman type.

Table 11V:
Henchman Recruiting

Method	Cost	Effectiveness
Posting Notices in Public	50 gp	10%-40%
Hiring a Crier	10 gp	1%-10%
Hiring Agents to Seek Prospects	300 gp	20%-50%
Frequenting Taverns and Inns	special	special
Standing on corners propositioning people	free	1%

Regardless of their loyalty, henchmen are individuals. Play them for their liege just as if they were your player characters, modified by whatever circumstances and special characteristics are applicable. Begin creating the persona of such a non-player character as soon as he appears on the scene. It will thereafter become easier and more natural for you to reassume the persona as needed. The most important rule to remember is that the henchman is an individual, with likes, dislikes, feelings and so on. The henchman is likely to aspire to greater things too, and he will tend to look out for personal interests. Bullying, duping, cheating and similar maltreatment will certainly be resented. The henchman will talk about it with others of his class and fellow henchmen and hirelings. Henchmen will never loan out money or valuables without security, particularly if one instance of failure to repay or loss has occurred previously. Loyalty and Honor will certainly drop in this case, and if such action is repeated, loyalty will be lost in most cases. If their liege is so bold as to suggest that the henchmen should make loans to other characters, there will be flat refusal in all likelihood. The key here is playing the henchman as if he were an actual character, better still if the character is somewhat greedy and avaricious. Interest should be paid on loans. Use of a henchman's valuables, such as a magic items, should be based on the holding of some equal or better object of similar nature, certainly one usable by the henchman, and the promise of some payment in addition, such as a minor item of magic!

Some few players will actually play their henchmen as individual characters, not merely as convenient extensions of their main player character. In these rare cases, your involvement with these henchmen will be minimal. It is far more probable that the players will attempt to manipulate their henchmen, and you will have to counter all such attempts by actively assuming the role or roles. Remember to maintain the appropriate attitude – low Intelligence characters behave accordingly, clever ones discover a way to possibly trick their masters, and so on.

Standard Henchmen

Standard henchmen (hereafter referred to as simply 'henchmen') are similar to followers except that they have more ambition. They do not blindly serve a PC simply because they admire the ground he walks on. They are adventurers who serve a player

Table 11W:
Prospective Henchman Class

Class	Percentage of Applicants
Cleric group[1]	20%
Thief group[2]	15%
Fighter group[3]	45%
Magic-User group[4]	20%

1) 5% will be druids
2) Roll (1d12): 1 = assassin, 2 = minstrel, 3-5 = bard, 6-12 = thief
3) Consult Table 11X: Fighter Group Henchmen.
4) Consult Table 11Y: Magic-user Group Henchmen.

Table 11X:
Fighter Group Henchmen

Roll	Type
1	Monk
2	Ranger
3	Paladin
4	Berserker
5	Knight errant
6	Barbarian
7	Cavalier
8-10	Fighter

Table 11Y:
Magic-user Group Henchmen

Roll	Type
1	Battle mage
2	Blood mage
3–4	Magic-user, generalist
5	Illusionist
6	Abjurer
7	Conjurer
8	Diviner
9	Enchanter
10	Evoker
11	Necromancer
12	Transmuter

character partly out of loyalty and partly as a means of improving their own station in life by gaining skills and experience. They have the mettle and backbone to live the life of an adventurer themselves and are willing to risk their lives for those they respect, but they expect the same in return from those they serve. They are also hard to find. Only characters with average or better Honor can attract and retain henchmen. Henchmen are often cultivated from the ranks of hirelings and followers who have managed to impress a player character.

Although they expect their share of treasure, henchmen do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen cannot be expected to flock to the banner of a neophyte adventurer. He may gain himself one or two companions, but others come only when he has earned a greater reputation, met more people, and proven himself a true friend and ally to these NPCs. In short, henchmen have to be cultivated over a period of time.

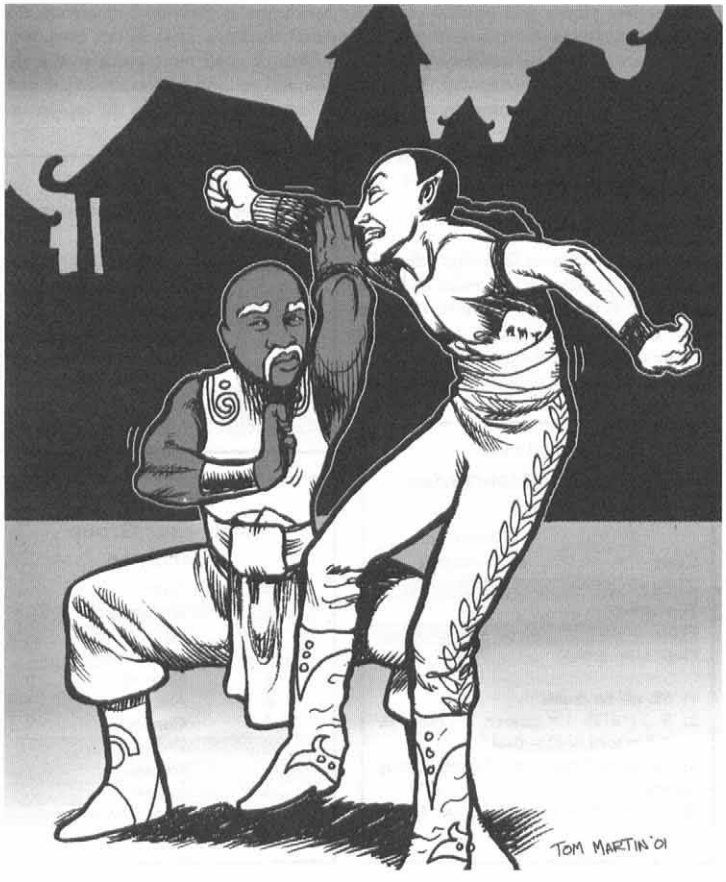
Level of Prospective New Henchmen: As a general rule, only characters of 1st level of experience will be attracted to service with a player character. (If the NPC has already gained a level or more of experience on his own, why would the aegis of a PC be sought?!) If the player character attempting to find an NPC henchman is over 7th level and has a Fame Factor of at least 45, there is a 10% chance that the character found will be 2nd level, and seeking service because of the renown of the PC. If the player character is over 11th level and has a Fame Factor over 131, there is a 25% chance that NPC will be 3rd level, 25% chance for 2nd level, and 50% for 1st level.

Race of Prospective Henchmen: The locale in which the non-player character henchman is being sought, the racial distribution in that locale, the race of the prospective liege and the manner of seeking henchmen will all bear upon the race of any possible henchmen.

Locale and Racial Distribution: The amount of territory within which the henchman is being sought is of importance, for it determines what character races are available for acquisition. Determine racial percentages that exist within the area, and group them into increments of 5%. For example, a large city of 25,000 might be 80% human, 10% half-orc, and 10% "all others" (dwarf, elf, gnome, half-elf and halfling).

Racial Specifications: Unless special note is made that only certain races of adventurers are desired or the notices and broadsides specifically exclude races, the whole of the population base will be eligible, so random samplings will be attracted.

Number of Prospective Henchmen: Human, halfling, gnomeling, half-ogre and half-orc characters suitable for level advancement are found at a ratio of 1 in 100. Other races have an incidence of 1 in 50. However, as most of these characters will not be low level adventurers and already in a situation they are satisfied with- and humans more often than other races, unless the development of the area is primarily other than human - about 1 in 1,000 population will be interested in offers of employment as a henchman. **Note:** This figure must be adjusted by the GM according to the locale, for if it is an active adventuring area, the incidence of prospective henchmen might be as great as 1 in 200, while if it is a settled and staid area, incidence might be as low as 1 in 5,000.



Effective Location of Henchmen: While there might be as many as 25 or more prospective henchmen in the city of 25,000 cited previously, the player character desirous of locating one or more for service must be able to reach the NPCs in order to let them know there is a henchman position available. In order to get this sort of information around, there are several methods which can be used singularly or in combination. See Table 11V: Henchman Recruiting for the cost and effectiveness of various methods.

Each method can be tried but once a month with any hope of success. Reduce the percentage chance of effectiveness of each method by 5% when used in combination; this reflects the duplication of effort. The special costs for frequenting inns and taverns is a combination of the price of a round of drinks for the house and a fee to the barkeep to mention the prospective employer to adventurers. For each 10 gp (50 gp maximum) of fee, there is a 1% - 4% chance of reaching a henchman. Up to 10 establishments can be so worked, but for each visited, the effectiveness of the others is reduced by 1%. Therefore, the PC had better spend in excess of 20 gold pieces in payments to innkeepers and barkeeps if he is planning to try this method in more than a few establishments.

Example: The PC decides to try a media blitz to find a henchman. He posts notices and gets a 30% effectiveness, hires a crier who is 3% effective, hires agents who are 30% effective, and spends 500 gp in fees at inns and taverns to get an average 15% effectiveness after overlap. The total coverage is 30% + 3% + 30% + 15% = 78% -15% (use of 3 methods beyond the first at -5% per method) = 63% final total effectiveness. Assume 63% of the total eligible NPC henchmen will seek service. Whatever final percentage figure is arrived upon, this is multiplied by the total available non-player characters available as henchmen. Use proportions for racial types, unless the methods of informing prospective NPCs neglected some area where a specific race is concentrated.

Length of Time Required for Responses: It will take from 2 to 8 days for all prospective henchmen who are going to apply to locate the player character and seek him out to apply for the job. During this period of time, the PC must remain in the place he made known as the spot to go for employment. Failure to do so will result in a loss of any applicants coming by that day and each day thereafter he is not available. When the total number of applicants coming are known by you, divide this number by the number of days during which notice is getting around (2-8), and this will give the number of applicants per day. Always have any odd numbers remaining come during the first or second day.

Treatment of Prospective Henchmen: When a character arrives for employment, it is considered poor manners to enspell him in any way, to say nothing of physically searching him. Direct questions about alignment and religion are usually taken poorly.

Classes of Prospective Henchmen: Of the total number of prospective characters who are capable of working upwards in level, the distribution of classes is given in Table 11W: Prospective Henchman Class.

Non-human characters located will have two classes if they have scores of 14 or greater in two major ability areas, three classes if they have ability scores of 14 or greater in three major areas which match up with those of classes which they are able to work in simultaneously. Exception: Those races which can work only in two professions at once will not be exceptional, and regardless of their Ability Scores they can work in only as many classes as stated in the Player's Handbook.

Cost of Successful Employment

In addition to the costs of getting prospective henchmen to seek employment, the player character desiring to hire one or more of them must be prepared to make a substantial offer, which is comprised of the following considerations:

Initial Payment: Not less than 100 gold pieces per level of the applicant must be offered. This will give a base 25% interest in accepting the position. For each additional 100 gold pieces, interest increases 10% to a maximum of 55%.

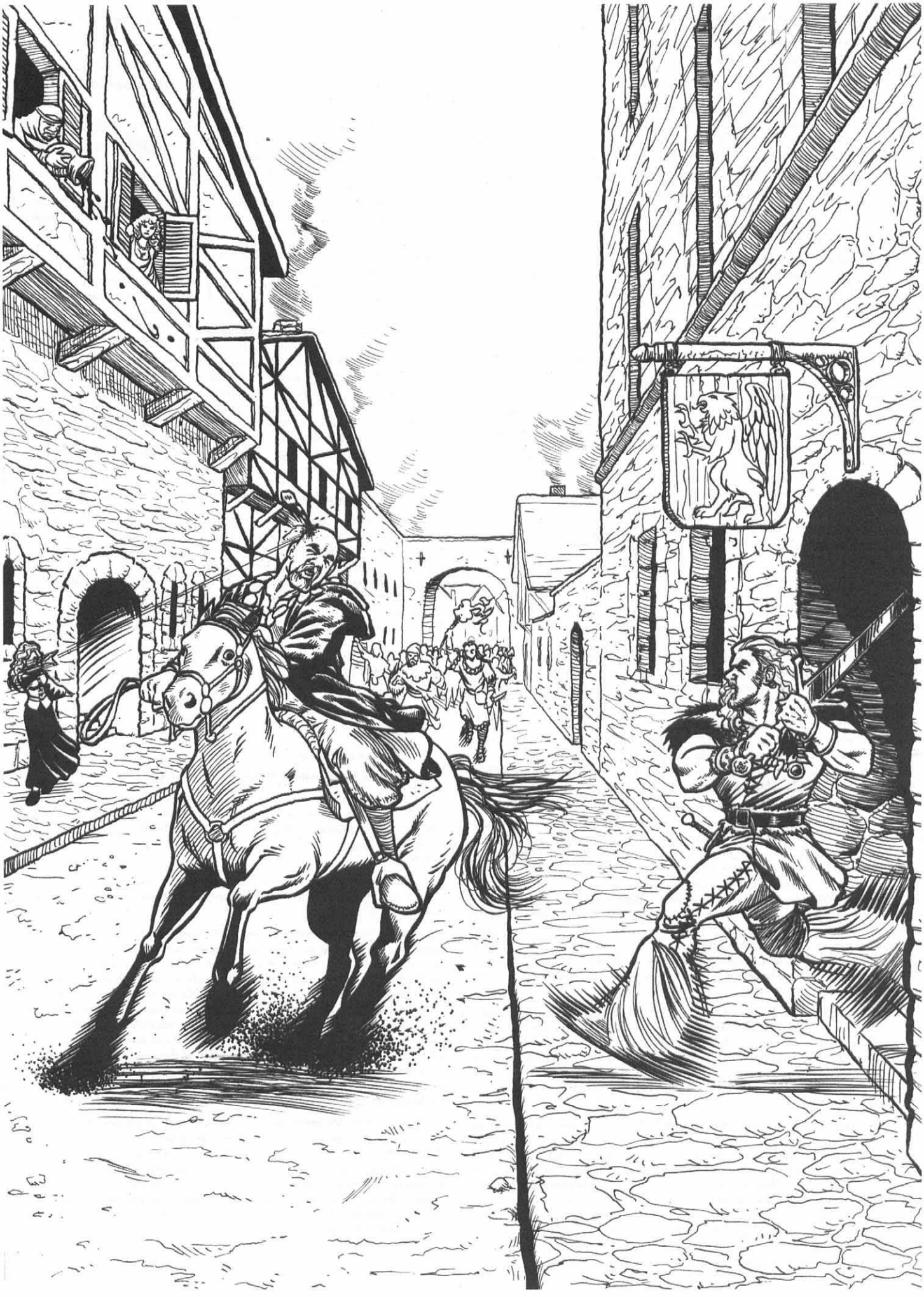
Equipment: The prospective henchman must be provided with complete equipment according to his class or classes. Any magic items included will make the character more interested in accepting the position, assuming he can use such items, of course. For each magic item (exclude arrows except in groups of 5), increase interest by 15%.

Quarters and Support: The PC must offer reasonable housing and promise free food and clothing as needed to the prospective henchman. This simply adds 5% to interest level when offered, but failure to promise such quarters and support will lower interest by 25%.

Activity and Shares: The PC must state what amount of activity the prospective henchman will be given, and what duties and position is envisioned for him. Furthermore, the prospective henchman must be told what share of treasure he can expect from adventuring, and what division of magic items can be expected.

Characteristics of Henchmen

The characteristics, including alignment, of NPC applicants are discussed under the section, Personae of Important Non-Player Characters. You, as GM, can decide how best to reveal all of this information to the PC, some by relating what is "seen', some by actually playing the role of the applicant. If the character asks specific questions, remember that the applicant might take this amiss. Certain quirks or flaws the hench-



man might have could drive up cost associated with having the henchman in one's employ. For example, an alcoholic henchman is likely to spend all his money before pay day and pester the PC for loans.

Acceptance of Employment: When the basic level of interest is found, and characteristics discovered, roll percentile dice if the PC states a desire to accept the applicant as a henchman. Adding the player character's Charisma reaction adjustment to the interest level, and if the dice score does not exceed interest and Charisma reaction adjustment, the NPC accepts employment.

Equipment of Henchmen: All henchmen will come with nothing except the (normal) clothes they wear. Although they will have a few copper and silver coins, they will have nothing of value - no armor, no weapons, nothing! Their wretched state is, in fact, one of the prime motivations for their seeking employment with a successful adventurer.

Exceptional Henchmen: From time to time player characters will manage to capture or otherwise have in their power characters of higher than 2nd level. This in itself is of no consequence, but what if the player character then makes an offer of henchman status to the other character!

1. If the non-player character is more than two levels greater than the player character, only associate status, possibly for but one adventure or undertaking, perhaps for two, will be accepted, regardless of the amount of inducement offered.

2. If the non-player character is from two levels lower to two levels greater than the player character, the NPC will consider only offers of becoming a temporary hireling or an associate for one to four weeks of adventures or undertakings.

3. If the non-player character is three or more levels under the level of the player character, he will consider the offer, but all of the normal requirements of offer and acceptance must be handled as usual. If the offer is forced (do it or else you die, etc.), the loyalty of the henchman will be that of a slave. It will be that of someone who has been captured and enlisted in any case, unless a considerable sum of additional money or considerations of magic are given.

Such unusual henchmen are the sole exception to the rule that henchmen come unequipped, as they might well have considerable goods.

Cronies

Cronies are a special type of henchman. They represent old friends or acquaintances from a player character's pre-adventuring days. They may be childhood friends, former co-workers, fellow students or simply good drinking buddies who the PC used to pal around with and left behind when he took up the life of an adventurer. Cronies have a shared background with a PC, which means there is a pre-existing bond and association between the two.

Just because they are old friends does not mean cronies are willing to give up their own lives and place their chosen careers on hold just to follow the PC around indefinitely. They have their own lives, ambitions and plans. They may even be tied down with families or businesses. However, because of the past history, if at all possible a crony will be there for a PC when called upon.

Cronies will never accompany a PC on an adventure or join a party, but they can be counted upon to provide a little friendly aid in a cold, cruel world. He is the guy you can barge in on if you roll into town unexpectedly. He is always good for a free meal and there is always room on his floor to unroll your bedroll. He may, depending on his situation, be good for the loan of a few gold pieces (or pieces of equipment) here and there. He may even possess skills the PC can use, have important contacts or connections, possess valuable information, or any number of things that make him an invaluable asset. When called upon for help, the GM has to play the crony weighing his own self interests and circumstances against his willingness to help an old friend. For example, asking a crony to carry contraband through a heavily-patrolled area is a very dangerous undertaking and a huge imposition on someone. A loyalty check with appropriate modifiers should be made to determine just how far out a crony would stick his neck for a PC.

Whatever the level of aid the crony is willing to offer, he is not in it for the long haul by any means. Cronies are probably better described as 'fair weather friends' than 'good friends.' The relationship between a PC and a crony will be seriously strained if the PC abuses the friendship or takes advantage of the crony. They will expect some type of compensation, either monetary in nature or in the form of a favor owed.

So What's the Catch?

Well, we have seen that cronies come along with character creation. They cost no Building Points and are merely randomly assigned by the GM. They provide aid at no apparent cost. On the surface, this seems to conflict with the basic principles of HackMaster, namely, nothing is free and everything must be earned. So, if that is the case, what is the drawback of having cronies? It's simple, really. Friendship is a two-way street. Cronies will expect similar treatment from the PC. In fact, every month the PC has a chance of being contacted by a crony (and asked for aid of some type). This chance is a percentage equal to the PC's Fame plus 25% for each time a crony's aid was enlisted within the past 60 days. Thus, the more famous the PC becomes, the more his cronies migrate toward him in search of assistance. For every 100 points of Fame one crony will contact the PC (100% chance), and any leftover Fame provides a percentage chance of additional crony visits.

So you can see that at high level cronies can become a pain in the PC's rear. High level PCs with Fame Factors in excess of 200 have two to three crony visits per month! As GM, you can use crony requests and appearances to your advantage by distracting the PC from his goals, misdirecting him, delaying him, causing him undue monetary hardship, using the crony's problem as an adventure hook, etc.

If the PC refuses aid to the crony, he will contact 1d4 of the other cronies and report that the PC has "changed" and is now "too good for them." This will cause each crony to make a loyalty check (see Table 11OO: Loyalty, Obedience and Morale Check Situations) with the Table 11CC: Relationship Loyalty Base Modifiers crony modifier applied negatively and an additional –5% per prior aid refusal. A failed loyalty check indicates that the crony in question will contact 1d4 other cronies (until all have been notified of the PC's new too-good-for-them-now attitude). Deduct one point of Honor for each crony that's bad-mouthing the PC. A failed loyalty check with results of 25 or lower indicate that the crony has become a hanger-on. A failed loyalty check with a result of one or lower indicates that the crony has become a bitter enemy and will go out of his way to cause ruin for the PC.

Table 11Z:
Number of Cronies

PC's Charisma	# of Cronies*
1-6	1d2
7-8	1d4
9-11	1d6
12-15	2d6
16-18	4+1d12
19-21	4+2d12
22-23	8+2d12
24+	12+3d12

*Note that the number of cronies a PC has can NEVER exceed the number of henchmen allowed per Table 1F: Charisma in the PHB). Cronies are counted independently of henchmen (thus double the total number are available, half cronies and half henchmen). Any excess cronies should be ignored.

Determining Number of Cronies

Whenever a player creates a new character the GameMaster must determine how many cronies the character has by rolling on Table 11Z: Number of Cronies. Inform the player exactly how many cronies he has and record the information in your campaign log for that PC. This number represents the total number of cronies that player character will ever have. Details about each crony's personality and traits can be fleshed out using the NPC Personae tables at the end of this chapter. This can be done as needed during the course of your campaign. Initially all you need is the following info (Only those items with an asterisk (*) should be revealed to the player.):

1. **Name***
2. **Class or profession***
3. **Race***
4. **Alignment**
5. **Honor**
6. **Level (if applicable)**
7. **Nature/Background of PC/crony relationship***

You should leave it to the player to decide when, or if, he calls upon a crony for a favor or aid. You will find that cronies are an excellent tool for immersing your players into the campaign world. It gives them a sense that they are a part of the world instead of simply bursting forth on the scene as if they were a paper cutout with no network of friends or roots.

At first glance, especially to the unenlightened, the usefulness of a crony does not seem to be that great. Here are a few examples, however, of just how valuable one of these "buddies" can be.

Let us say Walfarg the knight errant and his comrades are on the run from a band of brigands. The brigands are intent on taking the hard-earned goods acquired after the party emerges from the bowels of a dungeon, battered and bruised. The party knows that they do not have enough strength left to fight off these vultures, so they make a run for it, staying just steps ahead of their pursuers. Walfarg remembers that around the next bend, his childhood chum Kirgan has settled a nice piece of farmland. He directs his comrades to head toward the farm and they arrive, breathlessly pounding on the front door. Kirgan answers, takes one look at his old pal and offers to let them in. Walfarg manages to blurt out that a band of brigands is on their tail, and so Kirgan shows them a nice underground root cellar where they can hide. Once the brigands have passed by, he offers to let them stay as long as they need to rest and heal. He offers them food, bunks and a couple of good stories as well.

Or what about Madlynna the elven battle mage? A pickpocket has snatched her purse on a seedy street corner. She does not mind the loss of coin so much, but inside the purse was an important message that she had been hired to deliver to a certain noble whose life was in danger. She remembers that Jarlitanus, whom she served with when her family lands were invaded by the Grel, is now a constable of the town where she was robbed. She seeks him out to get information, and to persuade him that her case should be seen as more than a mere purse snatching. He agrees to personally look into the matter, and later that night there is a knock on her door. Jarlitanus is returning her purse with a bloody little thief in tow. All but a few silver pieces are still inside.

There are any one of numerous ways a loyal crony can perform one small beneficial act that could mean the difference between life and death, or success and failure. After all, as anyone knows, "success all depends on whom you know."

Sidekicks

Even more advantageous than a crony is a sidekick. He is a loyal, life-long friend to a PC. He is a staunch ally, with whom a PC can entrust his very life. Under most circumstances, the sidekick is unshakably loyal. He is the boon companion who will strap on his sword and fight by his friend's side no matter what the odds. He will ride into the thick of battle, stand toe to toe with a band of bloodthirsty Ogres or storm the gates of Hell itself for his friend. No one is more loyal than a sidekick.

Because of the special nature of sidekicks, each PC gets only ONE during his entire career. Sidekicks will never demand equal shares or payment, but they do expect to have their basic needs (such as food, shelter and equipment) covered by the PC, as well as the return of loyalty. After all, one cannot expect a sidekick to simply be a doormat.

Once a player reaches 2nd level or thereafter, he may activate his sidekick. The player rolls up the sidekick as he would a player character, using any and all provisions allowed in the PHB (hence all sidekicks enter the game at first level). Once finished, the sidekick becomes an NPC under the GM's control and is handled as any other henchman. The only difference being, of course, that the sidekick is steadfastly loyal and willing to face almost any peril as long as the PC is by his side. One of the many benefits of having sidekicks is that a player may opt to turn that loyal friend into a player character should his own PC die or be eliminated from active play.

Biting the Hand that Fed Them

Sidekicks may be loyal, fast friends but if treated poorly, over time they can and will turn on the PC. Sidekicks start out with maximum loyalty to the PC (95%). As time passes, the GM should evaluate how the player is treating the sidekick. No warnings or admonishments should be given. Simply determine if the sidekick is being abused and reduce his loyalty in 5% increments as warranted. Is the PC being stingy and withholding shares from the sidekick? Even though he is under no obligation to give the sidekick shares or payment, failure to do so is going to result in building resentment and a slow degradation of loyalty. Is the sidekick constantly thrown into harm's way while the PC stands back out of harm's way? Is the PC as loyal to the sidekick as the sidekick is to him? Sidekicks can have their feelings trampled, and if treated so time after time they may just turn and walk away.

If a sidekick's loyalty is ever reduced to a base 50% or lower, he must make an immediate loyalty check. Failure means he reverts to standard henchman status and is treated as a normal henchman from that moment forward.

Protégés

Protégés are special henchmen who have impressed a PC so much that he decides to take him under his wing as a ward and personally groom him for an adventuring career. This is an excellent way for a player to invest in the campaign as well as the future. When his player character dies or retires from adventuring he can activate his protégé and make him his next player character. Refer to the section on Mentors and Protégés in Chapter 1: Player Character Creation for more details.

Other Non-Player Characters

The hosts of merchants, shopkeepers, guardsmen, soldiers, clerics, magic-users, fighters, thieves, assassins, etc. are likewise all yours to play. Again, this is simply a matter of assuming the station and vocation of the NPC and creating characteristics, formally or informally, according to the importance of the non-player character. These NPCs will have some alignment, but even that will not be likely to prevent a bit of greed or avarice. Dealing with all such NPCs should be expensive and irritating. Consider the two following examples:

The fighter Celowin Silvershield enters a strange town seeking aid from a high level magic-user in order to turn an associate back to flesh (after a most unfortunate encounter with a Porculisk). His inquiries at a tavern meet with vague answers until several rounds of drinks have been purchased and the proprietor generously tipped. Wending his way from tavern to Wizard's tower, Celowin is accosted by a beggar, and he is pestered unendingly until he either pays off or calls for the watch. Paying off will attract a swarm of other beggars. Calling for the watch can be nearly as dangerous, as they could resent a foreigner's refusal to deem a native beggar worthy of a copper or two. Despite such possible misadventures, the fighter finally comes to the tower of Llewellyn ap-Owen, a Wizard of high repute. However, Celowin's knocking is answered by a lesser person, the Warlock Tregillish Mul, the Wizard's henchman. Mul informs the eager fighter that: "Lofty Llewellyn is far too busy to see anyone at this time. Good day!" Unless Celowin is quick in offering some inducement, the Warlock will slam the tower door and forget about the intrusion.

Now let us assume that Celowin's bribe was sufficient to convince Tregillish Mul to arrange an appointment with his master, and furthermore that such appointment is

Table 11AA:
Sample NPC Spell Costs

Cleric Spell Requested	Minimum Cost (see below)
Astral Spell	5,000 gp per person
Atonement	500 gp per level of experience of the recipient
Augury	300 gp
Bless	5 gp per person per level of spell caster
Commune	1,000 gp plus 500 per question
Continual Light	500 gp
Control Weather	10,000 gp
Cure All	200 gp per point of healing
Cure Blindness	1,000 gp
Cure Disease	1,000 gp
Cure Light Wounds	100 gp
Cure Serious Wounds	350 gp
Cure Critical Wounds	600 gp
Detect Evil/Good	100 gp (assumes device being checked)
Detect Magic	150 gp (assumes device being checked)
Dispel Evil/Good	1,000 gp
Dispel magic	100 gp per level of spell caster
Divination	1,000 gp
Earthquake	10,000 gp
Find the Path	500 gp per level of spell caster
Gate	50,000 gp
Glyph of Warding	100 gp per level of spell caster
Neutralize Poison	1,000 gp
Part Water	1,000 gp per level of spell caster
Plane Shift	4,000 gp
Prayer	50 gp per level of spell I caster
Protection from Evil	50 gp per level of spell I caster
Purify Food & Drink	100 gp
Raise Dead	1,000 gp plus 500 per level of spell caster
Regenerate	15,000 gp
Remove Curse	500 gp per level of spell caster
Resist Cold	50 gp per level of spell I caster
Resist Fire	100 gp per level of spell caster
Restoration	10,000 gp plus a like amount per level of experience of the recipient
Silence	100 gp per level of spell caster
Slow Poison	200 gp per level of spell I caster
Speak with Dead	100 gp per level of spell caster
Tongues	500 gp
True Seeing	400 gp per level of spell caster

Magic-user Spell Requested	Minimum Cost (see below)
Astral Spell	2,000 gp per person
Charm Person	1,000 gp
Clairvoyance	50 gp per level of caster
Comprehend Languages	50 gp
Contact Other Plane	5,000 gp + 1,000 per question
Continual Light	1,000 gp
Control Weather	20,000 gp
Cure Blindness	500 gp
Detection Spells (any)	100 gp
Dispel Magic	100 gp per level of the caster
Enchant an Item	20,000 gp plus other spells
ESP	500 gp
Explosive Runes	1,000 gp
Fire Trap	500 gp
Fools' Gold	100 gp
Gate	*
Identify	1,000 gp per item or function
Invisible Stalker	5,000 gp
Invisibility	500 gp
Legend Lore	1,000 gp
Limited Wish	20,000 gp **
Magic Mouth	300 gp
Mass Charm	5,000 gp
Permanency	20,000 gp **
Protection from Evil	20 gp per level of caster
Read Magic	200 gp
Reincarnation	*
Remove Curse	100 gp per level of caster
Suggestion	600 gp
Symbol	1,000 gp per level of caster
Teleport	2,000 gp per person
Tongues	100 gp
True Seeing	5,000 gp
Wish	50,000 gp **
Wizard Lock	50 gp per level of caster

* This spell is normally cast only for those of similar faith or belief. Even then a payment or service may be required.
** Some exceptional service will also be required of the player character.

actually timely. Now old ap-Owen is rather testy, for he was in the middle of an experiment which is now absolutely ruined, and must be begun all over again, just because this stupid sword-swinger managed to convince Mul-the-lackwit that something was more important than a Wizard's spell research! Well, this fellow Celowin had better have a good reason for interruption, and further, the pay had better be good . . . Celowin will have to pay through the nose, in cash and in magic items, to get the magic-user to turn stone to flesh once again. But suppose Celowin has no item that Llewellyn could use? The Wizard will take something he cannot use personally, for he undoubtedly has all sorts of henchmen and hirelings who can employ these things, not to mention the possibility of trading or selling. In no event will money ever serve to replace magic items! Furthermore, if no magic is available, then a Geas can be laid to get some!

These examples show how varying roles are played without great difficulty simply by calling upon observation of basic human nature and combining it with the particular game circumstances applicable. Once established, it is quite easy to recall the personae of frequently consulted or encountered NPCs. If such intercourse becomes very frequent, considerable additional development of the character or characters concerned, and their surroundings, will certainly be in order. Thus, in many ways, the campaign builds and grows of its own volition and within its own parameters.

Hiring NPCs to Cast Spells or Use Devices

It is a certainty that your players will seek outside aid many times during the course of your campaign. At times a particular spell - or device able to deliver a magical power - will be necessary or very helpful to a party, and so they will seek out a cleric or magic-user to hire for the service. The most common spells sought are various cures and informational spells. The players should know from the outset that there is no free lunch anywhere, and that the performance of any service is going to cost a "reasonable" sum. A few sample prices for spells are listed on Table 11AA: Sample NPC Spell Costs. Note that these charges are based on characters of similar alignment and religion as the cleric or magic-user, plus requesting the service at the headquarters of the spell caster in question.

Note on Minimum Cost: In general, the costs of purchasing a spell are such that it is far better for someone in the party to learn the spell. In general, the mercenary use of NPC spell casters should be discouraged whenever possible. The player characters are supposed to face challenges on their own!

Prices can be adjusted for faithful, lower level characters. Likewise, they can be upped a bit for those who are not regular attendees of services. If the caster is expected to travel any distance, but not at risk, factors will be as much as doubled. If at any risk, the cleric is likely to refuse or charge five or more times the rates shown.

Attack spells are not shown in order to discourage hiring of spell casters for such purposes. Except for the listed expert hirelings (MICHARU, rogue clerics and spell-lobbers), no specially hired spell caster will ever accompany a party on an adventure of any sort, except in circumstances planned and directed by the GameMaster. As a general rule, a spell will cost 500 gp per level of the spell, plus the cost of any unusual spell components.

When non-cleric spell casters are hired, they will likewise consider alignment and personal risk in setting fees. Whether casting spells or using a magical device supplied to them by the party, there will always be a substantial charge. Should any of good, particularly lawful good, alignment complain, note that "the worker is worthy of his hire" and similar scriptural quotes might be called for in order to silence complaints. In the event that the cleric would actually further the cause of the gawd and alignment by doing the service, payment can be deferred until the party has the wherewithal to do so; however, this deferral will certainly adjust the fee upwards, or possibly require a normal fee and special service from the party in addition.

To forestall the charming of spell casters in order to get them to perform services of this nature, note that such characters will always be 25% likely to cast a spell as close as possible to the opposite of that he is instructed to cast. This is due to the befuddled state of mind and the psychic duress of the Charm spell operating on the individual's mind.

It is also worth mentioning that NPC spell casters are not going to take continual interruptions too kindly, even if the party so doing is of the same faith and alignment and pays well. At some point the spell caster will get fed up with it and begin raising rates. (The players should not rely upon those outside their group to keep their members viable. They must learn self-reliance or else pay the price one way or another.)

Monsters

Lest you forget that monsters are also a form of non-player character, they are listed here as a simple reminder. Taking the role of some of the monsters - those who happen to be human or humanoid - is not a difficult task for the GM, but sometimes it is hard to get into the personae of particularly nauseating creatures or minions of purity or the like. Such creatures might well be beyond the realm of experience of the referee, and understandably so. Nonetheless, the GM must carefully play such monsters.

Each and every monster must be played as closely to its stated characteristics as is possible. Clever ones should be played with cleverness, stupid ones with stupidity, ferocious ones with ferocity, cowardly ones with cowardice, and so on. In all cases, the GM is absolutely obligated to play the monster in question to the best of his ability according to the characteristics of the monster and the circumstances of the encounter. A magic-using creature will intelligently select the best (or what the creature believes will be the best) spell or magic device for attack or defense. Intelligent monsters will make use of any magic items in their treasure hoard. Thinking monsters will tend to flee from encounters that are going badly in order to live and fight another day. There is no reason why monsters cannot learn from encounters, employ flaming oil, set up ambushes and so forth, according to their capabilities and resources.

Experience for Followers, Henchmen and Sidekicks

As a player character gains experience points, so do his various types of henchmen, followers and sidekicks. If the NPC has a character class and participated in the adventure, i.e. he did not guard the horses while the PCs were exploring a dungeon, then he receives a one-half share of the experience for the adventure (after-all, they are not full-fledged PCs and are under the direction of a PC). When he has accumulated enough experience points to advance to the next level, you should notify the PC, and he can choose to

Table 11BB:
Loyalty Base Score

LOYALTY BASE: 50%

Modifiers:	+(Charisma loyalty base x 5%)
	+5% for Great Honor
	-10% for Dishonorable

Table CC:
Relationship Loyalty Base Modifiers

Enlistment or Association	Modifier
Associated non-player character	-10%
Captured and enlisted	-15%
Crony	1d20%
Hanger-on	-40%
Henchman	+5%
Hired mercenary	0%
Hired mercenary, short term	- 5%
Sidekick	+10
Slave	-30%

Table 11DD:
Length of Association Loyalty Base Modifiers

Length of Enlistment or Association*	Modifier
Less than 1 month	- 5%
Less than 1 year	0%
1 to 5 years	+10%
More than 5 years (includes sidekicks)	+25%

*This includes time between service and the length of time that the player character has been generally known and been familiar with the figure(s) in question. Note that cronies do not apply a Length of Enlistment or Association modifier.

Table 11EE:
Status Loyalty Base Modifiers

Training or Status Level	Modifier
Untrained or peasant	-25%
Little training, levied troops	-15%
Newly recruited regulars	- 5%
Trained regulars	+10%
Elite, sub-officers, minor officials/expert hireling	+20%
Guards, officers or major officials/henchmen	+30%

Table 11FF:
Salary Loyalty Base Modifiers

Pay or Treasure Shared	Modifier
None	-20%
Partial, late or unfair	-10%
Average	0%
Above average, choice shares	+5%
Exceptional, bonuses, gift items*	+10%
Paid 10% above standard rate	+5%
Paid 20% above standard rate	+10%

*Typically magic items if a henchman is concerned

Table 11GG:
Discipline Loyalty Base Modifiers

Discipline/Activity	Modifier
None/one	-10%
Lax/little	- 5%
Firm and harsh/occasional	0%
Firm and fair/often	+10%

Table 11HH:
Treatment Loyalty Base Modifiers

General Treatment by Liege	Modifier*
Inhuman and heartless	-25%
Cruel and domineering	-10%
Indifferent and uncaring or variable	-5%
Just and invariable	+10%
Just, kind and invariable	+15%

*Applies only when the liege is not present, is incapacitated or dead; if the liege is near and in power, minuses are treated as pluses.

Table 11II:
Racial Loyalty Base Modifiers

Racial Feelings For:	Liege	Associated Group
Antipathy	-5%	-10%
Good will	+10%	+5%
Hatred	-20%	-15%
Neutral	0%	0%
Preferred	+20%	+15%
Tolerance	0%	-5%

Note: Preference adjustments are cumulative, but only with regard to liege and associates, and with respect to the latter group only the most liked/disliked are counted.

send the NPC to school. NPCs follow all the procedures for gaining a level as if they were a PC. Failure to send the NPC to school and pay for some extra skills as well will cause the NPC to whine, complain and generally lower his morale; everybody wants to train when they have the EPs!

NPC Loyalty, Obedience and Morale

The normal base loyalty of all non-player characters associated with a given player character is 50%, but this can be modified by many factors. First and foremost is the Charisma and Honor of the PC. An NPC's base loyalty is determined according to Table 11BB: Loyalty Base Score. Subsequent factors and the continuing relationship between a liege and his henchmen and hirelings modify this initial loyalty. These factors are listed in Tables 11CC-11MM. When all modifying factors have been factored in, adjust the base loyalty to determine the true loyalty of NPCs. Typical attitudes for varying degrees of loyalty are given in Table 11NN: Loyalty of Henchmen and Allied Creatures. These rules should be used in conjunction with those given under Morale in Chapter 8: Combat.

Loyalty is important when trouble arises, whether it is some insidious plot from within, a challenge from a rival, or in adventures or warfare. Typical situations that require a check for loyalty, obedience or morale are shown in Table 11OO: Loyalty, Obedience and Morale Check Situations. Checks are made by rolling percentile dice. If the number shown on the dice is greater then the adjusted base loyalty (with all modifiers), the figure(s) in question are disloyal, disobedient or have poor morale.

PC Responsibilities Toward NPCs

So long as hirelings and henchmen are treated fairly and paid a reasonable wage plus required supply costs as indicated by the NPC type, everything will be fine. If they are mistreated, however, they will react accordingly. One of the ways underlings get back at cruel masters is doing a sub-par job taking care of equipment. This can be as minor as undercooking a meal or as serious as not properly strapping a saddle on a horse. When it comes to armor and equipment, it can be extremely dangerous for the so-called hero who neglects "the help."

It is time to delve into some more secrets. How many players neglect Charisma as a "worthless" stat? Well, guess what? It affects how well underlings take care of equipment. Any time a PC mistreats, insults or otherwise puts down an underling (whether hired or not!) there is a chance that underling will take some kind of vengeance. Usually, this sort of rebellion builds from minor situations (spitting in food) to the more major (revolt), but you never know what is going to set someone off!

Anytime a PC acts in a way that reduces base loyalty, the NPC should make a loyalty check. Add +5% to loyalty for every full three levels of experience the PC has on the underling. Failure necessitates a roll on Table 11PP: Underling Rebellion. Success indicates that the PC has escaped a rebellious act - this time. (PCs who habitually abuse their underlings will fail the roll eventually).

To find a specific act of rebellion, use Table 11PP: Underling Rebellion. This roll is open-ended, so if the roll comes up 96-100, roll again and add the result less 5%. If the second roll is also 96-100, the process continues. The Table 11QQ: Rebellion Conditional Modifiers are added only once, after all rolling has been totaled. As you can see, mistreating those who tend your equipment is a very bad idea.

Fleshing Out NPC's

Walk-On NPCs

There are several shortcut methods that can be used when role-playing NPCs who only have brief appearances, the "walk-ons" and "cameos" of a role-playing adventure. Just complete the following steps:

Character Traits: Quickly choose some particular character trait from the NPC Personae tables such as cowardice, greed, optimism, precision, or whatever and exaggerate it, take it to an extreme. Sometimes a good stereotypical character is the most effective way for the GM to create comical (or frustrating) situations.

Physical/Mental Traits: Choose a particular physical quirk or flaw from the NPC Personae tables such as male pattern baldness, obesity, trick knee, clingy etc. Use it to help define the character's appearance. There is nothing like a good quirk to help make an NPC come alive. For example, PCs will tend to remember a gate guard with an inappropriate sense of humor, an overly corpulent waitress who has a strange body odor, or a king with a peg leg.

Unusual Habits: Give the NPC some odd habits such as always scratching his head, tugging on his beard, staring at the sky when talking, mumbling, etc. The GM can actually act out these simple habits at the table, adding a visual element to the role-playing experience.

Personae of Important NPCs

It is often highly desirable, if not absolutely necessary, to have well developed non-player characters (NPCs). In order to easily develop these personae, Table 11RR: NPC Alignment to Table KKK: NPC Collections are offered for consideration. Note that the various facts and traits are given in a sequence that allows the character to develop itself with judicious help from the GM. Alignment, Honor, Appearance, Possessions and then General Tendencies are given.

The personae of special NPCs should be handpicked from the tables. Other NPCs can be developed randomly, or by a combination of random and considered selection. No fewer than three General Tendencies should be determined, and several more can be added if the GM desires. Of course, some are contradictory, and if a random selection indicates such dichotomy, roll until non-contradictory tendencies are discovered. In like manner, successively generated traits should not conflict with the General Tendencies previously developed - unless the NPC is insane, in which case such conflict is quite permissible. A brief explanation of each fact and trait is given in the step-by-step text.

Step-by-Step NPC Development

NPC Facts Tables

Alignment is preferably selected for created NPCs. For encountered NPCs, the GM can decide to select the alignment or generate it randomly, as best suits that particular encounter situation.

Possessions indicate the number of garments, adornment, weapons, goods, property, etc., according to the circumstances particular to the NPC in question. Actual and apparent possessions can differ greatly – the miserly individual, for example, will never display his wealth.

Honor should be randomly determined, but keep in mind that 0-level characters will not have measurable Honor so simply use Work Ethic.

Work Ethic is keyed to Honor. Honorable characters usually perform well because their work reflects on them. The number in parenthesis is the modifier that should be applied to all Standard Quality of Work (Table 11F), Quality of Workmanship (Table 11G) and general skill rolls.

Age can be actual or apparent – such as by means of disguise, magic, etc. Values refer to Table 4A: Age in the Player's Handbook.

General (appearance) can be due to the existing circumstances or a true characteristic. Appearance will be modified by possessions.

Sanity is the measure of the mental balance of the NPC against the norm. The type of insanity or maniacal bent is usually determined by Traits rolls.



NPC Quirks and Flaws

For every NPC, you must determine how many quirks and flaws the character has. Table 11WW: NPC Quirks and Flaws will decide how many times you will roll on Table 6A: Flaws and Quirks in Chapter 6 of the Player's Handbook.

NPC Traits Tables

General Tendencies are given to guide and direct the generation of following traits and the operation of the NPC in actual play. Conflicting traits should be disregarded unless the NPC is insane. Some tendencies have two listings separated by a slash. The GM should either immediately select one (in the case of a predetermined NPC) or list both and select the one which better suits the NPC when the balance of the other traits are determined (in cases of encountered NPCs).

Average Personality indicates a typical personality type with one or more outstanding tendencies. The average personality will seldom be noticeably outstanding in any of its tendencies until the NPC is well-known by the PC through dealings and frequent association.

Extroverted Personalities are more readily apparent, as will be their outstanding tendencies. The extroverted NPC will be gregarious and tend toward being in positions that deal with people or power.

Introverted Personality indicates that the NPC is basically inward-looking and prefers his own company to that of others. Monks and hermits are two good, if not polar, examples. The encountered NPC introvert will seldom be in a people-oriented occupation or with a large party of humans.

Disposition is the indicator of the general inclination of the NPC personality with regard to mood or manner.

Intellect describes to the GM the manner in which the NPC's mental processes function, and it will modify the intelligence rating in four out of eight cases (dreaming - brilliant). The "dreaming" and "ponderous" intellects will tend to ratiocinate more slowly and the "scheming" intellect will, at times, perform brilliantly (+1 Intelligence). The "brilliant" intellect will perform above its naturally rolled Intelligence rating due to discernment and insight (+2 Intelligence).

Nature describes the disposition tendencies, and as a modifier it must be carefully watched to avoid contradiction, i.e. compassionate and hardhearted, unfeeling and softhearted.

Materialism denotes the regard the NPC has for goods and property. Thrift and Materialism complement each other.

Honesty describes the NPC's basic veracity and tendencies in dealing with others.

Bravery indicates the courage of the NPC with regard to threat, risk, hazard, etc.

Energy is basically self-explanatory. The "driven" individual is certainly neurotic, typically obsessive and often fanatical.

Thrift, like energy, is self-explanatory. The various degrees of saving and spending must be considered with care.

Piety is the rating of the religious view of the NPC. "Saintly" will be modified to fit the alignment of the NPC, and the piety trait must fit the character class as well.

Morals refer to the sexual tendencies of the NPC, although this trait rating can be used with regard to some ethical questions.

Interests describe the pastimes, avocations and hobbies of NPCs. More than one **Interest** is possible for those characters which are not otherwise obsessive or devoted to some vocation or calling.

Collections simply indicate the field of Interest of the "Collector." Other sorts can be added as desired. In game use, the collector of swords, for example, will be a likely contact for player characters wishing to dispose of such weapons gained as loot during an adventure.

NPC Height and Weight

Roll on Table 4E: Average Height and Weight in Chapter 4: Character Priors and Particulars of the Player's Handbook for the appropriate race.

NPC Language Determination

Table 11LLL: Random Language Determination is to be used primarily to determine knowledge of languages in NPCs (and such things as magic swords), as player characters generally should be required to learn foreign languages from others when the opportunity and inclination present themselves. This is subject to alteration, of course, pending conditions in individual campaigns.

Table 11JJ:
Alignment Differential Loyalty Base Modifiers

Alignment Compared to:	Liege	Associate Group
Same	+10%	+5%
1 place removed	0%	0%
2 places removed	-15%	- 5%
3 places removed	-35%	-20%
4 places removed	-60%	-40%

Examples: lawful evil - lawful neutral = 1 place removed, lawful evil - lawful good = 2 places removed, lawful evil – neutral = 2 places removed, lawful evil - chaotic neutral = 3 places removed, lawful evil - chaotic good = 4 places removed

Table 11KK:
Alignment of Liege Loyalty Base Modifiers

Alignment of Liege	Modifier
Lawful good	+15%
Lawful neutral	+10%
Lawful evil	+5%
Neutral good	0%
True neutral	0%
Chaotic good	-5%
Chaotic neutral	-10%
Neutral evil	-15%
Chaotic evil	-20%

Table 11LL:
Character of Liege Loyalty Base Modifiers

Special Considerations	Modifier
Killed faithful henchman or hireling in front of a witness(es)	-40%
Tortured faithful henchman or hireling in front of a witness(es)	-30%
Reputed to have slain faithful henchmen or hirelings or actually left them to die	-20%
Foresworn or oath breaker or deserter	-15%
Rumored to have tortured faithful henchmen or hirelings	-10%
Discharged faithful henchmen or hirelings without cause	- 5%
Given a choice gift or bonus within last two months (hireling) or three months (henchman)	+5%
Risked life for within last six months (hireling) or one year (henchman)	+10%
Ransomed or rescued within one year	+15%
Saved life directly or personally	+25%
Uses and diminishes his own magic to benefit the NPC (including use of spells, especially cures)	+25%
Returned henchman or hireling to normal state from death-like state, had raised or resurrected	+50%

NOTE: Apply only one penalty and one bonus maximum, the highest of each category.

Table 11MM:
Situational Loyalty Base Modifiers

Situation Modifiers	Modifier
Liege dead or surrounded and outnumbered	-25%
Liege removed from combat	-15%
Each henchman dead or removed from combat	-5%
Each hit die or level dead, friendly	-3%
Each hit die or level alive, enemy	-1%
Each hit die or level dead, enemy	+1%
Each hit die or level alive, friendly	+2%
Each henchman present, in sight, alive	+5%
Liege present, in sight, alive	+15%

Table 11NN:
Loyalty of Henchmen and Allied Creatures

Adjusted Loyalty Score	Loyalty
Less than 1	None - will attempt to kill, capture, harm, or desert at first opportunity
1-25	Disloyal - always seeks own advantage regardless of circumstances
26-50	Little - will seek own advantage at first sign of weakness
51-75	Fair - will support cause if no great risk is involved
76-100	Loyal - will always attempt to further the ends of the liege, even at great risk
Greater than 100	Fanatical - will serve unquestioningly and lay down own life if necessary without hesitation

Table 11OO:
Loyalty, Obedience and Morale Check Situations

Situation	Failure Result
Offered bribe	co-operates
Ordered to testify against liege	agrees
Has a chance to steal goods	steals
Left alone in possible danger	deserts
Abandoned	deserts
Ordered into possible danger	refuses
Ordered to perform heroic act	refuses
Ordered to perform heroic and dangerous act	refuses
Ordered to rescue party member(s)	refuses
Ordered to rescue liege	refuses
In combat with possibly dangerous foe	runs away
Liege incapacitated or slain	runs away
Offered surrender terms	surrenders
Surrounded by superior foe	surrenders
Ordered to use up own magic item	refuses

Table 11PP:
Underling Rebellion
Roll (1d100)

1st roll	2nd roll	3rd+ roll	Effect
1-60	-	-	Acts surly/sulks (1d3 days)
61-80	1-30	-	Spits in food
81-90	31-40	1-10	Writes on back of cloak or armor ("Hack Me!")
91-100	41-45	11-15	Puts pebble in shoe or boot
101-140	46-50	16-20	Puts pebbles/sand in shoes or boots
141-180	51-60	21-25	Does shoddy job (maintenance is effective but items appear dirty, frayed, dented or scratched)
181-200	61-70	26-30	Rigs pants or cloak to fall down (PC loses 0-1 point of Honor)
201+*	71-80	31-35	Spreads nasty rumor about PC (PC loses 1 point of Honor)
	81-85	36-40	Spreads multiple nasty rumors about PC (PC loses 1d3 points of Honor)
	86-90	41-45	Verbally insults PC (PC loses 1-2 points of Honor)
	91-95	46-50	Verbally insults PC in town/in front of large groups (PC loses 1d3 points of Honor)
	96-100	51-55	Merely pretends to do maintenance (for 1d4 days)
	101-110	56-60	Puts laxative in food or wine
	111-125	61-65	Spits on PC (PC loses one point of Honor)
	126-150	66-70	Steals from PC (2d20 sp or equivalent value)
	151-175	71-75	Steals from PC (2d20 gp or equivalent value)
	176-200	76-80	Steals equipment
	201+*	81-85	Merely pretends to do maintenance from then on
		86-90	Openly steals from PC (PC loses 1d2 points of Honor)
		91-95	Sabotages saddle straps
		96-100	Sabotages armor straps
		101-110	Punches or kicks PC (just once)
		111-125	Sabotages armor straps
		126-140	Flees PC
		141-160	Attacks PC outright
		161-180	REVOLT! Turns on PC during battle!
		181-200	REVOLT! Attempts to assassinate PC (or hire assassin, if necessary)
		201	UH-OH! Becomes arch-enemy of PC

*Roll on the next column.

Table 11QQ:
Rebellion Conditional Modifiers

Situation	Modifier
Each previous insult	+5
Each previous successful act of rebellion	+10
Each act of physical violence dealt by PC	+20
Underling is chaotic	+10
PC is evil	+15
Underling is evil	+15
Each previous roll on 3rd roll column	+25

Table 11SS:
NPC Possessions\Wealth
Roll (1d10)

Roll	Possessions/wealth
1	Piss poor (10-40 gp)
2-3	Scant (20-50 gp)
4-7	Average (30-80 gp)
8	Above average (50-100 gp)
9	Exceptional (75-150 gp)
10	Filthy rich (100-200 gp)

Table 11RR:
NPC Alignment
Roll (1d12)

Roll	Alignment
1	Lawful good
2	Lawful neutral
3	Lawful evil
4	Neutral evil
5	Chaotic evil
6	Chaotic neutral
7	Chaotic good
8	Neutral good
9-12	Neutral

Table 11TT:
NPC Honor and Work Ethic
Roll (1d8+1d12)

Roll	Honor	Work Ethic
2-6	Dishonor	Poor (-10%)
7-13	Average	Lax
14-16	Great	Good (+5%)
17-20	Too Much	Solid*

* Roll 1d4– 1-2 is –10%, 3-4 is +10%

Table 11UU:
NPC Appearance
Roll (1d10) for each category.

Roll	Age	Roll	General
1	Young (75% base age)	1	Dirty
2-3	Youthful (base age)	2	Clean
4-7	Mature (base age +variable)	3	Unkempt
8	Middle-aged (middle age)	4	Immaculate
9	Old (old age)	5	Rough
10	Ancient (venerable age)	6	Ragged
		7	Dandyish
		8	Foppish
		9	Non-descript
		10	Imposing

Table 11VV:
NPC Sanity**
Roll (1d10)

Roll	Sanity
1	Very stable
2-6	Normal
7	Neurotic
8	Unstable
9	Insane*
10	Maniacal*

* Roll again, and if either Insane or maniacal is indicated a second time, then the character conforms to that sanity level; in all other cases, the second roll stands in place of the first. See Table 7H: Spell Mishap Insanity Subtable.

Table 11WW:
NPC Quirks and Flaws
Roll (1d20)

Roll	Rolls 6A*
1	0
2-7	1
8-13	2
14-17	3
18-19	4
20	5

* Number of rolls on PHB Table 6A

Table 11YY:
NPC Personality
Roll (1d8) followed by (1d8)

	1-5 Average		6-7 Extroverted		8 Introverted
1	Modest	1	Forceful	1	Retiring
2	Egoist/arrogant	2	Overbearing	2	Taciturn
3	Friendly	3	Friendly	3	Friendly
4	Aloof	4	Blustering	4	Aloof
5	Hostile	5	Antagonistic	5	Hostile
6	Well-spoken	6	Rude	6	Rude
7	Diplomatic	7	Rash	7	Courteous
8	Abrasive	8	Diplomatic	8	Solitary/secretive

Table 11XX:
NPC General Tendencies
Roll (d100)

Roll	Tendency
1-4	Optimist
5-8	Pessimist
9-12	Hedonist
13-16	Altruist
17-20	Helpful/kindly
21-24	Careless
25-28	Capricious/mischievous
29-32	Sober
33-36	Curious/inquisitive
37-40	Moody
41-44	Trusting
45-50	Suspicious/cautious
51-54	Precise/exacting
55-58	Perceptive
59-62	Opinionated/contrary
63-66	Violent/warlike
67-70	Studious
71-74	Foul/barbaric
75-78	Cruel/callous
79-82	Practical joker/prankster
83-86	Servile/obsequious
86-90	Fanatical/obsessive
91-94	Malevolent
95-100	Loquacious

Table 11ZZ:
NPC Disposition
Roll (1d10)

Roll	Disposition (1d10)
1	Cheerful
2	Morose
3	Compassionate/sensitive
4	Unfeeling/insensitive
5	Humble
6	Proud/haughty
7	Even tempered
8	Hot tempered
9	Easy going
10	Harsh

Table 11AAA:
NPC Intellect
Roll (1d10)

Roll	Intellect (1d10)
1	Dull
2-3	Average
4-5	Active
6	Dreaming
7	Ponderous
8	Anti-intellectual
9	Scheming
10	Brilliant

Table 11BBB:
NPC Nature
Roll (1d6)

Roll	Nature
1	Softhearted
2	Forgiving
3	Hard-hearted
4	Unforgiving
5	Jealous
6	Vengeful

Table 11CCC:
NPC Materialism
Roll (1d6)

Roll	Materialism
1	Aesthetic
2	Intellectualist
3	Average
4	Covetous
5	Greedy
6	Avaricious

Table 11DDD:
NPC Honesty
Roll (1d8)

Roll	Honesty
1	Scrupulous
2	Very honorable
3	Truthful
4	Average
5	Average
6	Average
7	Liar
8	Deceitful

Table 11EEE:
NPC Bravery
Roll (1d12)

Roll	Bravery
1	Wuss (-40% to morale)
2	Coward (-30% to morale)
3	Hesitant (-15% to morale)
4-8	Normal
9-10	Courageous (+15% to morale)
11	Foolhardy (+30% to morale)
12	Fearless (+45% to morale)

Table 11FFF:
NPC Energy
Roll (1d8)

Roll	Energy
1	Slothful
2	Lazy
3-5	Normal
6-7	Energetic
8	Driven

Table 11GGG:
NPC Thrift
Roll (1d8)

Roll	Thrift
1	Miserly
2	Mean
3	Thrifty
4-5	Average
6-7	Spendthrift
8	Wastrel

Table 11III:
NPC Piety
Roll (1d12)

Roll	Piety
1	Saintly
2	Martyr/zealot
3	Pious
4	Reverent
5-8	Average
9	Impious
10	Irreverent
11	Iconoclastic
12	Irreligious

Table 11JJJ:
NPC Interests
Roll (2d12)

Roll	Interests
2	Religion
3	Legends
4	History
5	Nature
6	Horticulture
7	Husbandry
8	Exotic animals
9	Hunting
10	Fishing
11	Handicrafts
12	Athletics
13	Politics
14	Wines & spirits
15	Foods & preparation
16	Gambling
17	Drugs
18-21	Collector*
22	Community service
23	Altruism
24	None

* See Table 11KKK: NPC Collections.

Table 11HHH:
NPC Morals
Roll (1d12)

Roll	Morals
1	Aesthetic
2	Virtuous
3-4	Normal
5-6	Lusty
7	Lustful
8	Immoral
9	Amoral
10	Perverted*
11	Sadistic*
12	Depraved*

* Roll again; if perverted, sadistic or depraved is again indicated, the character is that; otherwise, the second roll is the true morals, and the first roll is ignored in favor of the second.

Table 11KKK:
NPC Collections
Roll (1d12)

Roll	Collections
1	Knives & daggers
2	Swords
3	Weapons
4	Shields & weapons
5	Armor
6	Books & scrolls
7	Minerals & gems
8	Ornaments & jewelry
9	Coins & tokens
10	Trophies & skins
11	Porcelain, china & crystal
12	Artwork*

* This includes tapestries, paintings, statuary, carvings, etc.

Table 11LLL:
Random Language Determination
Roll (1d100)

Roll	Language	Roll	Language
1	Baboon-Man	52	Giant: Gorge
2	Bison'vyders	53	Hill
3	Blood Guzzler	54	Mist
4	Boar, Man	55	Mountain
5	Bone Scavenger	56	Prairie
6	Bovinians	57	Scorn
7	Brownie	58	Stone
8	Bugbear	59	Storm
9	Centaur	60	Verbeeg
10	Dragon: Albino Scoria	61	Gnarl-ron
11	Black	62	Gnoll
12	Blue	63	Gnome
13	Brass	64	Gnomeling
14	Bronze	65	Goblin
15	Cloud	66	Grel
16	Copper/Slag Copper	67	Halfling
17	Gold	68	Hobgoblin
18	Green	69	Kobold
19	Mist	70	Lammasu
20	Mottled	71	Lizard Man
21	Onyx	72	Lizotaur
22	Platinum	73	Madger
23	Red	74	Manticore
24	Shadow	75	Medusian
25	Silver	76	Minotaur
26	Slag Scaled Titanium	77	Naga, Guardian
27	Speckled	78	Nixie
28	Spiny	79	Nymph
29	Swack-Iron	80	Ogrish
30	White	81	Ogre Magian
31	DragonFairie	82	Orcish
32	DragonLord	83	Otterman
33	Dralch	84	Pixie Fairy
34	Drow	85	Salamander
35	Drowtaur	86	Samurai Jackal
36	Dryad	87	Satyr
37-38	Dwarven	88	Shedu
39	Duergar	89	Slobgoblin
40-41	Elven	90	Sprite
42	Ettin	91	Sylph
43	Fire-Monk	92	Syntaur
44	Gagwaller	93	Titan
45	Galeb Duhr	94	Treant
46	Gargoyle	95	Triclops
47	Giant: Cloud	96	Troll
48	Firbolg	97	Weeants
49	Fire	98	Xorn
50	Fog	99-100	GM's choice (from list or HoB)
51	Frost		

*The GM may always choose a language instead of rolling. In addition, he should adjust this chart to reflect the frequency of various creatures based on his milieu. This chart should serve as a guide for such an endeavor.

Chapter 12

The Adventure

At the heart of every HackMaster game is the adventure: the GameMaster's finely crafted story with which he challenges his players to the limits of their abilities. Or at least, that is how it is supposed to be. Unfortunately, the uninspiring piece of drivel that you present to your moronic players for some lesser game will not cut it here. The game of HackMaster requires only the best. In this chapter I will impart my wisdom upon you so that you may take the primordial ooze you call your players and make them into decent HackMaster players and a suitable challenge for GMs such as yourself.

Adventures in the Outdoors

Dungeons and subterranean adventures are an important part of HackMaster, and they offer many good adventure opportunities. However, any halfwit with three brain cells and some dice can push his players through some banal series of identical square rooms, each populated with a random creature. A real GM recognizes that he has an entire world or more at his disposal, with many different types of terrain and creatures. Each type of terrain is a unique adventuring area, with its own natural challenges and opportunities. The real GM does not confine himself to a small, dank dungeon. He has learned to use the whole world as his dungeon. Adventures in the Outdoors refers to all these adventures that take place outside of the dungeon.

To start, you must have a detailed, meticulously annotated and large-scale map for conducting adventures outdoors. Though the initial adventuring in the campaign will take place in a small community and nearby dungeon, you will eventually exhaust the possibilities present there. The adventure will sooner or later move to the surrounding area: the great outdoors. Adjudicating this is not difficult, and will be rewarding for you and your players. It will also present you with hundreds of new, gruesome ways to kill your players.

Then you must decide how you wish to proceed regarding the world at large. I recommend that you use a commercially available campaign world that has been designed by professionals. The best of these HackMaster worlds is Garweeze Wurld. It has been fully realized and described by my team and me, and it is the pinnacle of fantasy campaign worlds. However, if you do not own a copy of the out of print Garweeze Wurld third edition book and are unable to wait for the fourth edition supplement, then you may make a world of your own. A word of caution: making a good campaign world is a difficult task that you are really not capable of doing, so do not be surprised if you and your players are disappointed with the results. Whatever course you take, the scale of such world maps should be in the neighborhood of 20 to 40 miles per hexagon. Such areas allow mapping of considerable territories and are optimal for determining movement and dividing into smaller scale maps. I recommend dividing each large hex into blocks of smaller hexes, 5 across the middle or 5 across each face, as desired.

Adventuring outdoors has several specific sub-categories to account for the various special rules that are needed in certain terrain types. The three major sub-categories are: Adventures in the Air, Adventures On and Under Water and Adventures in Cities and Towns.

Movement Outdoors

Tracking the movement rates and determining the time of travel of your player's characters is very important. Perhaps you need to know how far the army chasing them needs to travel, or how soon the assassins will reach their camp. To this end, I have provided you with general movement rates so that you can adapt them to the scale of your campaign maps accordingly.

Normal terrain assumes basically open ground, scrub, typical desert, light forest, low hills, small watercourses, etc. For vehicular movement it assumes roadways through such terrain or smooth fields (steppes, plains, etc.).

Rugged terrain assumes rough ground, snow, forests, steep hills, large watercourses, etc. For vehicular movement it assumes either roadways through such terrain or packed earthen paths through normal terrain.

Very Rugged terrain assumes broken ground, deep snow and ice, heavy forests, marshy ground, bogs, bluffs, mountains and broad watercourses.

It is your responsibility to determine what terrain is impassable to mounted, vehicular or normal travel. Oceans, large swamps and high mountains generally fall into this category (for normal land-bound beasts).

These movement rates assume a party numbering between 1 and 100. If more than 100 are in the party, reduce movement rate by 1 mile per day for each additional 100 or fraction thereof, but in no event should such adjustment slow the rate of movement of the party to below 50% of normal speed.

Becoming Lost

This is one of the most satisfying ways to vex your players. PCs love to explore new and unfamiliar places because they are often ripe in EPs and treasure. They do this without hesitation or fear of becoming lost despite the fact that in reality, this would be a paramount concern. To reflect this, HackMaster provides you with another powerful weapon, rules on becoming lost.

Any time the party is exploring unfamiliar terrain, there is a chance they will become lost, unless one of the following conditions applies:

If a creature or NPC who is familiar with the countryside through which they are moving guides the party, there is no chance of becoming

Table 12A:
Walking Movement (miles/day)*

	Terrain Is		
Burden	Normal	Rugged	Very Rugged
Unencumbered	30	20	10
Light	25	15	8
Moderate	18	11	5
Heavy Laden	10	6	3
Severe	6	3	2

* These values are based on a movement value of 12. Characters with a movement value other than 12 should adjust the values proportionally.

Table 12C:
Vehicular Movement (miles/day)*

	Terrain Is		
Mount	Normal	Rugged	Very Rugged
Cart, small	15	8	-
Carriage			
- Common	15	5	-
- Coach, Ornate	18	7	-
Chariot			
- Riding	45	20	-
- War	40	25	2
Sedan Chair	5	2	-
Wagon			
- Two-Wheeled	10	5	-
- Four-Wheeled	30	15	5

*These movement rates assume roads or tracks. If no roads or tracks exist, movement is reduced by 50%.

Table 12B:
Mounted Movement
(miles/day)*

	Terrain Is		
Mount	Normal	Rugged	V. Rugged
Camel**			
- Mount	20	10	5
- Carrion	25	8	3
Centisteed	80	40	20
Donkey, mule or ass	20	10	8
Elephant			
- Labor	15	10	5
- War	25	20	15
- Saber-Toothed	30	15	5
Horse			
- Light War	60	25	5
- Medium War	40	20	5
- Heavy War	30	15	5
- Dwarven War	40	20	10
- Draft	30	15	5
- Shirkmare	35	10	3
Lizard****	15	10	5
Moose, War	20	15	8
Oliphant, War	20	15	10
Pony			
- Common	25	10	5
- Elven	35	20	10
Unicorn	40	25	15
Yak	20	10	5

	Weather is		
	Fair	Poor	Bad***
Dolphin			
- Mount	25	20	10
- War	35	20	10
Eagle			
- Giant	160	140	120
- Gargantuan	240	220	200
Griffon	100	90	80
Hippogriff	120	110	100
Moose, War (flying only)	60	55	50
Pegasus			
- Common	160	140	120
- Greater	160	140	120
Killer Whale			
- War	55	40	25
- Mount	65	45	10

* This assumes a skilled rider on a trained mount with the proper equipment.
** A camel does not need as much water as other mounts, and as a result, does not suffer any of the penalties associated with prolonged activity in desert climates.
*** Bad weather includes rain and high winds. In very bad weather (powerful thunderstorms, hurricanes and such, creatures cannot fly or swim at all.
**** Red-Bellied Armored

lost. Of course, not every creature or NPC is trustworthy, so such situations present some intriguing possibilities.

If the party is following a well-defined course (river, road or the like), they will not become lost as long as they stay near the course. While this is hard to subvert, often these "courses" do not lead directly where the party is going.

If the party is using a well-drawn and correct map, they will not become lost as long as they possess the map and use it (enter the Map Snatcher).

If these conditions do not apply to the party, then you may roll to see if they become lost. The roll is made prior to the commencement of a day's movement. The determination is based on the terrain.

When the direction indicates 60° left or right, roll a d6. The party wanders to the left on a 1-3 and to the right on a 4-6. If you are using a hexagonal grid, and this is highly recommended, the party is now heading towards the hex face to the left or right of the one they were originally facing. If the direction indicates 120°, follow the procedure above. Then, after the first direction is determined, roll another d6. On a 1-3, the party only wanders off 60° in the direction determined, and a 4-6 indicates the party errs by 120°. If the direction column indicates any direction, roll a d6:

1 = right ahead,

2 = right behind,

3-4 = directly behind,

5 = left behind, and

6 = left ahead.

When rolling for the direction, there is NO chance of the party ever accidentally moving in the desired direction. The dice have already determined that they are lost, and you cannot go back on what the dice say.

Table 12D:
Chance of Becoming Lost

Terrain Type	Chance of Becoming Lost	Direction
Plain	1 in 10	60° left or right
Scrub	3 in 10	60° left or right
Forest	7 in 10	any
Rough	3 in 10	60° left or right
Desert	4 in 10	60° left or right
Hills	2 in 10	60° left or right
Mountains	5 in 10	120° left or right
Marsh	6 in 10	any

Lost Parties

Once you have determined that the party is lost and in what direction they have wandered, you should consult your map of the area. If they have returned to an area that they have traveled through and mapped earlier then they will recognize their mistake. Tell them what direction they actually moved in and that they have seen a landmark and realized their error. Then give them an evil smile and chuckle. Note that this only occurs if the party has mapped the area. If they wander back into an area they have already explored but not mapped, secretly make an Intelligence check for each character to see if he realizes what has happened.

If the party moves into an area that they have not yet explored, then immediately roll again to determine if the party will be lost the next day as well. If the roll indicates that they will not be lost, they will realize the error the next day. In the meantime, describe the terrain as if they had actually moved in the desired direction. This will result in the erroneous mapping of the location and will provide a significant amount of entertainment when they realize the mistake. If the party continues to be lost, follow the procedure above until they are no longer lost. At that point, they will realize that they have not been moving in the desired direction, or series of directions, but they will not know when or where they became lost. They will have to backtrack and attempt to locate the last space that they mapped correctly and go on again from that place. Enjoy the moment as you watch your players' frustration build.

Rest and Forced Movement

The movement rates given above assume that the characters rest for a sufficient amount of time each day. For a normal movement rate, this is one half-hour for every four hours of travel. This rest can be spent all at once or spread out across the time. If the normal movement rate is exceeded, however, then special rest periods in addition to the normal rest periods are required.

It is possible to make forced marches up to twice the distance shown for daily movement rate. Such forced movement increases the daily rate in 10% increments, from 10% to 100% at the option of the party, to a maximum of double normal movement rate. As soon as an additional 100% of the movement rate is reached, or as soon as the party determines to resume non-forced movement, whichever first occurs, a mandatory rest period must be enforced. The rest period depends upon the total percentage of forced movement:

10% - 30% = 1 hour per 10%
40% - 60% = 2 hours per 10%
70% - 100% = 3 hours per 10%

If any group fails to fulfill their mandatory rest after a forced march, they are subject to severe penalties. Beasts of burden have a cumulative 10% chance of dropping dead for every 10% increment of additional movement of any sort. Other creatures lose one level of ability or Hit Die in the same manner, until they reach zero and die of exhaustion. Such loss of vitality, whether by beast of burden, creature or character requires a full 8 hours of additional rest for each such 10% increment, Hit Die, or level of ability lost. For example, a 12th level fighter who moves an additional 90% of his movement without resting after a forced march must rest 72 hours, consecutively, in order to regain 12th level of ability. Prior to that period of rest, the character is effectively 3rd level and is easy pickings. One humiliating death should teach your players not to overexert themselves.

Adventures in the Air

One of the more exotic locations for an adventure occurs not on your campaign world, but above it. An aerial adventure or part of an adventure adds a lot of wonder and interest to the game, and your players will enjoy the new challenges is presents. It also gives you the excellent opportunity to make the player characters fall from ridiculous heights and take lots of falling damage.

Aerial Travel

Long-distance aerial travel can be accomplished by use of either magical device or flying mount. Certain magic items (such as a Broom or Carpet of Flying) do not have limited duration of use, and thus are the most efficient forms of such travel (though a Broom of Flying may not be very comfortable to use for hours on end).

For long distance air travel, every 3 points of a creature's movement rate equals one mile per hour. Thus, a creature with a speed of 30" can fly long distances at an average speed of 10 mph, covering about 100 miles in a day (assuming ten hours of semi-continuous travel during daylight). The above formula does not necessarily apply to short-distance travel.

Flying Mounts

Most flying mounts will be Griffons, Hippogriffs or Pegasi. The ownership of a flying mount greatly increases a character's power, so a good GM would make sure that these mounts are very difficult to acquire, and even harder to train. None of these mounts will mix with the others (Griffons will eat Pegasi or Hippogriffs if given a chance, and Hippogriffs confined with Pegasi will bully them whenever possible). A clever GM would grant two characters flying mounts of different types. After that you just sit back and watch the carnage.

Griffons are often nasty and bad-tempered. If they are captured when they are very young and trained, however, they can become fiercely loyal mounts. Their loyalty is non-transferable once fixed, so they must be disciplined and trained solely by the intended rider. The rider must have the animal handling and animal training skills at professional level (65%) or higher to train a Griffon. The Griffon must be trained and exercised by its owner on a fairly regular basis while it is a fledgling (up to age six months) in order to accustom it to his or her presence and the bridle, blanket, saddle, etc. When the Griffon is half-grown a period of intensive training must begin, which will last at least four months. The daily routine must never be broken for more than two days, or the Griffon's wild nature will assert itself and all progress will be lost. After two months of this intensive training, it will be possible to begin to fly the Griffon. This will be a period of training for mount and owner alike, as the rider must learn how to deal with a new dimension, and he will probably have no teacher but himself.

Griffons, like all large flying creatures, eat enormous amounts of food, especially after prolonged aviation. Moreover, they are carnivores, and thus very expensive to feed. Care and keeping of a Griffon will be a constant strain on even the largest treasure hoard. Food alone will cost 500 gp a month, and special lodging and attendants will cost an additional 300 gp a month. The Griffon will require special quarters, at least three grooms and keepers, and occasionally an entire horse for dinner (diet will differ, but similar arrangements must be made for all flying mounts).

Hippogriffs are not as difficult to train as Griffons, but neither are they as dependable. The training process for Hippogriffs is very similar to that of the Griffon, though for short periods an animal trainer can substitute for the master. Once broken, a Hippogriff will serve more than one master, but it is most loyal to the trainer. Hippogriffs are omnivores, and thus somewhat less expensive to feed than Griffons. The average monthly food cost for a Hippogriff is 300 gp, and the lodging and attendants only 250 gp.

The Pegasus is faster then either Hippogriffs or Griffons, and for this fact alone they are very valuable. Their training is also a long process similar in many respects to that of the Griffon. Pegasi will serve only good characters - all others will be attacked if they attempt to ride them. The Pegasus will not cease attacking until the offending character submits or stops fighting. Like Griffons, their loyalty is given to one master in their lifetime.

Giant and Gargantuan Eagles (and some War Moose) can serve as flying steeds. See the Hacklopedia of Beasts for more information on these animals.

All flying mounts must rest one hour for every three they fly, and can never fly more than nine hours a day. Flying mounts can never be part of a forced march; nine hours is their travel limit. During their rest periods flying mounts will eat as if famished; this means meat for Griffons or Hippogriffs, and green living plants or fine hay and oats for Pegasi. Thus any character with a flying mount must spend most of its carrying capacity on food. If the character neglects to do this or forgets, the mount will refuse to move or fly. If the mount is not fed for an entire day, it will attempt to eat the first edible thing it can get its hands on, including its master.

Use of more exotic types of flying mounts will generally require some form of spell control (such as Charm Monster spells), though the more intelligent ones may give their per-

mission and cooperation in certain circumstances. This only allows the character to mount the beast; it does not ensure ease of handling and stability on the part of the rider. If your players try this tactic, remember that the creature is not likely to enjoy the experience, and will remember it when the charm wears off. Make sure you track the spell duration diligently. Similarly, Griffons, Hippogriffs and Pegasi can be charmed and ridden.

Aerial Combat

Creatures with the ability to fly usually do so by means of wings, either natural or magically augmented (such as inherently magical beings like demons and devils, dragons, Griffons, etc.). Most winged creatures must constantly flap their wings to provide enough thrust to keep their weight in the air, however some creatures are light enough and powerful enough to allow them to actually hover at one altitude. In this case they still must be constantly moving forward.

As a result, aerial combat is almost always going to be a series of swooping passes with attacks occurring as the combatants pass each other. Most combat maneuvers function while airborne, though they may have added dangers. Grappling of opponents in the air will generally result in both of them plummeting to the ground, unless they are at a high altitude and disengage almost immediately. Several combat maneuvers, however, like the full parry, are useless in the air. Only beings with the ability to hover (gained either through quick and powerful wings or some form of magical flight) will be able to engage in round-based combat similar to the melee system employed in ground battle.

Thus, the key statistic for aerial combat is maneuverability. Flying combatants - whether they are eagles or dragons, men mounted on broomsticks or Hippogriffs - must make attack passes at their opponents, wheel about in the air, and attack again. Those combatants who are more maneuverable will be able to change direction and speed in a shorter time, and thus have an advantage in aerial combat. As the GameMaster, you must keep track of all the speeds and maneuverability classes of the combatants, so that you know exactly when the swooping dragon obliterates the characters.

Speed

The speed of flight of every flying creature can be found in the ***Hacklopedia of Beasts.*** When conducting aerial combat that takes place entirely in the air, one inch of movement corresponds to 10 feet per round, or 1 foot per segment. In addition, all flying creatures can climb in altitude at one-half their movement rate, and dive at twice their movement rate. They will be able to climb one foot for every three feet they move forward, but they may dive up to one foot downward for each foot traveled forward. (None of the above applies to creatures with class A maneuverability, which can move in any direction they choose). When diving, all of a creature's physical attacks will do double damage to all targets which are not themselves diving, including diving attacks at earthbound creatures which come from a height of 30 feet or more. There is no damage penalty to attacks while climbing. No creature in Garweeze Wurld will be able to climb above 5000 feet (due to lack of breathable air) as a general rule, but the ceiling may be different on certain inferior worlds rumored to be in use with the HackMaster RPG.

Maneuverability

Naturally, every type of flying creature maneuvers in a unique way. After extensive research we have grouped these various maneuvering methods and techniques into five classes based on the ability to change speed and direction. The classes are lettered A to E, from the most maneuverable to the least maneuverable. Some players may argue with these ratings, but simply explain to them that we spent hours standing in some cold and muddy field watching some stupid birds fly around. Our superior intellects and research are better suited to determining these things than players' random guesses, and their intellects are better suited to sitting down and shutting up.

Note that the stated amount the creature can turn per round assumes that the creature is moving at full speed. Creatures moving at half speed turn as one class better. Winged creatures cannot move at less than one-half speed and still remain airborne (except for class B).

Class A: The creature can turn 180 degrees per round, and requires one segment to reach full airspeed. He requires one segment to come to a full stop in the air, and can hover in place. Class A creatures have total and almost instantaneous control of their movements in the air. Examples: Djinni, Air Elementals, Couatl.

Class B: The creature can turn 120 degrees per round, and requires six segments to reach full airspeed. He requires five segments to come to a full stop in the air, and can hover in place. Examples: Fly spell, Angels, Homonculus.

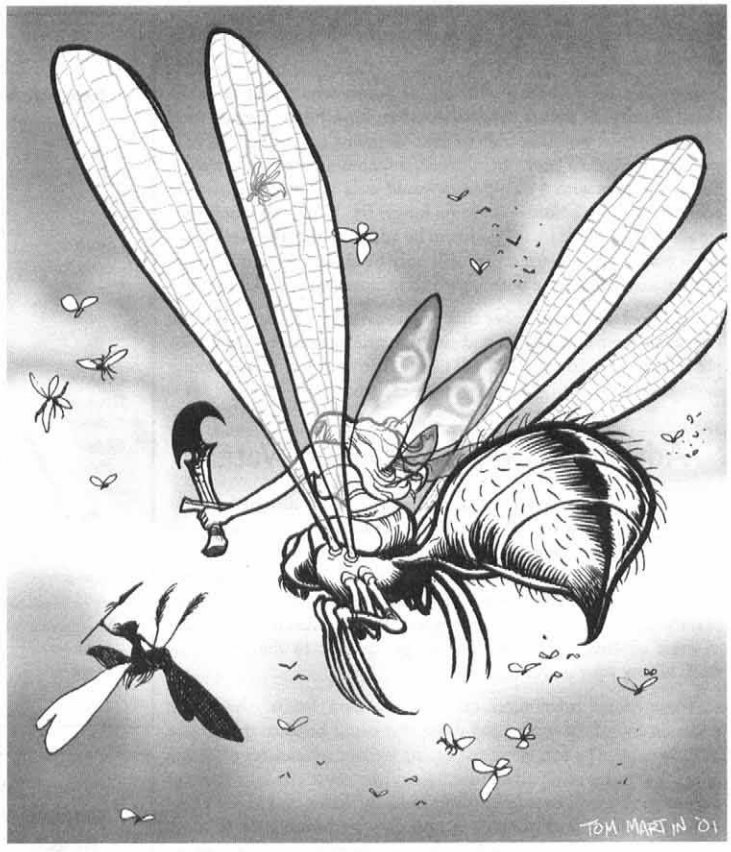
Class C: The creature can turn 90 degrees per round, and requires one round to reach full airspeed. Examples: Carpet or Wings of Flying, Ki-rin, Harpies, Pegasi, Lesser Shedu.

Class D: The creature can turn 60 degrees per round, and requires two rounds to reach full airspeed. Examples: Kenku, Androsphinxes, mounted Pegasi.

Class E: The creature can turn 30 degrees per round, and requires four rounds to reach full airspeed. Examples: Manticore, Marsh Rocs, Wyverns.

Conducting Combat

When conducting aerial combat, you must remember that most flying monsters simply cannot execute complicated maneuvers like barrel rolls or loop-the-loops. Most can



do nothing more than climb, dive and/or turn, and all of these actions are easily simulated and quantified using speed and maneuverability classes.

Adjudicating aerial combat is simple as long as you diligently track all the necessary values for each combatant. I recommend using official HackMaster Tactical Combat Miniatures™ to track the combat, but if they are unavailable, you can substitute any other marker. This, however, will greatly decrease the enjoyment of all involved. Consider yourself warned. Absolute or relative altitude should be recorded or tracked on a separate sheet of paper and on a slip underneath each miniature or marker.

The miniature is used to determine the facing and relative spacing of the combatants. At the beginning of the round, move each miniature in the direction they are facing. Turns are executed at the end of each round by changing the facing of the miniature. Speed and distance are measured directly in inches from the movement rate, where one movement point equals one inch of movement.

At all times, movement should be simultaneous. If there are several players involved, you may choose to have them write out their moves ahead of time (the GM, of course, is not obligated to do this). If two opponents are clearly heading towards each other, and it is within their ability to intercept but their written orders would cause them to miss, an adjustment can be made so that they intercept.

Aerial Missile Fire

While it is possible to fire missile weapons while airborne, it is not as easy as firing from solid ground. Characters who are riding a flying mount or magical flying device and have spent several months practicing have the following penalties. For all missiles fired in the air, treat short range as medium (-2 to-hit) and medium range as long (-5 to-hit) as pertains to chance of hitting. Firing at objects at long range will always result in a miss. Characters without practice will not be able to hit anything deliberately, though they do have a tendency to drop things on their allies. Note that the above applies only to those who are moving. Those hovering with a Fly spell or on a Carpet of Flying will suffer no penalties. Those levitating will suffer a cumulative -1 penalty to-hit for each round of firing until they reach -3.

Dragons and similar creatures with breath weapons (such as Chimerae) will have a slightly harder time hitting other flying creatures. For this reason, moving aerial targets of flying dragons (and other creatures) add +2 to their saving throws against breath weapons.

Damage

Any winged creature that sustains damage greater than 50% of its hit points will be unable to maintain flight and must land. Any winged creature that sustains more than 75% damage or suffers a broken or severed wing will not even be able to control its fall and will plummet to the ground. This simulates damage to the wings, as they will be exposed and vulnerable. Feathered wings are not as easy to damage as membranous wings, so while the creature is flying, feathered wings should be given an extra hit point value equal to one-half the normal hit points of the creature they support. These hit

points are only for the purpose of figuring how much damage need be taken before the creature can no longer fly; they are not added to the total hit points.

For example, a Griffon with 60 hit points would add an additional illusory 30 points in aerial combat, for a flight-damage total of 90, and thus would be able to take 46 points of damage before it would be forced to land. In contrast, a membrane-winged creature like a Succubus with 44 hit points would only be able to sustain 23 points of damage before it could no longer fly. Under no conditions are the extra flight-damage points to be added to the monster's actual hit points. A flying monster will only be able to sustain the normal amount of damage with regard to incapacitating or killing it.

As a final note, remember that heroic aviators who leap into the saddles of their Hippogriffs and rise to battle without taking a couple of rounds to strap in will fall in the first round of melee, taking damage for every ten feet they fall (See Chapter 9).

Adventures On and Under Water

Eventually, the lure of the seas, the promise of distant lands or even simple necessity will call your players to journey on the waterways surrounding them. This should be a welcome event in your adventure. It will add variety and spice to your campaign, and provide you with a slew of new and deadly encounters to throw at your players. The information following will help you sort out the details of these adventures so that you can get quickly to the important stuff: killing your player characters.

Water-related adventures take two primary forms, those that occur on top of the water, and those that occur beneath the surface of the water. The former (most often) are not adventures of themselves, but parts of an adventure. Since the most efficient form of non-magical travel over long distances is by water, the player characters will often find themselves upon a waterborne craft of some kind. The second type of water adventure is more rare, but usually consumes most of the adventure. Underwater adventures can be very special and unique, but they require the characters to have a significant amount of special equipment and preparation.

Waterborne Adventures

Before a waterborne adventure can begin, the players must secure some form of water transport. This will depend upon their current wealth, their skills, their party size and the type of waterway they wish to adventure on. The choices are presented below. After the vessel is secured, a crew must be arranged to man the vessel. In some cases, the party members themselves would be enough to pilot the craft. In the case of larger or more specialized ships, however, a crew needs to be hired. The rules for hiring a captain and crew can be found in Chapter 11 under Expert Hirelings.

General Classes of Vessels

Rowboat: Small boats, with or without a sail, which are rowed by oars or paddled, fall into this category. A ship's longboats, dugout canoes, skiffs and punts are likewise considered rowboats. A normal crew for a rowboat can be from one to ten or more men depending on its size. Rowboats do not come equipped with armament and do not function well in breezes above 19 miles per hour.

Barges/Rafts: These are long, somewhat rectangular craft designed primarily for river transportation. A few larger and sturdier types are used for lake and coastal duties. Barges generally have a shallow draft, as do rafts - the former having a bow and side freeboard, with the latter having neither. Crafts constructed of fagots bound together, or made of stretched hides are considered barges in most cases. Normal crew for a barge varies between 20 and 100 or more men, depending on the size of the ship and its purpose. If the barge is a working vessel it is conceivable that it could require as many as 100 men, if not more, to man such a mammoth barge. Smaller barges, on the other hand, do not require a large crew to man them. Barges and rafts do not usually come with armament, but can be so equipped if desired. These types of vessels do not function well in winds above moderate breezes.

Galleys: These are long, slim oared ships, the most common type being the drakkar. This is a square-sailed, oared ship with a single mast that can be lowered. It is the easiest to maneuver in choppy waters because the planks are overlapped and riveted together (clinker built). This gives it the ability to move with the waves instead of forcing her hull through them. The crew for galleys depends on their size. Some can have as few as 30 men manning the oars while others have been known to have 200 or more. Most galleys, because of the need of space for the men at the oars, do not venture far from land. The general construction is such that even though she is seaworthy it is more comfortable to be near land or sail the rivers and make camp on the shore. Armament on a galley can range from a ram to ballistae. Some of the larger ones may even sport a catapult.

Merchant Ships: This type of ship is most commonly a small wide-hulled vessel having a single mast and a lateen sail. It is not only favored by merchants, but pirates as well. It can be moved by sweeps at rowboat speed. Cogs, currachs and caravels are excellent merchant ships because of their sturdiness and the few sailors required to man them. Most ships of this type can carry up to a hundred or more men. However, because of on-board conditions and money, the ships can be manned, and often are, by a minimal crew of at least 10 men, including the officers. Pirates are the exception when it comes to manning ships. They will fill the ship with men, sailing up and down the coast for about a week, plunder if they can, and then put into port. Typical armament for this kind of ship includes ballistae and perhaps a catapult.

Warships: These vessels tend to be fast, but at most times not very seaworthy. The ultimate warship is square-sailed like the cog, but features two or more masts and is of caravel construction. It also has a distinctive overhanging forecastle and a rounded stern. The crew of a warship generally consists of two or three men to work each ballista, three or four men to handle the catapult and the rest to man the sails. It is possible to have 100 or more men on board, but because of the shortage of space for food and fresh water, the number is usually considerably less.

Table 12E:
Aquatic Vessel Average Length and Width

Ship	Length	Width
Barge, River	15'-20'	8'-12'
Boat, Collapsible	8'-10'	2'-4'
Canoe		
- Small	8'-12'	2'-4'
- War	10'-15'	3'-6'
Caravel	60'-80'	15'-25'
Coaster	60'-70'	15'-25'
Cog	75'-90'	15'-25'
Currach	20'-40'	10'-15'
Drakkar	90'-110'	25'-35'
Dromond	150'-160'	12'-18'
Galleon	120'-140'	25'-35'
Galley		
- Great	120'-140'	15'-25'
- War	120'-140'	15'-25'
- Trireme	130-135'	10'-15'
- Duceres	140'-150'	15'-25'
Knarr	50'-75'	15'-20'
Longship	70'-80'	15'-25'
Raft or keelboat	5'-10'	4'-8'
Ship, Merchant		
- Small	25'-40'	10'-15'
- Large	50'-80'	15'-25'

Table 12F:
Aquatic Vessel Time to Reach Normal Speed

Ship	Game Time
Barge, River	2 rounds
Boat, Collapsible	4 rounds
Canoe	
- Small	2 rounds
- War	3 rounds
Caravel	6 rounds
Coaster	4 rounds
Cog	6 rounds
Currach	3 rounds
Drakkar	1 turn
Dromond	8 rounds
Galleon	1 turn
Galley	
- Great	6 rounds
- War	6 rounds
- Trireme	5 rounds
- Duceres	6 rounds
Knarr	2 rounds
Longship	3 rounds
Raft or keelboat	1 round
Ship, Merchant	
- Small	5 rounds
- Large	5 rounds

Table 12G:
Movement Afloat, Short Term Speed
(miles/hour)

Ship Type	Normal Sail	Maximum Sail*	Normal Oar	Maximum Oar**
Barge, River	2 mph	3 mph	1 mph	1 mph
Boat, Collapsible	2 mph	3 mph	1 mph	2 mph
Canoe				
- Small	-	-	1 mph	1 mph
- War	-	-	2 mph	2 mph
Caravel	5 mph	8 mph	5 mph	9 mph
Coaster	6 mph	9 mph	5 mph	8 mph
Cog	5 mph	8 mph	5 mph	9 mph
Currach	6 mph	9 mph	5 mph	8 mph
Drakkar	4 mph	6 mph	1/2 mph	1 mph
Dromond	4 mph	6 mph	1/2 mph	1 mph
Galleon	5 mph	7 mph	1/4 mph	1/2 mph
Galley				
- Great	4 mph	7 mph	4 mph	8 mph
- War	4 mph	7 mph	4 mph	8 mph
- Trireme	5 mph	8 mph	5 mph	9 mph
- Duceres	4 mph	7 mph	4 mph	8 mph
Knarr	6 mph	9 mph	6 mph	8 mph
Longship	4 mph	6 mph	7 mph	10 mph
Raft or keelboat	1 mph	2 mph	1/2 mph	1 mph
Ship, Merchant				
- Small	5 mph	7 mph	1/2 mph	1 mph
- Large	3 mph	5 mph	1/4 mph	1/2 mph

*Based on the wind force of a strong breeze.
**For short periods, about 10-20 minutes.

Table 12H:
Movement Afloat, Oared or Sculled
(miles/day)

Vessel Type	Lake	Marsh	River*	Sea	Stream
Barge, River	20	5	20	-	-
Boat, Collapsible	20	10	25	-	15
Canoe					
- Small	20	10	30	-	20
- War	30	15	35	-	25
Caravel	30	-	30	30	-
Coaster	40	5	40	30	-
Cog	30	-	30	30	-
Currach	30	10	20	20	-
Drakkar	40	10	30	5	-
Dromond	30	10	25	-	5
Galley					
- Great	20	-	15	20	-
- War	20	-	15	20	-
- Trireme	20	-	15	20	-
- Duceres	10	-	10	20	-
Knarr	10	5	10	-	5
Longship	30	15	30	20	-
Raft or keelboat	15	5	15	-	10
Ship, merchant					
- Small	10	-	15	20	-
- Large	10	-	10	15	-

Table 12I:
Movement Afloat, Sailed (miles/day)

Vessel Type	Lake	Marsh	River*	Sea	Stream
Barge, River	50	10	40	-	-
Boat, Collapsible	80	20	60	-	40
Caravel	70-80	-	60	50*	-
Coaster	50-60	-	50	50	-
Cog	70-80	-	60	50	-
Currach	70-80	-	60	50	-
Drakkar	50-60	-	50	50	-
Dromond	40-50	-	40	40	-
Galleon	40-50	-	40	50	-
Galley					
- Great	50-60	-	50	50	-
- War	50-60	-	50	50	-
- Trireme	50-60	-	50	50	-
- Duceres	40-50	-	40	40	-
Knarr	60-70	-	60	60	-
Longship	50-60	-	50	50	-
Raft or keelboat	30	10	30	-	15
Ship, merchant					
- Small	50-60	-	50	50	-
- Large	25-35	-	35	35	-

* See below for effects of current on movement.

Table 12J:
Wind Direction

Direction (1d8)	
1	North
2	South
3	East
4	West
5	Northwest
6	Northeast
7	Southwest
8	Southeast

Table 12K:
Wind Force and Class

Force (3d6)	Wind Class	Miles Per Hour
3	Calm	0-1
4-8	Light Breeze	2-7
9-12	Moderate Breeze	8-18
13-15	Strong Breeze	19-31
16	Strong Gale	32-54
17	Storm	55-72
18	Hurricane	73-136

Table 12L:
Strong Wind Effects

Effect	Strong Gale	Storm	Hurricane
Capsizing	1%	20%	40%
Broken mast	5%	25%	45%
Broken beams	10%	35%	50%
Torn sail and /or fouled rigging	20%	45%	65%
Man overboard	10%	50%	70%

Table 12M:
Cabin Fever Check Modifiers

Circumstance	Modifier
Within sight of land	+2
Each day since land has been seen	-1
Confined to quarters	-4
Each day or night of storms	-1
Each other person suffering from cabin fever	-2
Each previous instance of cabin fever	-2
Of magic-user class	+1

Length and Width

The average length and width of most ships are given in Table 12E: Aquatic Vessel Average Length and Width. Ultimately, it is up to you to determine the exact length and width of any ship in your game. These values are averages and should be used as guidelines. If the players are constructing their own vessel, only their time, resources and the laws of physics limit the dimensions.

Movement

Any oared ship can move forward from a complete standstill in one round. Galleys are able to do a pivot only if they are dead still in the water. This action requires a certain amount of skill or else the oars may be damaged. Any ship wanting to turn must let her momentum carry her twice her length before such a procedure may begin.

Speed

Ship speed depends on several factors including wind, current, manpower and the means of propulsion, to name a few. In addition, movement rates vary depending on the length of time and distance traveled. Tables 12E through 12M cover all the different situations you might encounter.

A **Lake** is usually a large body of water, often two to three miles broad and several times as long.

A **Marsh** is a shallow body of water that is overgrown with aquatic vegetation but has considerable open channels. This does not include a bog but does include swamps.

A **River** is a body of water at least three times as wide as the vessel afloat upon it is long (that is, the smallest river is at least 40 feet wide) and navigable to the vessel considered, usually because of familiarity and/or piloting. For current effect, subtract its speed times eight from movement when moving upriver, adding this same factor to movement for down river traffic. Navigational hazards add a multiplier of two or four times current accordingly.

Sea (and ocean) movement assumes generally favorable conditions. It is not possible to herein chart ocean currents, prevailing winds, calms, or storms, for these factors are peculiar to each milieu. Currents will move vessels along their route at their speed. Prevailing winds will add or subtract from movement somewhat (10% to 30%) depending on direction of travel as compared to winds. Calms will slow sailed movement to virtually nil. Storms will have a likelihood of destroying vessels according to the strength of the storm and the type and size of the vessel. To simulate these effects during long voyages, reduce the movement rates shown by a variable of 5% to 20% (d4, 1 = 5%, 2 = 10%, etc.).

A **Stream** is a body of water under 40 feet in width. It functions in all ways like a river, aside from the classes of ship able to navigate it. The effects of currents are the same as for river movement.

Wind Direction and Force

Wind direction and force are essential for you to know, because they determine if sails, oars, both or neither can best be used in propelling the ship. Currents will aid or hinder the ship by adding or subtracting the current speed to the ship's speed, but most propulsion will come from wind or oars. Wind force will need to be determined for movement abilities and damage if the force is above strong gale.

Any wind of strong gale force or better will have a percentage chance to do damage to the ship. There is also a chance for men to be blown overboard. The amount of damage and how many men may be blown overboard will vary, but some intelligent denizens of the deep wait for storms specifically so they can eat overboard sailors. You should have some of these creatures in the water at all times. Checks are made every 6 hours, or until winds subside.

Exhaustion

Exhaustion will occur after the crew has rowed at their normal speed for 9 hours or at maximum speed for 30 minutes. This applies only to galleys or other oared vessels. A crew must rest 1 hour for every 3 hours of rowing. If exhaustion is reached, they must rest another hour. This penalty is cumulative for each day of rowing to exhaustion. So, if a caravel crew has rowed for 9 hours each day for three days, they must rest for 6 hours before they can row again (three hours for the day's rowing, and three hours for three days of rowing to exhaustion).

Cabin Fever

When people are confined to a sailing ship for long periods of a time without a break (i.e. time on land to run around and stretch), they are susceptible to the effects of cabin fever. After two weeks at sea, every character and NPC must make a Wisdom check with failure indicating that the character or NPC has succumbed to cabin fever. For each additional week at sea, another check is required, with a cumulative -2 penalty. Characters who have achieved professional status in the seamanship skill suite check half as often, i.e. after the first four weeks at sea and each two weeks after that. Once a character has succumbed to cabin fever, they can only be cured with time. Every week, a character can make another Wisdom check against half of his Wisdom. Success means that the character comes to his senses.

There are several modifiers to the cabin fever check. They are listed in the table below. A minus indicates a temporary penalty to the character's Wisdom score, and a plus indicates a temporary bonus to the character's Wisdom score. Any bonuses or penalties exist only for the purpose of the check, and do not effect the Wisdom score for any other purpose.

A character that has cabin fever suffers a -10% or -2 on all their die rolls. In addition, they will take all reasonable action to escape from the confines of the ship. They will hallucinate, and have a 20% chance of mistaking a comrade for an enemy. If the character takes or deals any damage, he must save vs. HackFrenzy or go into either a HackFrenzy or HackLust, whichever is appropriate. On top of this, he will be unable to sleep or eat, and will eventually collapse because of fatigue and exhaustion after ten days.

Table 12N:
Aquatic Vessel Hull Values

Type of Vessel	Hull Value Range
Barge, River	1-6
Boat, Collapsible	1-3
Canoe	
- Small	1-2
- War	1-3
Caravel	6-36
Coaster	3-18
Cog	12-48
Currach	4-16
Drakkar	7-42
Dromond	12-48
Galleon	2-12
Galley	
- Great	5-20
- War	5-20
- Trireme	6-36
- Duceres	12-48
Knarr	2-8
Longship	2-12
Raft or keelboat	1-4
Ship, Merchant	
- Small	6-36
- Large	12-48

Waterborne Combat

Waterborne combat is a longer and more drawn out process than normal land-based combat. Ships would have hundreds of hit points under the regular rules, and the weapons would likewise do significant damage. Instead, the rules have been simplified

Table 12O:
Controlled Fire Damage

Fire Damage (3d6)	Damage Class	Hull Damage Equivalent
3-7	Light damage	1 point of hull damage
8-10	Light to moderate damage	2-4 points of hull damage
11-13	Moderate damage	3-6 points of hull damage
14-15	Moderate to heavy damage	4-8 points of hull damage
16-18	Heavy damage	5-10 points of hull damage

Table 12P:
Uncontrolled Fire Burning Time

Ship Type	Burning Time
Barge, River	1-2 turns
Boat, Collapsible	1 turn
Canoe	
- Small	1-2 turns
- War	1-2 turns
Caravel	1-4 turns
Coaster	1-3 turns
Cog	1-4 turns
Currach	1-3 turns
Drakkar	3-12 turns
Dromond	3-12 turns
Galleon	3-12 turns
Galley	
- Great	1-6 turns
- War	1-6 turns
- Trireme	1-6 turns
- Duceres	1-6 turns
Knarr	1-2 turns
Longship	1-3 turns
Raft or keelboat	1 turn
Ship, Merchant	
- Small	2-8 turns
- Large	3-12 turns

and resemble the rules for siege warfare. Those rules that pertain only to waterborne combat are detailed below.

Hull Values

The hull value or the defensive point value represents how much damage the ship can sustain before sinking or needing repairs. If a ship takes damage equal to 1/3 of its hull value, it needs repairs. If it takes damage equal to its hull value, it sinks. Structural damage done to a ship by attacks other than fire or ramming will be detailed in a future HackMaster supplement. To determine the number of points each ship can have, see the table below and roll accordingly.

Repairing Damage

Any time a ship takes damage between one third and one half of its hull value, repairs can be made at sea. If the damage is more than one half the hull value, the ship must put into port for repairs. The amount of time and repairs needed as well as the cost involved is ultimately at your discretion. I have provided you with a few guidelines to follow. On average, repairs take one week and 150 gp for every three hull points lost. An additional week must be spent for every increment of nine hull points and an additional 150 gp must be spent. Thus, a ship that lost ten hull points would require four weeks of repairs costing 600 gp. Repairs take 1.5 times as long at sea than in port. Special labor or materials will cost extra, if available at all.

Burn Damage from Controlled Fires

For every 10 flaming arrows, every flaming catapult missile (4 to 6 points of hull damage for light to heavy missiles), and every five dice of Fireball damage (i.e., a 10-dice Fireball requires a double check) that hits a ship, burn damage must be determined. Lightning Bolts will have to be checked for burn damage at increments of eight dice. Anything less inflicts only structural damage. When a Lightning Bolt does burn damage, subtract 3 from the roll for the kind of damage that is done (for example, a 15 is rolled, 15 - 3 = 12; twelve is the number on the table to determine damage).

Light damage: This represents almost no damage at all. It requires no immediate attention. When a ship has sustained more than three light damages, consider this to be light to moderate damage.

Light to moderate damage: This represents minor damage done, and no immediate repairs are needed. When a ship has sustained two light damages and one light to moderate damage or two light to moderate damages, consider this to be moderate damage.

Moderate damage: Ships that take moderate damage need only a few minor repairs before getting underway. When a ship has sustained two moderate damages, consider this to be moderate to heavy damage.

Moderate to heavy damage: This represents damage that requires many minor repairs or several major repairs to return the ship to sailing condition. When a ship has sustained two moderate to heavy damages, consider this to be heavy damage.

Heavy damage: This represents damage that requires extensive repairs to ship's sails and mast. The rigging has also been burned badly.

It is up to you to decide what part of the ship took damage, within the bounds of reason. In general, this means that the character's ship will take damage only on the most important areas, and your ships will be hit in less important areas. The type of weapon used to hit the ship determines the damage. This value will be subtracted from the ship's hull value.

Ships' Burning Time from Uncontrolled Fires

Damage done to a ship by fire that equals or surpasses the hull value is considered a fire that is no longer under control by the men aboard. Also, any fires magically fed and not countered have a 75% chance of spreading out of control due to the time, lack of men or capable magic-user, or other circumstances.

Ramming

Before any battle in which ramming is intended, the mast must be unstepped and secured on deck. Ramming (which can only be done effectively by galleys, see Chapter 9 of the Player's Handbook for ship descriptions) must be done head-on at full speed, with the galley striking the target ship at a 60-90° angle. Ramming typically does 1d4+1 or 1d6+5 points of hull damage to the target ship depending on the size (small or large) of the ramming ship. After striking, the ramming ship must move backwards immediately or risk sinking with the ship it rammed, or being boarded by her crew if the hull is above the water line.

Grappling and Boarding

Grappling is done when the men of one ship, by means of grapnel and rope, attempt to secure their craft to another ship (or something else, should it be desired). There is a 25% chance that the men aboard the grappled ship will be able to successfully sever the line or remove the grapnel. If the attempt to remove the grapnel fails, the grappled ship may find herself boarded by the men of the grappling ship. If both ships are of the some type, i.e., two galleys, then there are no bonuses for melee. However, if it is the crew of a galley trying to board a merchant ship or warship, the latter will attack with a +1 while the former with a -1. This is because the men aboard the merchant or warship have the advantage of height, and are fighting down at the men on the galley. (As the GM, you should keep this in mind if your players ever purchase a galley.) This lasts as long as the grappling crew is not on the deck of the grappled ship. When this happens, the men in the galley usually outnumber the men on the higher ship, by as much as three to one in some cases. This applies to all ships that are built with two or more decks.

Melee

Human-like vs. human-like: On-board combat will be as normal melee combat in a dungeon. Sahuagin, Ghouls, Gargoyles, Hobgoblins and men (buccaneers and pirates) will attempt to board the ship. Other human-like creatures such as Nixies, aquatic elves, Tritons, Sea Hags and Mermen cannot or will not try to board.

Human-like vs. non-human: The men on a ship will be at a disadvantage fighting monsters in the water. A giant squid will try to encircle the ship with its tentacles and sink it. Other sea monsters may be just as dangerous. See the Hacklopedia of Beasts for the specific attack and defense preferences of each monster.

Sinking a Ship

There are several ways to sink a ship. One method is to ram it, damaging its hull and thus forcing it to take on water (**see Ramming**). Depending on the size of the ship and the location and size of the hole, it may take from 1-12 turns before the ship sinks below the surface of the water (rowboats and small rafts are the only vessels that will sink in less than 1 turn). Burning is another way to sink a ship. A ship will burn down to the



waterline and everything beneath that will sink (**see Burn Damage from Controlled Fires**). A rowboat hit directly with a boulder will sink immediately. It will take several direct hits with a boulder before enough damage is done to cause a merchant ship or warship to sink (**see Hull Values**). The weather is also a factor that can cause a ship to capsize and eventually sink (**see Wind Direction and Force**). Some monsters, such as a Sea Snake or a Dragon Turtle, will also attempt to capsize a ship if they should choose to attack it.

Capturing a Ship

A ship is captured when all the crew aboard one ship have died, surrendered, or are rendered helpless and unable to fight (trapped in the hold, for example). To determine if surrender will take place, compare the crews of both sides. If one side outnumbers the other by 3 to 1 or greater, surrender is inevitable by the side that is outnumbered. The captain of the losing side may refuse to surrender and order his men to continue fighting (a roll of 1 on a d6 indicates that his men will obey). Surrender does not apply to player characters. They decide whether or not they want to surrender.

Swimming

Swimming will be impossible in any type of metal armor with the exception of magic armor. Any character wearing magic armor will be encumbered and will only be able to use the swimming: dog paddle skill. A skill check must be rolled every ten minutes, with a cumulative -2 modifier to every check after the first. It is possible to swim in leather and padded armor, but it is awkward and there is a 5% chance of drowning per hour. Again, a check is required every 15 minutes, with a cumulative -1 penalty to each check after the first. All heavy possessions must be discarded or the chance of drowning increases by 2% for every 5 pounds of encumbrance on the character's person other than his leather or padded armor. This includes weapons, purses filled with gold and/or gems, backpacks and hard boots. A great way to rid characters of their treasure is to force them to swim. They will either leave the treasure behind or sink to the bottom with it. One unsheathed dagger may be carried by the adventurer between his teeth, but this results in a -2% penalty to any skill checks, including swimming. Swimming during winds above 35 miles per hour will be almost impossible, and there is a 75% chance of drowning. Whenever a swimming check is failed or a roll indicates so, the character begins to drown.

Drowning

Once a character is classified as drowning, he only has a few minutes left to live. The character will last for a number of rounds equal to his Constitution divided by 3. For the first two rounds he will still be visible above the surface. After that time, he will sink below water level. One round before death, the character will black out. Once a character is classified as drowning, there is nothing he can do except hope for rescue.

General Naval Terminology

Aft - the rear part of a ship.

Corvice - a bridge with a long spike in its end used for grappling and boarding.

Devil - the longest seam on the bottom of a wooden ship.

Devil to pay - chalking the seam of the same name. When this job is assigned, it is given to the ship's goof-off and thus comes the expression "You will have the devil to pay."

Fore - the forward part of a ship.

Fore Castle - a fortified wooden enclosure resembling a castle in the fore of a ship.

Hoist Sails - to raise the sails.

Lower the sails - to let the sails down.

Port - the left side of a ship; also a city or town where ships may take refuge or load and unload cargo.

Shearing off oars - accidentally or intentionally breaking oars of one or more ships when attempting to board or cripple the ship if it did not retract its oars.

Starboard - the right side of a ship.

Step - to put the mast up.

Stern - a section of the aft of a ship.

Stern Castle - the same as a fore castle except that it is in the stern of the ship.

Stroke - the drummer and the beat he sets for the oarsmen on a galley.

Top Castle - a fortified structure on the mast.

Unstep - to take down the mast.

Weigh Anchor - means the anchor is clear of the bottom.

Underwater Adventures

As all hack-jockeys know, the ocean floor is home to numerous ancient submarine civilizations and dark, green realms of creatures half man and half fish. Your players may have heard tales of the mountains of sunken loot that have been collected there over the centuries, of such things as pearls the size of a man's head, of beautiful mermaids with green eyes and blue skin... If they should find some way to investigate these stories, how will you handle it? You probably do not know, do you, and sticking your head in your fish tank won't help you, either. That is why I am here, to give you the necessary knowledge. This section deals with methods for conducting underwater scenarios.

Breathing

The first major concern in underwater adventures is breathable air. Whether they like it or not, breathing is something the characters are going to have to do. Until you deal with them, that is. Magic-users have the advantage in this area, as they have access to several spells that can solve the problem of submarine respiration. These include Water Breathing (which is also a druid spell), Airy Water, Shape Change, or even Limited Wish or Wish, which might be made to work for the whole party. They can also Polymorph themselves or others into forms that can breathe water. However, most non-magic-users will probably find the use of magic items or potions safer and more reliable. These include Potions of Water Breathing or items such as the Helm of Underwater Action or the Cloak of the Manta Ray (which help in movement as well as respiration). You may also find it expedient to create such things as "air pills" or seaweed herbs that confer the temporary power to breathe water when ingested. I only suggest this action if you really want your characters to adventure under water, and they are too stupid or unequipped (or both) to use any other method. Most methods of underwater breathing are of limited duration, so most submarine adventures will be similar to dungeon adventures as regards time actually spent underwater. Players will have to get to their destination, accomplish their mission and return in a matter of turns, rather than days or weeks as in other outdoor adventures. If you want to conduct an extended campaign under water, you will have to ensure that the players can acquire some sort of equipment or comestible that will allow them to stay underwater for an unlimited time.

Movement

There are two possible modes of movement underwater: swimming and walking. Swimming is not possible in any type of armor heavier than leather (except magic armor), or when encumbered with more than 20 pounds of equipment of any type (add or subtract 1 pound for each point of Strength bonus or penalty to damage). See the Swimming section earlier in this chapter for more details. Though submersion in water makes everything "weigh less" due to buoyancy, actual mass of equipment is unchanged, and the same density that causes the illusion of less weight also causes a resistance to movement that slows one down considerably. Therefore, movement (either swimming or walking) is the same as the speeds used in dungeons, even though underwater movement is "outdoors." This means that creatures move at a rate equal to ten times their movement rate in feet per round.

Persons able to swim (due to lack of encumbrance, not innate ability or skill) will be able to move vertically as well as horizontally, and at the same rate of speed. Remember that swimming persons are vulnerable to attack from every direction. It is particularly satisfying to see an unsuspecting PC buy the farm from an attack from above or below that they did not anticipate.

Characters encumbered with more than about 20 pounds of gear will be forced to walk on the floor of whatever body of water the characters are in. This means that they will have to negotiate underwater hills, coral outcroppings, shipwrecks, seaweed forests, etc., in the normal manner, i.e., they will have to go around or through them. Characters equipped with a Ring of Free Action or other magic item that confers the same power will be able to move normally and cover distance as if in the wilderness- that is, their movement times ten in yards, not feet. While not normally susceptible to attack from below, these characters can still be eaten by something above them, and most underwater creatures do not swim at the bottom. While walking, a character will kick up a considerable amount of mud. This doubles the chance of encountering a wandering monster, and alerts anything within sight that something is moving. This alone will cause most creatures to investigate.

Vision

After breathing, the most important thing is vision. Luckily for you, most players are too stupid to consider this, while many are quite likely to make arrangements for breathing. On top of this, your creatures are used to seeing underwater, while the characters are not. If the players are unthinking enough to travel beneath the waves without some provision for light, it is your duty as GameMaster to punish them, i.e. kill them. Otherwise, the following rules for vision will help you.

The range of a creature's vision will vary according to available light (depth) and obscuring objects. Basically, characters will be able to see objects and movement up to 50 feet away in fresh water and 100 feet away in salt water. The depth limit of vision is the same as the distance limit: characters can see until they go below 50 feet in fresh water or 100 feet in salt water. Below this depth, vision will be obscured. Use of a Light spell would allow vision up to 30 feet regardless of depth, or add 10 feet of vision to any distance shorter than 60 feet (whichever is greater). The visual capability of a Helm of Underwater Action will quintuple normal vision as pertains to both distance and depth.

Infravision and ultravision are just as useful underwater as they are in a dungeon. The distances of vision are the same as above the surface. There are some problems, however: infravision users may become confused due to shifting currents and layers of warmer or cooler water, as water exchanges heat more slowly than air and therefore is of a less even temperature. The range of ultravision is halved at a depth of 100 feet and reduced to zero below 200 feet, as light does not penetrate beyond that depth in suffi-

Table 12Q:

Spells that Cannot be Cast Underwater

Cleric:

2nd level
Dust Devil
Speak with Animals*

3rd level
Speak to the Dead*
White Hot Metal

4th level
Lower Water

5th level
Atonement*
Insect Plague
Flame Strike
Rainbow

6th level
Aerial Servant
Heroes' Feast*
Conjure Animals

7th level
Control Weather
Wind Walk

Druid:

1st level
Predict Weather
Speak with Animals*

2nd level
Fire Trap
Heat Metal**
Flame Blade
Produce Flame*

3rd level
Call Lightning
Summon Insects
Pyrotechnics*
White Hot Metal
Starshine

4th level
Animal Summoning I
Produce Fire*
Call Woodland Beings
Speak with Plants*

5th level
Animal Summoning II
Insect Plague
Conjure Fire Elemental
Pass Plant
Control Winds
Wall Of Fire

6th level
Animal Summoning III
Fire Seeds
Conjure Fire Elemental
Weather Summoning

7th level
Cause Inclement Weather
Creeping Doom
Chariot Of Sustarre
Fire Storm
Control Weather

Magic-user:

Cantrips
Dry
Groan
Dust
Moan
Wet Willie
Rattle
Bee
Tap
Bug
Thump
Firefinger
Whistle
Gnats
Noise
Mouse
Rainbow
Smokepuff
Personal Zephyr
Spider
Wash Hands
Creak
Wipe Face
Footfall

1st level
Affect Normal Fires*
Firewater
Burning Hands*
Grease
Conjure Mount
Message*
Find Familiar
Phantasmal Fireball
Fireball, Barrage
Precipitation
Fireball, Sidewinder
Wall of Fog

2nd level
Chain of Fire*
Pyrotechnics*
Fireball, Skipping Betty
Stinking Cloud
Fireball, Sidewinder
Factor 2
Summon Swarm
Fire Telekinesis*
Whispering Wind
Flaming Sphere
White Hot Metal
Fog Cloud

3rd level
Cloudburst
Gust Of Wind
Fireball
Monster Summoning I
Fireball, Scatter-Blast
Tongues*
Fireball, Sidewinder
Factor 3
Wind Wall
Flame Arrow*
Zargosa's Flaming Spheres of Torment*

4th level
Fireball, Land Scraper
Hurl Animal
Fireball, Sidewinder
Factor 4
Monster Summoning II
Fireball, Volley
Solid Fog
Fire Charm
Wall of Acid
Fire Shield
Wall of Fire
Fire Trap

5th level
Cloudkill
Fireball, Torrential
Demi-Shadow Monster
Monster Summoning III
Distance Distortion
Summon Shadow
Fireball, Sidewinder
Factor 5

6th level
Conjure Animals
Fireball, Proximity Fused
Control Weather
Guards and Wards*
Death Fog
Lower Water
Fireball, Show-No-Mercy
Monster Summoning IV

7th level
Cacodemon*
Monster Summoning V
Fireball, Delayed Blast

8th level
Fireball, Death Brusher
Monster Summoning VI
Fireball, Maximus
Polymorph Any Object*
Incendiary Cloud

9th level
Fireball, Lava Yield
Monster Summoning VII
Meteor Swarm

*These spells can be cast and will function within the bounds of an Airy Water spell. ** Though its reverse, Chill Metal, will work.

cient quantities for sight. Characters relying on ultravision will find themselves in a dark place below 200 feet. This is the perfect time to send them "to the light."

Other objects will also obscure vision. The effect of seaweed or sea grass will range from reducing vision to 10 feet to complete obstruction, depending on the density of the grass. Sea grass can be anywhere from 3 to 30 feet in height, while seaweed can take practically any size or shape that you desire. (Yes, even that shape you sicko. Perhaps you should seek counseling?) In any case, shoals of either will totally obstruct vision, and anything that may be hiding within. Schools of fish can also blind and confuse with their masses and quick movements. Mud can also be a big problem, especially as pertains to combat or the bottom, where violent movement may kick it up in great clouds, totally blocking vision. As long as the movement lasts and for 7-12 (d6 + 6) rounds afterwards, vision will be blocked unless there is a current to carry it away. Even light sources cannot penetrate the muddiest water. Remember, its a lot harder for characters to kill a monster they cannot see, and most underwater creatures can see through or are accustomed to these conditions.

Underwater Combat

Underwater combat is difficult for normal land-born characters. Due to water resistance, effective use of crushing or hacking weapons will not be possible - only puncturing weapons will be of any use (this means spears, tridents, daggers, stabbing swords, etc.). Any character, NPC or creature unfamiliar with fighting underwater will receive a –2 or -10% to all rolls while in combat. In addition, humanoids will also be somewhat slowed underwater, and receive a +5 modifier to their initiative. Only those characters with the ability to act freely (from a Ring of Free Action, a Helm of Underwater Action or otherwise) will be able to move as if above water: they can use any type of weapon they could normally use, and they receive no reaction penalty.

Nets will prove useful as an adjunct to thrusting weapons underwater, especially if both of the combatants are swimming. There are several ways nets could be used.

Two or more monsters could stretch a large net between them and foul up the characters by maneuvering it so that their opponents become entangled therein. This is most effective against charging or unsuspecting opponents, who will have less chance of avoiding it (+4 to hit).

Nets wielded single-handedly in combat must be weighted. As the net is thrown, it is given a slight horizontal spin. The spin causes the weighted ends to move out, which keeps the net open and untangled. If thrown correctly, it will slow and stop spinning as it arrives at its target, the weights then pulling the net down over the victim. Nets can be thrown one foot for every point of the thrower's Strength. Underwater races can throw nets an average of 15 feet, Sahuagin 20 feet. Weighted nets can also be dropped upon non-swimmers on the ocean floor to drag them down or incapacitate them. Some battle nets have little hooks or barbs attached at every intersection to ensure that targets will be unable to escape easily.

Luckily for you, all of the undersea races use nets, particularly aquatic elves, Locathah and Mermen; the most adept of all are the Sahuagin. They will often set ambushes involving many small nets or one huge net several hundred feet in diameter. These may be concealed in seaweed or left floating near the surface, disguised as something else. The Sahuagin are masters of combat network as well, and will often fight with a net in one hand (to entangle and confuse) and a short, jabbing trident in the other.

The underwater combat net is a difficult weapon to use, and player characters that attempt to use it will do so at -4 to hit (unless they undergo extensive training and choose the underwater net as a weapon of proficiency. Such training must take place underwater). Advantage, GameMaster.

And if that were not enough, except for certain specially made crossbows, use of missile weapons is generally impossible underwater. Knowledgeable bowyers can make special crossbows that are able to function underwater for ten times the normal price. Effective underwater range of these will be one-half the normal range (dungeon distances).

If characters intend to go somewhere where normal missile weapons could be of use (like the great air-filled domes of Atlantis), bows and missiles must be kept dry. This is doubly true of such things as scrolls and books, of course. Any item in contact with fresh water for an extended period must make a saving throw vs. acid with a +3 bonus. Any item in contact with salt water for an extended period must make an item saving throw vs. acid with no bonus.

Underwater Spell Use

Spell use underwater will be limited to the same ranges and distances as in dungeons. In addition, there are problems with spell preparation, as many material components will be altered by or will not work correctly underwater. Some spells will be altered in effects as well. Fire-based spells (such as Fireball) will not function at all underwater (except within the radius of an Airy Water spell). Electrical spells will be conducted to the entire surrounding area - a Lightning Bolt will behave as a Fireball, etc. As GameMaster, you can alter whatever spell preparations or effects you deem necessary and reasonable.

Spells that cannot be cast or will not function underwater are detailed in Table 12Q: Spells that Cannot be Cast Underwater.

The effects of the following spells will be substantially altered when cast underwater:

Cleric:

6th level - Part Water: this spell can be used to form a "tunnel" no more than 10 feet in diameter through deep water.

7th level - Earthquake: causes shock waves stunning all within range who fail to save vs. death magic for 5-20 rounds.

Druid:

7th level - Conjure Earth Elemental: an Earth Elemental conjured underwater will have to stay in the sea, lake or river floor from which it was conjured, and cannot venture into the water above. However, it may still assault creatures or constructions resting on or in the ground.

Magic-user:

3rd level - Fly: this spell will enable the recipient to swim easily at any depth desired, even if encumbered or normally too heavy to float. Maximum speed is 9.

Lightning Bolt: underwater, this spell resembles a Fireball as pertains to area of effect. Instead of a stroke, the electrical discharge takes the form of a 2-foot radius sphere, centering on the point where a stroke would originate were the spell cast above

water. All those within the sphere will suffer the full effect (a successful save vs. spell indicates one-half damage).

4th level - Ice Storm: the icy hail formed by this spell will be very large but weak in downward force, inflicting only 1-10 hit points of damage before floating to the surface. Sleet will melt instantly and have no effect.

Wall of Ice: a Wall of Ice can be formed underwater, but it will immediately float to the surface and bob about like an ice floe.

5th level - Conjure Elemental: Air and Fire Elementals cannot be conjured under water at all. Earth Elementals can be conjured only as described above under Conjure Earth Elemental. There is no problem with conjuring Water Elementals, of course.

6th level - Part Water: see 6th level cleric spell Part Water above.

Adventures in Cities and Towns

Of all the sections in this chapter, this one might strike you as out of place. Adventures in cities and towns appear very routine, and happen with a much greater frequency than adventures in the air, water or known planes. However, this is the attitude of the weak GM. Cities and towns are large, vibrant places that are filled with all manner of life, both good and evil. An entire campaign spanning several decades of game time and several years of real time could take place within a single city, and yet you probably only use it for the occasional adventure hook. Shame on you! You have been wasting one of your most valuable resources. Pay careful attention while I explain the finer points of adventures in cities and towns.

Many of the rules that cover situations in the dungeon or the outdoors also apply to adventures within a city or town. This includes all the rules for movement (use the outdoors movement rate), combat, spell use, etc. The unique aspects of cities and towns revolve around commerce. It is here that the player characters are most likely to buy supplies and equipment, rest and visit the local tavern for information and entertainment. The following sections will explain the special rules or situations that may arise, and offer you advice on how to deal with them. Only after reading this section will you know how to use a town.

Haggling

One of the easiest ways to spot an inexperienced or pansy GM is to observe any economic transactions within their game. Any GameMaster that allows his players to simply "buy" something at a set price, usually the price listed in the Player's Handbook, is missing a great opportunity to screw with his players and increase their enjoyment of the game at the same time. You must not be this kind of GM, because there are several things wrong with this method.

First, the prices for goods and services listed in the Player's Handbook are merely averages to be used as a guideline. They are useful for the players when they purchase their initial equipment, but not much else. In your campaign, different items should have different prices from the book. These prices should vary from vendor to vendor, and town to town. Garweeze Wurld would be a very boring place if everything cost the same amount regardless of where you went. Varied prices add spice to your campaign world, uniqueness to the individual vendors, and gives you a great way to mess with your players. The elven ranger can't stop whining about wanting a composite longbow? Perhaps the next town they visit has a shortage, and the prices are double the list price. Or if the player characters need horses, then a famine has hit the area and the only horses available are half-dead and three times the price. The possibilities are endless, so do not sell yourself short by ignoring this important detail.

Second, not every good or service is of the same quality. Usually better made items will cost more than inferior items, and higher quality service will cost more than lower quality service. However, this is not always the cost. There are many people who will try to pass inferior goods off as superior goods, and demand a high price. The players who are unable to tell the difference should frequently be the victim of these characters.

Finally, a marked price on anything is usually just a starting place for negotiations. Haggling is the norm when it comes to purchasing goods and services, and a player character that is unable to haggle or inept at it will quickly be taken advantage of. Merchants mark their prices higher than necessary in expectation that it will be negotiated down to a fair price. Player characters that do not haggle will pay between 10-20% more for any good or service they purchase.

There are a number of accepted procedures for haggling in Garweeze Wurld. Characters who violate this protocol face additionally increased prices and the prospect of merchants simply refusing to deal with them once word of such behavior gets out (and that word travels fast).

More than likely, at least one of the characters will be adept at haggling. They should know that haggling begins with the merchant stating a sale price. Usually the buyer then goes into histrionics about the outrageousness of the cost, the unfairness of life and the general decay of the state of the Wurld today. The buyer is expected to then make a counter-offer. Then the seller goes into histrionics about the how he cannot support his family, the unfairness of people expecting him to sell his wares at a loss and the general decay of the state of the Wurld today.

Neither party expects to pay or get the initial offer. Once the haggling begins, both parties are expected to change their offer. To not do so is a serious breach of protocol. If the buyer lowers his offer or the seller increases his cost, this is considered a serious insult. (They can get away with it if the offer is changed in some way, such as the seller sweetening the pot with an ancillary item or the buyer taking a lesser version or lower amount of what he initially offered to purchase.)

Some players expect to simply split the initial offers down the middle. Don't stand for this! This might work if the players knew the actual cost of the item to the merchant AND the merchant was not fully aware that buyers lowball their first offer counting on such largess.

The skills appraising, bargain sense, bartering and haggle will all aid players seeking fair price or below for an item. While this is not a tragedy, and should be allowed once in a while for minor or insignificant items, there are times when it must be combated. How can you do that, you ask? Simple. The player characters are not the only people that are allowed to have skills. Merchants make their living haggling and appraising goods. They will most likely have years of experience haggling for several hours a day on their side as well. The following section will explain how the different skills interact, and how you can use them to your advantage.

Appraising: This skill, while useful, will only work on items of exceptional value like antiques, art objects, jewelry and cut gemstones. In addition, it does not provide an exact value, but an approximation within 20% of the actual value. When a character with this skill interacts with a merchant with the same skill, the two should come up with appraisals on opposite ends of the 20% spectrum, depending on whether the PC is buying or selling the item. This can be a good way for the player to begin negotiating and it will allow them to recognize fakes. However, if the PC fails his roll, he will still believe he has appraised it correctly. You should choose a value that will hurt the player the most, depending on the situation. You should always roll this skill check for the PC.

Bargain Sense: This skill is probably the most dangerous to you because there is no real way to combat it. As long as the character negotiates a price, he will always pay 1%-20% less for the item, depending on his luck with the dice. Your only weapon is turnabout. If a character is always using his bargain sense, the next person he tries to sell an item to should also have the skill. After the negotiations have ended, you can roll a d20 for the merchant and have him pay less. Of course, if the PC fails his check, you have nothing to worry about.

Bartering: This skill is hard to defeat because a skill check is only required under extraordinary circumstances. Your best defense is to ensure that the only people who want the item with which the character is trying to barter are people who do not have what the PC wants. Otherwise, if the person the character barters with also has the barter skill, the effects cancel each other out and he must be forced to negotiate something.

Haggle: This is the only skill that can actually substitute for playing out a haggling encounter. The character will pay a percentage of the price in the Player's Handbook, and that is final. If the character actually wants to play out the haggle, you should give him a good deal for having the guts to actually play out the encounter. Sometimes the PCs are going to do good things, and you should reward them. Think of it as preparing them for an even bigger fall when they bite it.

Con Games and Swindles

Of course, players' interactions in a city or town are not limited to buying and selling things. Cities and towns have all forms of entertainment, including con games and swindles. The people running these games are the most likely to target the player characters because they are often new to the city and look young and naïve. Con games and swindles are also a great way for you to legally steal from the players, often while they believe you are trying to help them. This can be even more devastating than a thief in the night or a raiding party of Goblins because the players will feel that their trust has been violated. When that happens, you should relish the feeling.

Con games can take any form you can imagine. Some might be similar to games you might find at a carnival or amusement park in real life. These games usually appear to be games of skill with fantastic prizes, but the equipment is usually fixed in a way that makes the game nearly impossible to win. For example, the game might involve using a small crossbow to shoot a mark on a wall, but the crossbow is so poorly made that it rarely shoots in the direction it was aimed. Games such as these can be encountered anywhere, but they are most likely to be found at a town fair or celebration of some kind.

Some con games take a more sinister form. This includes selling inferior items or items designed to malfunction, selling insurance or offering to "house" the character's valuables or treasure. While the games mentioned earlier provide entertainment and do not steal much money or time, these swindles can be devastating. They are designed to steal large amounts of money or valuables. Once the scam is completed, the swindler quickly moves on to another town. These games are more rare, but should be targeted toward the PCs specifically, since they are prime targets with lots of wealth.

Whenever a character encounters a con man, you should roll a saving throw vs. apology. If the character succeeds, he gets the feeling that something is not quite right with the con man and his game or proposal. If the saving throw is failed, the character wholeheartedly believes the man, and must make a successful Wisdom check before they can refuse the game or proposition.

Table 12R:
Quaffing Ale

Race	Time to Quaff one Drink (seconds)	Drinks/Hour
Dwarf	4	10
Elf:		
-Dark	20	4
-High	20	4
-Grunge	15	6
Gnome	6	8
Gnome titan	5	10
Gnomeling	7	7
Half-elf	12	4
Halfling	9	5
Half-ogre	5	15
Half-orc	5	15
Human	8	5
Pixie fairy*	25	3

*These values are for pixie fairy sized drinks.

Table 12S:
Racial Intoxication Levels

Race	Number of Drinks* for Intoxication Level of Buzzed	Sloshed	Wasted
Dwarf	5-8	9-12	13-16
Elf			
-Dark	2-4	5-7	8-10
-High	2-4	5-7	8-10
-Grunge	3-5	6-7	8-10
Gnome	5-7	8-10	11-13
Gnome titan	5-8	9-12	13-16
Gnomeling	4-6	7-9	10-12
Half-elf	3-4	6-7	8-10
Halfling	3-5	6-8	9-11
Half-ogre	7-10	11-14	15-18
Half-orc	6-9	10-13	14-17
Human	3-5	6-8	9-11
Pixie fairy**	2-3	4-5	6

*One drink equals one shot of liquor, one glass of wine, or 8 ounces of beer or ale.
**Numbers refer to pixie fairy sized drinks.

Table 12T:
Circumstantial Modifiers to Intoxication Level

Circumstance	Modifier
High/Low Constitution	Hit Point Bonus/Penalty
Maximum Weight for Race	+1
Maximum Height for Race	+1
Each hour since last drink	+1
Fighter Class	+1
Magic-User Class	-1
Cleric	+2
Druid	-1
Lower Upper Class or higher	+1
Upper Lower Class or lower	-1

Note: A positive modifier adds to the number of drinks a character can drink before reaching the next intoxication level. For example, a human with a +1 modifier would be buzzed from 4-6 drinks, sloshed from 7-9 drinks, and wasted from 10-12 drinks, and after 13 drinks would be comatose. A negative modifier subtracts from the number of drinks a character can drink before reaching the next intoxication level.

Table 12U:
Drink Type Modifiers to Intoxication Level

Drink Type	Potency	Value**
Ale		
- Common	75%	1
- Dead Viking*	35%	4
- Kromian	55%	3
- Pint	65%	2
Beer		
- Cut	75%	1
- Heavy	65%	2
Bitter Broth	65%	2
Brandy, Orluian*	55%	3
Grog	75%	1
Gut Bruiser*	15%	6
Finch-Yager (Amber Brew)	85%	.5
Honey Brew*	85%	.5
Liver Squeezings*	55%	2
Mead		
- Baker's Thicke	65%	2
- Common	75%	1
- Dwarven	25%	5
- Nordlar	55%	3
- Orluian*	45%	4
Rum	65%	2
Stout Brown Grevan*	85%	.5
Whiskey, Bitter-Korn	85%	.5
Wine		
- Blackberry	85%	.5
- Common	85%	.5
- Good	85%	.5
- Gutberry*	65%	2
- Watered	95%	.25
- Elderberry*	85%	.5

*This drink has additional effects that are detailed under Drink Descriptions.
** Measured in Drinks.

Table 12V:
Effects of Alcohol and Drugs

Effect on	State of Intoxication Buzzed	Sloshed	Wasted*
Morale**	+5%	+10%	+15%
Intelligence	-1	-3	-6
Wisdom	-1	-4	-7
Dexterity	0	-2	-5
Charisma	+1	-1	-4
Attack modifier	0	-1	-5
Hit points	0	+1	+3
Movement	-1	-2	-4

*Beyond Wasted, persons pass out and will sleep for 7-10 hours. When they awake they will vomit sporadically for 1d3 hours. During this time a character can take no other action other than to moan.
**Morale pertains only to non-player characters.

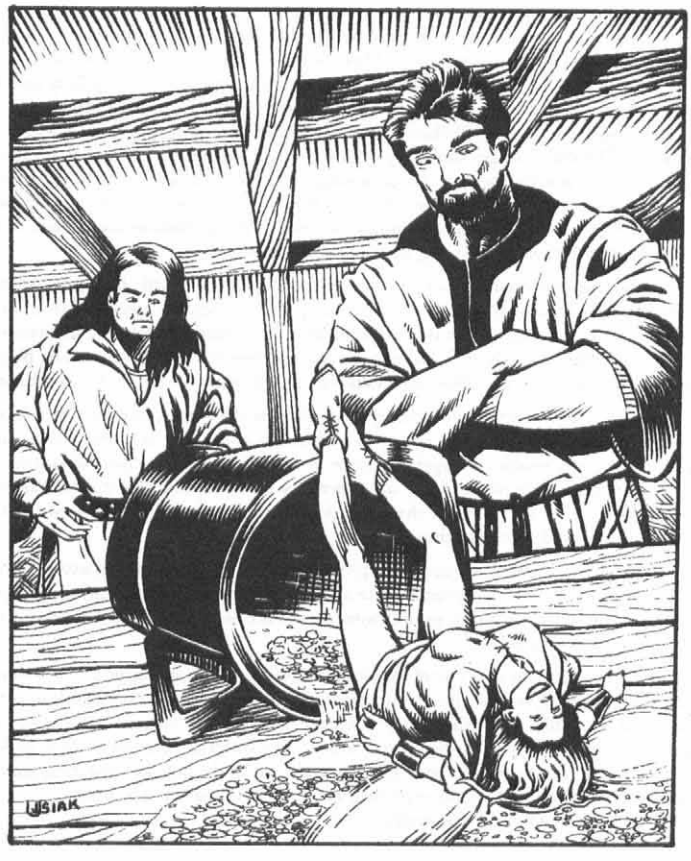
Table 12W:
Intoxication Recovery Table

Intoxication Level*	Recovery Time	Stimulant Effect Mild	Strong
Buzzed	1-2 hours	x .80	x .50
Sloshed	2-4 hours	x .85	x .55
Wasted	4-6 hours	x .90	x .55
Passed Out	7-10 hours	x .95	x .60

* As time passes the affected person becomes less intoxicated. Once the recovery time remaining equals the maximum recovery time for the lower intoxication level, the person's intoxication level lowers one category. For example, Garrison the fighter has passed out and his GM rules he must rest for eight hours. After two hours, he is considered Wasted, after another two he is Sloshed, etc.

Taverns

The most common city interaction your players will have will be the tavern encounter. Taverns, inns and bars are the social gathering places of most cities. It is here that travelers rest, that news is passed on, and that job opportunities arise. Most townsfolk know that if they need to hire someone to solve an unusual problem, the local tavern is the best place to look. Of course, the establishment is not always technically a tavern. It can take many forms, but there is always alcohol and food, and usually a place for travelers to stay. The GM may always choose to customize a tavern instead of rolling on Tables 12W through 12Z. These tables should only be used when a random result is needed, but of little importance to the overall storyline of your campaign.



The most common activity at a tavern is drinking. No matter what time you enter, there will always be at least one person drinking alcohol. More than likely, at least one of your players will want to join in, if for no other reason than they believe that it is what they should do. Most GMs let their players off without giving a second thought to it. If you are going to be this way, you should stop reading right now. This book is not for you. Drinking alcohol affects the drinker significantly, and this should be reflected in game play. Tables 12R through 12W describe the effects of alcohol.

Drink Type Modifiers

As any good barfly will tell you, not all drinks were created equal. Some drinks are stronger or have special effects. When a character buys a drink, you should record what drink they have and what its value in drinks is. For example, if a character has a Dead Viking Ale, it counts as four drinks against his drink limit. This could immediately move him to a different intoxication level, so you must be wary. Most importantly, a character should never know how strong his drink is. As he becomes more and more intoxicated, you should tell him how he feels and acts.

Table 12X:
Tavern Details

Roll (1d10)	Tavern Size
1-3	Small
4-8	Medium
9-10	Large
Customers (Day/Night)	Number of Tables
3d4/5d4	2d4
4d6/8d6	3d6
3d10/7d10	4d10

Table 12AA:
Bartender Background

Roll (1d100)	Background
1-8	Former torch bearer
9-16	Needs to feed family of ten
17-24 *	In debt to thieves' guild
25-32	Inherited bar from spouse/parent
33-41	World-weary traveler
42-49	Former pirate
50-59	Maimed adventurer
60-68	Brewmaster
69-72	Town's founder/heir of founder
73-81	Former prizefighter/gladiator
82-91	Former Merchant
92-99	Exile
100	Evil Magic-User

Potency Checks

Whenever a character finishes a drink, he must make a potency check. He rolls a d100 and checks it against the potency of the drink he is drinking. If he rolls equal to or beneath the potency value, the drink counts as the normal number of drinks. If he rolls above the potency, the drink counts as twice the normal number of drinks. In other words, if the character fails his potency checks, the drink has had more of an effect on the character. The die roll for the potency check is modified according to the character's Constitution. See PHB Table 1C for specific values.

Drink Descriptions

Ale, Dead Viking: Dead Viking ale is one of the stiffest drinks available in Garweeze Wurld. In addition to its intoxicating potency, it grants the drinker the ability to Speak to the Dead, as the 3rd level cleric spell. However, this power has several conditions. It can be used once per hour and only lasts one hour per drink. In addition, the deceased must have been a Viking at some point in his life. This ale was used by the ancient Viking clans to speak with their ancestors before battle.

Brandy, Orluian: This drink grants the user a +1 bonus to all his initiative rolls for every three drinks consumed, up to a maximum of four. This effect lasts for one hour per drink. The man who drinks Orluian brandy is usually the last man standing after a bar fight. This drink is a favorite of the monks who practice drunken boxing. For every 15 drinks consumed in a lifetime, the maximum initiative bonus decreases by one as the body builds up a tolerance.

Gut Bruiser: This drink is a mild poison that is used to test the mettle of newcomers to a bar. When the drink is consumed for the first time, the drinker must make a Constitution check. If he fails, he sputters and spits the drink all over the bar and himself. He loses 5 Honor points immediately and suffers a -1 Charisma penalty in the eyes of any of the bar's regulars. He may try again to drink, but he suffers a cumulative -2 penalty to all his further attempts. If he succeeds, he has stomached the liquor. He gains 5 Honor points immediately and receives a +1 Charisma bonus in his dealings with any of the bar's regulars. Every bar has a different gut bruiser, so a check must be made for each new establishment. Once a character has stomached a bar's gut bruiser, he can drink it without further checks.

Honey Brew: This sweet tasting lager restores 1d4-2 hit points per drink consumed, up to a maximum of five hit points. It is also very tasty and easy on the system.

Liver Squeezings: Made from the squeezings of a female Owlbear's liver, this drink is well known for its healing properties. It restores 1d8 hit points per drink. Unfortunately, what is less well known is its ability to render humanoids blind. There is a cumulative 5% chance of going blind for each drink after the second.

Mead, Orluian: This drink is a weaker form of the brandy of the same name. It grants a +1 initiative bonus to the drinker for every three drinks he consumes, up to a bonus of +2. The effect lasts for one hour per drink consumed. For every twelve drinks in a lifetime, the maximum bonus is permanently decreased by one, as the body builds up a tolerance.

Stout Brown Grevan: This drink temporarily increases the Strength score of the drinker by one point for each two drinks consumed, up to a maximum of two. This lasts for one hour for every drink consumed, with no maximum duration. For every 12 drinks consumed, the maximum effect is permanently decreased by one. After 24 drinks of stout brown grevan, it no longer affects the character.

Wine, Gutberry: This is a wussy form of Gut Bruiser. It is nothing more that a particularly nasty tasting wine. The drinker must make a Constitution check with a +4 modifier. Success indicates he was able to stomach the wine and receives one Honor point. If he fails his Constitution check, he immediately spits up the wine and loses and Honor point. The character does not gain any Honor if he drinks gutberry in front of people drinking gut bruiser, and loses 4 Honor if he cannot stomach it. A character need only check once for each different establishment's gutberry, but must check for each new establishment.

Wine, Elderberry: Elderberry wine is very tasty and works as a mild aphrodisiac. All members of the opposite sex have their Comeliness attribute raised by two in the eyes of the drinker.

Table 12Y:
Tavern Names

Roll (1d6)	First Part	Roll (1d20)	Second Part	Roll (1d20)	Third Part	Roll (1d20)	Fourth Part
1-2	The	1	Rolling	1	Happy	1	Halfling
3-4	Ye Olde	2	Falling	2	Surly	2	Dwarf
5-6	(*)'s	3	Flying	3	White	3	Knight
		4	Laughing	4	Rusty	4	King
		5	Drooping	5	Copper	5	Scupper
		6	Slippery	6	Broken	6	Albatross
		7	Burning	7	Jolly	7	Ring
		8	Glowing	8	Black	8	Mare
		9	Charging	9	Saucy	9	Keg
		10	Flooded	10	Drunken	10	Crown
		11	Singing	11	Bloody	11	Bat
		12	Dancing	12	Hungry	12	Eagle
		13	Hunted	13	Merry	13	Barrel
		14	Floating	14	Silver	14	Moon
		15	Stomped	15	Stormy	15	Deer
		16	Shining	16	Golden	16	Spoon
		17	Drowned	17	Mighty	17	Tankard
		18	Twilight	18	Beautiful	18	Inn
		19	Jousting	19	Strong	19	Ox
		20	Leaping	20	Noble	20	Plow

* Bartender's name- See Table 12Z: Bartender Generator.

Table 12Z:
Bartender Generator

Roll (d6)	Sex	Roll (1d100)	Race	Roll (d20)	Name (Male/Female)
1-5	Male	1-14	Dwarf	1	Clarence/Clarissa
6	Female	15-17	High Elf	2	Rudgar/Debbie
		18	Drow	3	Thargin/Frances
		19	Grunge Elf	4	Frank/Edith
		20-28	Gnome	5	Bobo/Jane
		29	Gnome Titan	6	Rangar/Sorina
		30-34	Gnomeling	7	Blake/Elle
		35-49	Half-elf	8	Jorell/Hope
		50-62	Halfling	9	Samuel/Rebecca
		63-69	Half-orc	10	Oren/Sarah
		70-74	Half-ogre	11	Benson/Loriel
		75-97	Human	12	Felgood/Tipper
		98-100	Pixie Fairy	13	Ralph/Melibe
				14	Apok/Rose
				15	Razak/Nora
				16	Chaka/Elenore
				17	Feldon/Rolinda
				18	Basto/Gloriana
				19	Willum/Beth
				20	Joe/Jo

Table 12BB:
Sample Rumors

Roll (d4)	First Part	Roll (d100)	Second Part	Roll (1d8)	Third Part
1-4	There is a(n)/are	1-10	dungeon	1-2	inhabited by evil creatures,
		11-20	catacombs		
		21-27	ancient temple	3-4	haunted.
		28-35	ancient ruins	5-6	housing bandits.
		36-45	old castle	7-8	containing fabulous
		46-53	dark cave		treasure.
		54-61	mountain		
		62-79	deserted monastery		
		80-85	wood		
		86-90	old outpost		
		91-93	deserted manor		
		94-97	old battlefield		
		98-100	graveyard		

Notes on Intoxication Table 12V:

Intelligence, Wisdom, Dexterity and Charisma indicate the number of points the various characteristics are lowered temporarily due to intoxication.

Attack modifier for missile or melee combat is lowered according to the penalty shown. Note that opponents' saving throws vs. magical attacks made by an intoxicated character are raised by the same number (1 or 5).

Hit points are increased due to the effects of the drug on the intoxicated character. He can physically withstand more punishment.

Table 12DD:
Arm Wrestling

	Slot 3	Slot 2	Slot 1	Starting Slot	Slot 1	Slot 2	Slot 3	
Player 1 Wins	Pins Opponent	Winning	Edged	Dead Even	Edged	Winning	Pins Opponent	Player 2 Wins

Table 12CC:
Typical Wagers by Social Class

Social Class	Wager	Example
SLC	tasks/chores	cleaning the gardrobes for a week
LLC	chores or 1 cp	"I'll do your clothes for a month."
MLC	cp	"I bet ye a chicken ye can't."
ULC	sp	"A pint of rum says I'm better'n you."
LMC	ep	"I'll make ya a laced jerkin if ya do."
MMC	gp	"Iffen ya can, ya can stay all week!"
UMC	hsp	"If your dawg wins, ye can have me ram."
LUC	pp	"I'll procure you a new rebec and bow, friend..."
MUC	gems	"This trusty war horse is yours if you succeed."
UUC	jewelry, estates	"The manor at Glenabbey and all 200 acres of land are yours if your men can slay the Swack Iron Dragon ..."

Recovery from Intoxication

Time is the only true cure for intoxication, although certain stimulants will shorten the recovery time. Once recovered, a character will suffer a -1 or -5% penalty to all their die rolls for one hour per drink consumed. They will have a headache and be slightly disoriented.

Mild stimulants will have no harmful effects.

Strong stimulants have a 5% chance per application of lowering the character's Constitution by one point. This is permanent.

Dice Games

The second most common activity in taverns is gambling. (See Table 12CC: Typical Wagers by Social Class.) The ratio for a typical wager is 1 cp per 1 gp of monthly salary. Typical antes are about 1 cp per 3 hsp of monthly salary. The most frequent type of gambling will be gaming: cards, dice, draughts, etc. PCs should be welcomed to try their hand at gaming. It will provide them with some amusement and allow you to take their money and effectively weaken them. Some common games are described below for easy use. Feel free to modify them in any way you choose or use them as is.

Most of these games require actually playing out. Any character that wants to cheat can make a Dexterity check at -8 or roll their pick pockets ability, whichever he chooses. Success in card games indicates he can take a card from the bottom of the deck instead of the top when dealt cards. In dice games, the character can adjust the roll of one die by one in either direction. If you do not want to take the time to play the game out, all the characters involved can roll their gaming skill. If they do not possess the gaming skill, they can use it untrained (see Chapter 6: Skills and Talents for rules on using skills without training.) Success indicates victory at the game and failure indicates loss. If this method is used, players are not allowed to cheat.

Craps: The shooter wins on a first roll (2d6) of 7 or 11, or loses on 2, 3, or 12. Otherwise the shooter rolls until the number first rolled is rolled a second time - a win - or a 7 is rolled - a loss. Shooters bet before rolling, as observers may. Side bets may be made thereafter as applicable, if there are takers. Dice pass clockwise to next player when the shooter loses.

Horse: You may use any means to determine who goes first. Once that is decided, 5d6 are used, 6 high, 1 low. Lowest to highest hands are: pair, two pair, three of a kind, straight (1-5 or 2-6), full house (triplet and pair), four of a kind, five of a kind. The first roller may elect to roll once or twice. If only once, all other players may roll only once to beat him or her. If two rolls are made, the roller may retain none, one, two, three, or four of the dice of the first toss, rolling the remainder. Winner becomes the first roller or "boss."

Table 12FF:
Slot Variant

Rolls	Pays	Symbols
6-6-1	2-1	1 = LEMON
6-6-2	3-1	2 = ORANGE
6-6-3	4-1	3 = BAR
6-6-4	5-1	4 = BELL
6-6-5	6-1	5 = PLUM
1-1-1	4-1	6 = CHERRIES
2-2-2	8-1	
3-3-3	10-1	
4-4-4	12-1	
5-5-5	24-1	(little jackpot)
6-6-6	36-1	(big jackpot)

Zowie Slot Variant: Use 3d8 instead of 3d6. The odds on any given combination are changed from 1:216 to 1:512. Payoffs are as follows:

Rolls	Pays	Symbols
6-6-1	2-1	1 = LEMON
6-6-2	4-1	2= ORANGE
6-6-3	6-1	3 = BAR
6-6-4	8-1	4 = BELL
6-6-5	10-1	5 = PLUM
6-6-7	12-1	6 = CHERRIES
6-6-8	15-1	7= ANCHOR
1-1-1	8-1	8 = CROWN
2-2-2	12-1	
3-3-3	14-1	
4-4-4	16-1	
5-5-5	20-1	
6-6-6	24-1	
7-7-7	50-1	(jackpot)
8-8-8	100-1	(zowie jackpot)

Table 12EE:
Darts

Location	AC	Points
Hit Dartboard	15	1
Outer Ring	13	3
Outer Ring	10	5
Outer Ring	8	8
Outer Ring	6	10
Inner Ring	4	12
Inner Ring	2	15
Inner Ring	1	18
Inner Ring	0	20
Triple 7	-2	21
Double 12	-5	24
Triple 9	-7	27
Triple 10	-9	30
Bull's Eye	-12	50
Triple 20	-15	75

Slot Variant: Use 3d6, one roll only, the wager being made prior to the roll. Table 12FF: Slot Variant is weighted in favor of the "house." You may, of course, devise your own tables.

Dice Racing: This game uses a checkerboard. Up to four players place their tokens on alternate rows. The object is to move the token to the end of the board, sideways one, and then back on the adjacent file to the first row. A roll of d6 determines the number of spaces each player moves. Wagers are to be made prior to commencement of game.

In Between: Roll 3d20 – two of one color and one of a different color. The player must roll a number in between the pair's rolls with the off colored die. Failing to do so, or equaling a number is a loss. If the two dice with the same color equal each other, the loss is automatic. Odds are always 5:2 before the dice are cast.

Card Games

Twenty-One: A 52-card deck is used, each player betting against the "house" dealer (the GM). Two cards are dealt to each player and the dealer. Players in turn elect to take additional cards up to a total of five. Hands totaling over 21 automatically lose; hands of five cards under 22 automatically win double their wager, except for the dealer.

The object is to come as close to 21 as possible. Ties go to the "house." Aces count either 1 or 11 at the holding player's option, face cards count as 10, and numbered cards are as marked. Players get the first two cards down; all others are dealt face up. The dealer gets his second card face up. The dealer must take a hit (additional card) on any total under 17, and cannot take a card on any total of 17 or better. The dealer gets cards last and, bets are made after the first two cards are dealt around. If a player has a natural pair he may elect to "go double," flipping them up, asking for two additional face down cards (one for each face up card), and betting on each hand. The "house" always retains the deal.

High-Low: Each player gets two cards face down. Prior to dealing, some stake is placed in the pot. After looking at the cards, each player turns one up and the player with the highest card bets. Each player has the option of changing his up or down card for a fresh one from the deck. This takes place three times going around the table, with a betting interval after each round. A 2 is low, an ace is high. The object is to have the highest hand (a pair on down) to a 2-3 (lowest possible hand, followed by 2-4, 3-4, 2-5, 3-5, 4-5, 2-6, 3-6, 4-6, 5-6, 2-7, and so forth). High and low hands split the pot equally, odd money to the high hand.

Tavern Games

Keeps (also known as Tankards, or Hard Silver): This drinking game has evolved over time into a devastating form of gambling involving at least two players. Each player in turn tries to bounce a coin into a tankard of ale (Tankard base AC 5, modified for size). The coin is typically 1 sp or, in "better circles", 1 hsp (hence the nickname Hard Silver). If the player misses, then he must drink the entire tankard of ale. If the player succeeds, then he points at another player and demands that he drink. In either case, the tankard is refilled and it is the next player's turn.

For every round of Keeps, each player has to ante at least 1 sp. The game becomes increasingly difficult as the players become inebriated (see Tables 12S through 12W). The game ends when only one player is still sitting upright, at which point he attempts to gather his "winnings" and most likely gets rolled by a thief on his way home. Due to the effects of alcohol, players often gamble far more than they can afford to lose, including their mounts, their manor or even their first born.

Arm Wrestling: This game is a favorite at many taverns. Two players belly up to a small table and each make an Open Doors roll. If one player misses, he loses one slot as his arm is slowly pressed toward the tabletop by his opponent. If the player misses by 5 or more, he loses 2 slots, and his arm bends back even further. If the player misses by 10 or more, he loses 3 slots, his arm is pinned to the ale-covered table and he loses the match. If both players simultaneously make or miss their roll, they continue to stare one another down and neither loses a slot. The match continues until one player pins his opponent. Side betting usually starts before the match – as the onlookers determine who is more likely to be pinned. Consult Table DD: Arm Wrestling.

Darts: Most games of Darts played in taverns use small darts known as "bar darts", although some races feel that only war darts (as presented in the PHB) should be used. The latter group tends to go through dartboards rather quickly. Each player gets 3 shots per "round" of darts, making a to-hit roll with each dart. Play continues for 5 to 10 "rounds". The player with the highest score wins. The player can improve his score by

making a called shot for any location above the Triple 7 location on the dartboard. If the player makes his shot, the point value is 1.5 times the given value. If the called shot fails, the to-hit roll is cut in half before determining its value on Table 12EE: Darts. A natural roll of 1 always misses, costing the player 1 point of Temporal Honor.

Encounters

Now we get to the juicy part of the chapter. Encounters are the weapon of the GameMaster. Compared to encounters, everything else is just icing on the cake. Because of this, you would be wise to commit all this information to memory, because your players are going to devote all their efforts to thwarting you and your encounters.

Encounters are your bread and butter. When your Attention Getter diverts the characters' attention so your Swack Iron Dragon can make lunchmeat out of them, you just used an encounter. Encounters are the engine that propels a game of HackMaster forward. As a result, you must make your encounters challenging for the players, but not too easy or too hard. Killing characters with creatures that greatly overpower them is easy, just like beating up your kid sister is easy. You don't end up looking any better, and you will probably get in trouble for it. The good GM kills characters with creatures that are their equal, and a great GM kills characters with creatures that are weaker than the PCs. In order to become a great GM, you must learn from my experience and follow the rules and advice detailed in this section.

What is an encounter?

Since encounters are so important to your role as GM, I am going to start at the beginning. For an event to be an encounter, it must fill two broad criteria. First, an encounter must involve at least one thing, event, NPC, monster or GM-controlled player character. A meeting of two player characters (handled by the player alone) is not an encounter. Second, an encounter must have some significant consequences that depend upon the players' decisions. This is extremely important. For a character with 500 gp in his pocket, going into a tavern and spending 20 gp to get sloshed is not a meaningful exchange. If the character had to spend the same 500 gp in the same tavern to get information about the Black Tower across the river, the character has experienced a meaningful exchange: he's now broke (and a sucker).

Continuing, there are two basic types of encounters: planned encounters and random encounters. Planned encounters are encounters that you have scripted before the session to occur, and they usually have some significance to your adventure. These are encounters that are going to happen as long as certain conditions are met. Random encounters are just what they sound like: encounters that are not planned for in the encounter, but occur because of the various actions of the characters. They are generated from the random encounter tables presented in Appendix C: Random Monster Encounter Tables.

Planned Encounters

Keys

Planned encounters will be the most common of the encounters in your adventure, and they will constitute most of your pre-game preparation. Planned encounters are sub-divided into two smaller groups; triggers and keys. A key is simply a listing of who lives where, what they have, and what they might do if a character enters their space. Here's how a sample key for a Giant Bandy Tailed Fighting Cock's den, a three-chambered cave, might be written.

1. **Main Chamber:** A passage in this chamber leads to a narrow rock cleft hidden behind some bushes. Following this, the passage widens after 10 feet. The walls are coated with soot. There is a large pit in the center of the floor filled with mangled humanoid body parts. The chamber stinks of blood and death. At the far end, the cleft once again narrows to a passage. There is a small rock in one corner.
2. **Sleeping Chamber:** Here the air is thick with the smell of animal sweat and worse. A high pitched squawk comes from the far side of the chamber. There, sleeping on a mound of twigs, is a Giant Bandy Tailed Fighting Cock. Next to him is a collection of damaged armor. A few simple torches, now unlit, are wedged in the cracks. If the characters don't move slowly in this room, one will kick a severed head in a metal helmet across the floor, waking the bird. Groggy for one round, he then attacks the group. Just beyond the nest is another passage.
3. **Treasure Room:** Inside the room are the Fighting Cock's treasures. Lying under a blanket are 500 gp, 3 gems (worth 10, 500, and 100 gp), a suit of chain mail +1 the beast cannot use and a mound of horse trappings, bridles and saddles. The first character to move the blanket will be hit by a poisoned dart. He must save vs. poison at -2 or die in four rounds. A successful find traps roll will locate the trap. Aside from some common bats, there are no creatures in the chamber.

Keys, such as the one above, are best suited for dungeons and other areas that the characters are likely to explore. They ensure that the characters will only encounter those creatures they walk in upon, and it makes the placement of treasure and traps easy. A key is also easy to map out and prepare, and takes minimal effort to adjudicate. The down side is that keys are fairly static, and don't really represent the dynamic nature of the world. For example, if your key states that the Giant Bandy Tailed Fighting Cock is sleeping in the chamber, unless you state otherwise he will always be sleeping in the chamber. This is not a very good representation of what would happen in reality. However, it is a useful way to record the information and it streamlines your job.

There are two solutions to this problem: You can try to be complete and thorough, preparing answers for every possible situation, or you can reduce the amount of detail you give about creature behaviors and improvise answers as you play. To describe a



farmhouse, you could simply note the occupants (their ages and the like) and the significant possessions at the farm. The activity of these NPCs can be adjusted to the moment – working in fields, sleeping, eating, etc.

Trying to pre-plan for every eventuality is time-consuming – there is a fair amount of planning and writing you must do. Improvising cuts down on preparation, but forces you to work harder during the game. The best solution is compromise: carefully detail the most important planned encounters and simply sketch out and improvise the small encounters. This way you are not overwhelmed in preparation or play.

Triggers

The other type of planned encounter is the trigger. It can be used with a key or by itself. A trigger is a simple either/or or if/then statement. It is used for more interactive encounters, where the action of the event is what is important, such as the kidnapping described in the following example.

> The next episode occurs at 1 o'clock in the morning: If any character is still awake, he hears a muffled scream coming from the balcony of the room next door. If the characters investigate, they will discover two hooded men (6th-level assassins) attempting to drag a struggling young woman over the railing. One man has her firmly gripped from behind, his hand clamped over her mouth. The other is hoisting her legs over the side. An accomplice waits with the horses on the ground below. If the characters do nothing, there will be a crash as she kicks over a flower urn, followed by a muttered curse and then the galloping of horses.
>
> If the characters are noticed, the unburdened man wheels to face them and offers the following deal. If the characters say nothing, he'll pay them 20 gp each. He explains the woman is his runaway daughter whom he is bringing back home, and he doesn't want anyone to know that she ran away. He then flashes the characters a knowing smile. The woman attempts to break free, only to be struck unconscious by the other man. The first man explains that this is the standard punishment for disobedience in his household. If the players accept the deal, he will pay them. When the last PC has his money, the two accomplices will shoot them in the back with crossbows. If they refuse, the man will draw his two short swords and attack.

Here everything is dependent upon previous and current choices of action. Is a character awake? Will the characters investigate? How will they react to the kidnappers? Will they discover that the party thief has spent the night stealing their valuables? Each decision influences subsequent events. The characters might leap to the young woman's rescue or they might become accomplices to the crime in exchange for a share of the ransom. As GM, you must be ready to change the later aspects of the adventure to reflect the current decisions.

However, as complete as you make them, triggers are not without their weaknesses. While very good at describing a scene, a trigger does not provide much background information. In the event above, there is no description of the room, the attackers, the lady's history, etc. Your players would probably consider this useless flavor text, but they might start caring when they learn she is an attractive, young, extremely rich and eligible young lady. You certainly could include lots of background, but including it would be extra work, and the descriptions could get in the way of the action.

A less critical problem is that you can't anticipate every action of the player characters. No matter how carefully a trigger is constructed, there is always something the characters can do to upset the situation. In the example above, what if the characters panic and a magic-user launches a Fireball at the attackers? In a flash of flame, they and their victim are killed and the building is on fire. Prescient is the GM who can anticipate this event!

Combining Keys and Triggers

The best solution is to use a combination of keys and triggers when designing your encounters. You should first prepare a key, describing the appearance of the encounter locations, items in them, and other things that are relatively non-changing. Then write the triggers focusing on the characters and their actions. When you need to describe a room, rely on the key, while the trigger describes the plot of the adventure. Although this requires a little more set up, it does allows different events to happen in the same place or area, giving a feeling of continuity to the adventure.

Random Encounters

More than likely, your players will be prepared for most of the planned encounters in any given adventure. What they cannot plan for, however, are the random encounters that occur during the adventure. Your players may refer to these as unprogrammed EPs, but they won't be so excited when an enraged Oliphant finds them low on spells, healing and ammunition. Because random encounters are, in fact, random, you must be prepared to improvise when they happen. And while most wandering monsters will attack, there is no reason why they might not parley with the characters and slay them in their sleep later.

There are two major die rolls associated with random encounters. The first is a roll to determine whether the encounter occurs at all. This is modified by the actions of the party (are they making noise? do they have a fire?), their location (in town, in a dungeon), the time of day and the climate. The second roll determines what creatures appear, and only occurs when the first indicates that an encounter happens.

Table 12GG:
Frequency of Encounter Checks

Terrain Type	Time of Day					
	7-10am	11am-2pm	3-6pm	7-10pm	11pm-2am	3-6am
Coastal	x	–	–	x	–	x
Desert	x	–	–	x	x	x
Forest, marsh, jungle	x	x	x	x	x	x
Glacier	–	–	x	x	–	–
Hills	–	x	–	x	–	x
Mountains	x	–	–	x	x	–
Plains	x	–	x	–	x	–
City/Town	x	x	x	x	x	x
Village	x	x	x	–	–	–
Ocean	–	x	–	–	x	–
Lake, river	–	–	–	x	x	x
Aerial	x	x	x	–	x	x

Table 12HH:
Base Chance of Random Encounter

Population Density	Base Chance*
Relatively dense	1 in 20
Moderate to sparse/populated	1 in 12
Uninhabited/wilderness, subterranean	1 in 10

* Base Chance of Random Encounter.

Table 12II:
Random Encounter Table Letter Codes

Climate Type	Code Letter
Tropical	A
Subtropical	B
Temperate	C
Subarctic	D
Arctic	E

Terrain Type	Code Letter
Coastal	A
Desert	B
Forest	C
Glacier	D
Hills, Rough	E
Mountains, High	F
Mountains, Low	G
Plains, Scrub	H
Marsh, Salt	I
Marsh/Swamp	J
City	K
Town	L
Village	M
Ocean, Open	N
Ocean, Costal	O
Ocean, Depths	P
Lake, Fresh Water, Surface	Q
Lake, Fresh Water, Depths	R
Lake, Salt Water, Surface	S
Lake, Salt Water, Depths	T
River Basin	U
Aerial	V
Subterranean/Dungeon	X

Using the Random Encounter Tables

Our laboriously constructed Random Encounter Tables (see Appendix C: Random Monster Encounter Tables) are far superior to anything you could work up on your own. You must learn how to use them properly or you risk an inferior game.

If an "x" appears (see Table 12GG: Frequency of Encounter Checks) for a given terrain at a given time, an encounter check is called for. This does not mean there will automatically ***be*** a random encounter. In dungeons, check for random encounters each hour. You should also check any time the party does something that draws attention, such as making a lot of noise while setting off traps, felling trees or hammering spikes. Nothing hushes a group of squabbling players so quickly as the surreptitious roll of dice behind the GM shield. The chances of an encounter outdoors depend on population density, so you must indicate how densely populated a given region is on your large scale map (see Table 12HH: Base Chance of Random Encounter).

The base chance of an encounter is modified by –1 on the die roll for every PC who has too much Honor. (Such characters are so full of themselves that even monsters are drawn by the slightest opportunity to put them in their place.)

Now you need to understand the climate and terrain codes used in the Random Encounter Tables, as demonstrated in Table 12II: Random Encounter Table Letter Codes. As shown in the table, the random encounters for a tropical forest can be found under chart AC. Arctic glacier encounters can be found under ED. Got it? The code letters above are actually more complete than the charts, since the charts combine city and town encounters under the KL column and both mountains high and mountains low appear under the FG column. Don't see those in Appendix C? Perhaps when you have more experience as a HackMaster GM you will be ready to handle the full Random Encounter Tables. For now, those provided in this book are more than sufficient.

Once you know the climate and terrain, you could roll a d10,000 and take whatever encounter you generated. If you're an idiot. The charts go from wuss monsters all the way to some of the hardest-hacking creatures in the game. You won't get any points for throwing a Death Kiss Beholder at a party of 2nd level PCs. Only the most experienced party could handle the entire range of possible encounters provided on the tables herein. Therefore, you should use the following technique to generate random encounters that are in line with the average HackFactor of your PCs.

For beginning characters, roll a d3000 (0-3 for the thousands digit: use 1d4-1, and 3 ten-siders for each of the other digits). For 2nd level PCs, use a d5000. As PCs advance in level, they need tougher encounters to challenge them. Eventually, you will need to use a d10,000 and simply add 5000 (or whatever is appropriate) to any result lower than that in order to challenge your PCs. Use the HackFactors to guide the range within a given chart. Learning to scale the encounter tables is a fundamental test of your GameMastering skill.

Chapter 13

Money and Treasure

"Why is treasure the most important thing? Because money can buy me anything except love...and it can rent that."

Jonid Coincrawler

As I mentioned in the PHB, there are most definitely winners in role-playing. Those who fail to see this are simply too weak of mind to grasp the concept that different folks measure victory by differing yardsticks. Player characters can be measured against each other in a variety of ways: by experience points, Honor, the number of foes vanquished and more. Players measure themselves against one another based on HMPA level, number of sanctioned tournaments won, etc. GMs are measured against one another based on their HMGMA level, number of tournaments authored, character deaths, number of players trained and by the skill and level of their players. The possibilities are as vast as the number of measurements available to us in the real world: cars, houses, jobs, number of children (or grandchildren), success of family members, fame and power are all measuring sticks. Most often the measure of success for an individual character in HackMaster is how much treasure, lands and holdings he has managed to garner. Now, your player characters may think they have higher, nobler ideals than growing in affluence. Your paladins may want to conquer evil, clerics will want to spread their religion, magic-users may want to research new and better spells in the name of magic or science. But let's be real. None of that is possible without coin.

So we've established that, no matter the goals of your players (even one as base as revenge will require bribe money for informants), their characters will require gold and silver to get there. That's where you come in. All treasure gathered by the PCs is the direct result of your placement. Your job is to regulate the flow of valuables to just the right level. And the right level is that level in which the players are continually hungry for more. So let's start at beginning characters and work our way up.

Player Character Starting Money

The amount of funds with which each player character begins is detailed in the PHB, Chapter 4: Character Priors and Particulars. You can see from a cursory glance at PHB Table 4M: Character Starting Money that it is relatively difficult for starting players to have much cash on hand. As shown on the table, these funds are savings, inheritances and stolen sums that the character in question acquired or was left with just after finishing schooling (if any) and attaining 1st level.

HackMaster players learn from day one that that they are never able to obtain all of the armor, weapons, food and other goods they need in order to feel safe, secure and satisfied. Like an infant, they are born perfect. Then, GMs like you screw them up. If we could send out a Hard Eight representative to run each game things would be all right. Obviously with this game's phenomenal growth, we're required to use the likes of you, so we must fall back on Plan B and teach you, our GM disciple, how to rise above the commonplace referees of other, inferior games and become a true Master of the Game. Your job from here on out is to keep the players hungry. Never let them become complacent unless you're setting them up for a harder than usual fall. Remember the words: safe, secure and satisfied, for these are the death knell of the GM. Players must feel unsafe, insecure and highly unsatisfied as often as possible.

Even if you have a properly difficult campaign, NEVER opt to bestow a limited number of special items to player characters at the beginning of the game (a potion, a magic goodie such as a +1 dagger, or even something as mundane as a family suit of plate mail) unless you plan to have it stolen in the first session as a plot device. Table 4M: Character Starting Money has been painstakingly and carefully crafted to take the hardest campaigns into account. Players are meant to rejoice over the ability to have their armor repaired, or to upgrade beyond studded leather. They'll be proud the way you were when you traded in the Nova with the rusted leaf springs for the Corolla with the recharged AC.

The game must always be a challenge, to cause players to want for something, and to wish to adventure with their characters in order to obtain the desired things. If the game is a challenge it will test the mettle of your players and weed out the weak and sickly so that the strong survive. That is how your group wins tournaments and competes nationally. Remember that capable players will be able to gain from nearly any successful encounter; there will always be some armor and weapons or equipment to be gained from an adventure. Be a tightwad from the start. Do not forget that we have presented you with a perfect child; you can either spoil him or toughen him into a true champion, a hero for the ages.

Player Character Expenses

Each player character will automatically expend a certain amount of cash for support, upkeep, equipment and entertainment expense. Make sure they detail where they stay, how much they want to spend on entertainment and to whom they take their armor for repair. All characters (except monks) should be spending about 100 gold pieces per level per month on entertainment or living expenses lest their Honor and Fame drop to one-half value. These costs are to be deducted by the GameMaster automatically unless the players expressly state that they plan to be cheap asses and voluntarily hurt their reputation; any further spending by the PC is to be added to these costs. Such a hit to Honor and Fame is justified by the fact that adventurers are a freewheeling and high-living lot (except, of course, for monks). Other miscellaneous expenditures by player characters encompass such things as additional equipment expenses for henchmen or hirelings, costs of hirelings, bribes, costs of locating prospective henchmen, and so on. To such costs are to be added:

Maintenance of Henchmen .....100 gp per level per month*
Maintenance of Stronghold .....1% of total cost of stronghold per month
*This is in addition to all treasure shares

If your players whine about the costs, simply point out that these payments are voluntary. The cost of popularity is high when you're making a name for yourself. At any point, the player can choose to accept a drop in Honor and Fame.

Finally, dues, taxes and charitable donations to religious institutions must be levied against the character. All of these costs will help assure the PCs have a keen interest in going out and adventuring in order to support themselves and their many associates and holdings. "Hangers-on" takes on quite a new meaning now, does it not?

A Word About Currency

A typical fantasy world will have dozens if not hundreds of currency systems. Now, it might be tempting for a novice GM to reduce the number of currencies to one standard because having many monetary systems seems like a lot of work. We do not recommend this erroneous and shortsighted laziness. Having multiple currencies is one of the many bullets of money skimming in your bandoleer of character wealth-reduction. I'll explain this in more detail below.

To reduce the complexity down to a favorable ratio of time spent on currency issues versus lightening the PCs' coin purses, most GMs choose to use a standard (or common) rate of exchange throughout the campaign. So while a gold piece may be called a Kiver among the southern Orc tribes and a Darnarian in the City-State of Fangarie both are worth exactly the same – 1 gold piece. The same holds true for silver pieces (sp), copper (cp), hard silver (hsp), electrum (elp) and platinum (pp). If you want to, you can get into various exchange rates, but this may take more time than it is worth. If you can pull it off, though, more power to you because you can hide the exchange rate information from the players and really rake them over the coals for another 5-25%!

Money-changing: Money-changing is the easiest way to part a PC from his coin. Most cities will not allow use of foreign currency, so you can skim an automatic 5% off the top of any take before they even get a chance to spend one copper! Furthermore, you can use the money-changer as an encumbrance tax. Simply give the characters a large hoard of cash in low value coins. Then call for an encumbrance audit frequently. Now they will either be forced to spend loads on mules or other pack animals, or go to the local money-changer to get their coppers and silvers changed to platinum. Most cities will require permits (an excuse for the money-changer to charge high rates – a 1-3% take goes to the governor leaving him only a tiny take). Many players will foolishly believe that a money-changer with a permit is somehow trustworthy. The permit merely gives him the right to make the transaction, but does NOT force him to make it properly! See the loophole? Any player not on his toes deserves whatever you can take him for. So go ahead and short change him, pass counterfeits, shave coins, use false weights, etc. Try for an extra 2-3%; that is about the limit before you get on their radar screens.

Bankers: Bankers in HackMaster, just as in real life, are a wonderful tool for taking advantage of people with wealth. The banker serves as a money-changer for all intents and purposes, but also provides additional services that cost money. They can safeguard any deposit indefinitely. When the player wants to withdraw the funds, the bank only returns 90%, the other 10% remains as the fee. Interest on savings is never given; that is a modern concept. Bankers also loan money at exorbitant interest rates. Usually, the money they loan is some other guy's money that

was placed for storage. If any of your players are stupid enough to leave important magic items in a bank, simply have their arch nemesis NPC take out the magic item as a loan and battle the PCs with it. If the PCs win and claim the item, the banker can come back and demand the item (plus interest) as payment on behalf of the slain NPC! Of course, the PCs can simply then retrieve it from the bank again, but at another 10% fee.

Loans

There will be times when your players want an item that they simply do not have the money to buy. This is a great opportunity to torture them by flaunting the item in front of them. If it's a coat, have several disliked NPCs own one. If it's a boat, carefully describe the other fine ships at the docks and continually have NPCs comment about various wonderful ships (all out of the PCs' price range). Make them feel they are missing out or need the item for survival. With a little luck, you can sucker them into a loan. Bankers, guilds and well-to-do benefactors will grant loans based on the reliability, Honor/Fame, social class status and available collateral of the character(s). They charge upwards of 1-5% per week. That's right, per week. Charge closer to the high end for low-level and unknown PCs and at the lower end for well-known PCs with high Fame Factors. But don't give the low rates away; make the player negotiate convincingly to obtain better rates.

Jewelers

Jewelers and gem merchants are another way to skim funds. They should be very willing to buy, but at 75-85% of the value of the gem in question. The rate should vary based on reaction adjustment, Honor, Fame and how wealthy the PC looks. Most jewelers should under-appraise and lie about the value of the stones so as to get a better take when the player negotiates a better rate. Since most jewelers learn the same basic techniques for sniffing out idiots, they'll likely be fairly consistent with the amount they offer.

Merchants

Remember that there are no fixed price tags in HackMaster when it comes to merchants and their wares. Always seek to charge more than actual price for any item. Novice and stupid players will pay without haggling. Smarter players will sometimes still get taken simply because they are in a hurry. Even if they do haggle, you can pass off genuine as fake, provide shoddy equipment, etc. This shouldn't be at random, but calculated. Important merchants that have a reputation to uphold will be subtler, or make their entire take on over-charging. Small-time peddlers, fly-by-night operations and bazaar booth hawkers are the real risky ones for PCs. If they shop at such places give a base 5-25% chance base that the item is somehow inferior and modify based on conditions (if the PCs are foreign, young, dumb, in a hurry, careless, etc. then add 10% per factor).

Investments

Another way to part the fools from their money is the wolf-in-sheep's-clothing method, a.k.a. the investor. Investments are the single best way to screw over the players' pocketbooks. The investor banks the adventuring company by equipping them and covering some minor up-front expenses for food, supplies lodging and such. After each adventure the treasurer of the company reports any money, treasure and other valuables obtained during adventure to the investor. The investors recoup their investment off the top and then take their cut of 10-60% of the profits! You even get to liquidate the magic items and either remove them from play or siphon off mass quantities of wealth.

If the whiney players complain that a certain item is critical for the further success of the adventuring company, your investor can allow a character to use the item with the understanding that it is company property. If a character loses 'company property' he should pay for it out of his own shares, including interest as in loans, above. After all, the item was supposedly critical to the success of the company, so by losing or destroying it the character placed the entire venture at risk.

Economics, Treasure and the Use of the Gold Standard

The entire economy of the HackMaster game revolves around out of control inflation. Just like when Spanish galleons regularly traversed the Atlantic, adventurers drive the prices and costs of HackMaster beyond their true value due to the sudden influx of silver and gold. As successful adventurers come out of the dungeon, swaying under the heavy load of cash, gems and jewelry as well as tapestries, works of art and other valuables, the locals pull down their signs, grab quills and inkwells, and start adding zeros. Now, before I continue pontificating on the economics of real fantasy worlds, let me debunk the moronic idea that HackMaster should be based on a standard other than that of the gold coin. Let's assume that the economy of the area is one that more accurately reflects that of medieval England, where coppers and silver coins are usual and a gold piece remarkable. Once your players came to town even spending merely copper and silver would cause an inflationary spiral. Just reread the previous sections to see the staggering number of commoners that will get their hands on the PCs' treasure through one device or another. Such an inflationary spiral would necessitate you adjusting costs accordingly. As everything becomes more expensive, the local humanoid bands would need to increase their mining operations and raids on local caravans as well. Thus, the dungeon treasures would become wealthier as well. When, as in the 1970s, the spiral reaches maximum, then the economics of the area will remain relatively constant, and you will have to adjust costs only for things in demand or short supply such as mounts, armor, weapons, oil, alcohol, caltrops, men-at-arms, Pack Apes, etc. Thus, you now have the gold standard.

"But what of the surrounding lands?" you ask. The economies of the neighboring communities could maintain the copper or silver standard only until the river of wealth pours into their communities like cancer ran through the Shah. While it is possible to reduce treasure in the outlying areas to some extent so as to prolong the period of lower costs, it should be obvious now that soon the whole continent would be on the gold standard, so why cause all those headaches for yourself? We planned the game around the inevitability of how real fantasy economies function, not some farcical idea based on meaningless rhetoric from a bygone era that produced no dragons of record. And speaking of dragons, what kind of a dragon hoard, for example, doesn't have gold and gems? It is simply more heroic for players to have their characters swaggering around with pouches full of gems and tossing out gold pieces than it is for them to have coppers. It's also more fun to take the money away from them after they thought they were rich. Heroic fantasy is made of treasure troves and king's ransoms in swag stolen most cleverly and taken most bravely, then lost in a drunken stupor to thieves, gambling addictions, alcoholism, money-changers, debauchery, bribes, bad investments, tithes, unhealthy food, poor loan decisions, beggars, prostitutes, craps, bail, fines, taxes, swindlers, cheap thrills and whatever else your devious mind can concoct. The bottom line is that when loot is spoken of, it is more stirring when participants know it to be TREASURE and twice the fun for you when you pry it away from them!

Gotta Pay the Governor: Duties, Excises, Fees, Tariffs, Taxes, Tithes and Tolls

In case you're denser than most and haven't noticed yet, this whole section entitled "treasure" is about how to get cash away from your player's characters. It is very important to take excess loot away from player characters, and taxation is one of the better means of accomplishing this end. Players hate paying taxes, and rightly so; it reminds them of their boring hum-drum lives and the way their government mercilessly taxes them (especially in all those socialist countries outside of the United States such as Canada or the United Kingdom where taxation is outrageous or without representation). So you need to be sneakier to pull off proper taxation without your players guessing at what you are doing. This may seem overly simplistic but trust me on this, it really works: simply call it something else! You'd be surprised at how willing they are to fork over their money if you call your taxes "duties", "excises" or "fees". Below is a list of what to tax and, most importantly, what to call such taxes.

Tax	Taxable
Duties	Goods such as furs, lumber, tapestries brought into a country, province, town or other governmental unit.
Excise	Membership fees, application costs, etc. for joining a profession or professional occupation.
Tariff or Surtax	Goods not covered by duties, or additional taxes on certain items already covered by duties.
Taxes	Land, income, property, services, luxuries, existence, anything. Used to pay costs of roads, walls, gates, lamps, administration and municipal expenses. Typically charged against residents (not merely citizens, but anyone living there). Can also be levied against foreigners in general. Levied annually, monthly or whenever needed.
Fees	A catchall that can be levied whenever you want. Upon leaving or entering a walled city, visiting the mayor, etc.
Tithe	Religious taxation on the followers of the religion or the entire local population if the church in question can get away with it.
Tolls	Payments for crossing a bridge, entering a gate, using a road, byway, waterway, ferry, etc. Based on number of individuals, mounts, pack animals, carts, goods and items transported.

Just think, before reading this section, you thought you had it bad in your daily life. Just think how hard it is for the peasantry of HackMaster. They pay all of the above; tolls being frequent, with those trying to escape them by use of a byway being subject to confiscation of all goods, and a distinct possibility of fine and imprisonment, also!

Every petty noble makes an extraction, municipalities tax and the sovereign is the worst of all. Certain merchant companies have banded together to protect themselves from such robbery, but peasants and other commoners can only dream of better times or revolt and get butchered by heroes seeking to protect law and order. So suck it up and stop ordering all your goods on the Internet to avoid paying sales tax! Go down to your local game shop and give the retailer your cash willingly for the latest HackMaster supplement, and begrudge him no longer for the tithes smacked down upon you by the local authorities. At least they're not sending adventurers to your house to cut you down for shoplifting those baseball cards when you were eight.

Example of Taxation in the HackMaster Community

All this pontification is all well and good, but it doesn't do you a lick of good if you don't know how to implement it. So let's take a look at an example of taxation in the typical HackMaster town. Armed with the sample below as a model, you'll be in complete control of your player characters' pocketbooks.

Hagleytown charges a 1.5% duty on all normal domestic goods brought into the place for sale - foodstuffs, cloth and hides, livestock, raw materials and manufactured goods. Foreigners pay this duty but at a double rate (3%). Luxury items and precious goods - wine, spirits, furs, worked or refined metals such as copper, gold, etc., jewelry and the like - pay a 6% tariff in addition to the duty if the items are to be sold. Entry fee into the town for citizens is 1 copper piece each per head (man, demi-human, humanoid or beast) and wheel, 6 coppers for non-citizens, unless they have papers bearing the seal of the Mayor or the High Priest of Luvia to allow free entry (such a seal also can provide immunity from duties and tariffs on personal goods and belongings falling under the above categories). Taxes are paid per head, annually at 1 copper for a peasant, 1 silver for a freeman, and 1 hard silver piece for a gentleman or noble. Most foreign residents are stopped frequently and asked for proof of payment, and if this is not at hand, they must pay again. Note that proof of payment is never offered at the time of payment; the smart character will ask for the necessary stone marker. In addition, a 12% sales tax is charged to all foreigners, although no service tax is levied upon them. Religion is not regulated by the municipality, but any person seeking to gain services of the Temple of Luvia must typically pledge to tithe. Finally, several tolls are extended in order to gain access to the main route from and to the municipality - including the route to the dungeon, of course (wherever you decide to place it).

Citizens of the town must pay a 5% tax on the value of their property in order to defray the costs of the place. This sum is levied annually or ad hoc in times of need. Foreigners can obtain citizenship after residence for one month and the payment of 12 gold pieces (plus many bribes). Make sure that the annual property tax is levied shortly after your players gain citizenship.

Hagleytown does not encourage the use of foreign currency. In fact, they hate it. Merchants and other business people must pay a fine of 5% of the value of any foreign coins in their possession plus face confiscation of the coins, so merchants will typically never accept them. Upon entering the town non-residents are instructed to go to the money-changers in order to trade their foreign money for the copper, silver, gold, hard silver and platinum. Exchange rate is a mere 90%, so for 10 foreign platinum pieces, 9 domestic platinum are returned. Any non-resident with more than 100 silver in foreign coins in his possession is automatically fined 75% of their total value, unless he can prove that entry into the town was within two hours, and he was on his way to the money-changers when stopped. Transactions involving gems are not uncommon, but a surtax of 12% is also levied against sales or exchange of precious stones and similar goods.

Who Needs Riches?

Characters in HackMaster strive for many things—Fame, Honor, glory, experience, skills and power among them. But many feel empty after proving successful with such intangible goals that cannot be felt, caressed, spent or swam in. For those that find mere celebrity unfulfilling, there is the most important goal: treasure. Strands of milky pearls, glittering golden chains, coffers chock full of hard silver coin, mounds of ermine fur, bejeweled crowns, gem-encrusted goblets, finely woven tapestries of silk and golden thread, and wondrous magical items all wait to be stolen – or violently removed from the possession of vile monsters. With such boodle awaiting, how could any bold adventurer be content to remain peacefully on the sidelines in his boring home surrounded by mundane boring servants leading their boring NPC lives?



So you can see that wealth is not just a player goal. In fact that's hardly the case. It is a tool for you, the beleaguered and hard working GM, to use against the players. Like a strawberry cheesecake at Jenny Craig, you will tempt them, and they will battle for it like the final fifth of Jack at a Shriner's convention. You will use the promise of gold to lead the characters around as you see fit. And they will actually like it!

Furthermore, the characters will soon find that they need more money to even make it through an adventure. At first level a simple suit of studded armor, a wooden shield, and a couple of sharp pointy weapons was all a character needed. But as they face challenges greater than a couple of half-starved Kobolds, such simple accouterments no longer suffice. Faced with Ogres, giants, nefarians and dragons, characters that witness death after death among their allies quickly realize that they need stronger armors, barded horses, a variety of weapon types, oil, holy water, men-at-arms for monster fodder, potions, scrolls, and whatever other magical items upon which they can lay their hands. However they go about acquiring them, they're going to need some cold hard cash. Thus, finding swag and staying alive are almost synonymous.

Forms of Treasure

Like a DoppelMeister, treasure takes on many forms. Some booty is obvious; even stupid players understand its value. Your standard gold, silver, gems and jewelry fall into this category. Other valuables are less apparent; their value may seem little. Common goods like casks of wine, raw ore, lumber or weapons may actually be worth a fortune. Foolish, novice or just plain dumb adventurers will overlook the value of these commodities. HackMaster is Darwinism in overdrive, so this writer heartily recommends you stock a large portion of your treasures with such mundane things. This will force your players to become clever or die off. A battle-hardened HackMaster player is always on the bright side of the intelligence curve for this reason. Remember that we veterans of GM-dom are relying on you novices to continue to cull the gene pool, so heed my advice lest you ruin the high standards of play we all have come to expect.

Dimwitted adventurers will always overlook vast treasures in the form of common goods. Few pay attention to bookshelves full of ancient books, bolts of fine linen, ratty looking bedding lined with beaver hides, casks of whiskey, or tons of raw iron ore, yet these items are worth plenty in gold. Not every fortune is made of wrought gold, hard silver or platinum studded with gemstones. Some are not even tangible. What if after sacking the duke's tower the players inhabit it as their own? The tower itself is treasure, right? WRONG. The local king will come and take it by force if the players cannot produce a deed. Thus a mere paper, the deed to the tower, is the real treasure. Other documents granting property, mining rights, land grants, privileges, titles, offices, rights of taxation and especially rights granting tax immunity are all valuable. And if the players lay claim, it gives you months of adventure material and a way to suck their purses dry by soaking them with drought, revolts, pestilence, roof repairs and other costly events.

So How Much Is It Worth?

Coinage is simple. It has a set value as already discussed. Gold, hard silver, silver, platinum and copper coins; even the greatest dolt of a player can figure out the worth of these. But it takes someone with a highly trained eye to ascertain the value of precious gemstones, both cut and uncut. Bejeweled items such as crowns, tiaras, necklaces, chains, brooches, pins, bracelets, rings and nose rings can be appraised by most jewelers. For tapestries, blown glass, woodcarvings and other works of art the players will have to

Table 13A:
Precious Metal Item Construction
Roll (1d100)

Roll	Item is:
1-10	Lousy fake worth 1/100th of typical value of the real McCoy
11-50	Decent fake worth 1/25th of typical value of the real McCoy
51-55	Plated very poorly; value of standard item only
56-65	Plated Item. Value of standard item plus 10%
66-70	Solid item, poor craftsmanship. Normal item value plus weight value of precious metal.
71-85	Solid item, average craftsmanship. Metal weight value + 10%
86-90	Solid item, good craftsmanship. Metal weight value + 20%
91-94	Solid item, great craftsmanship. Metal weight value + 30%
95-96	Solid item, superior craftsmanship. Metal weight value + 40%-70% (d4+3)
97-98	Solid item, excellent craftsmanship. Metal weight value + 80%-130% (d6+7)
99	Solid item, one-of-a-kind craftsmanship. Metal weight value + 120%-340% (2d12+10)
100	Solid item, gawdlike craftsmanship. Metal weight value + 350%-900% (5d12+30)

Table 13B:
Gem Value Table

Roll	Base Value	Type
1-25	10 gp each	Ornamental Stones
26-50	50 gp each	Semiprecious Stones
51-70	100 gp each	Fancy Stones
71-90	500 gp each	Precious Stones
91-99	1,000 gp each	Gem Stones
100	5,000 gp each	Jewels

Table 13C:
Ornamental Stones, Base Value 10 gp

1. Azurite*: mottled deep blue
2. *Banded Agate: striped brown, blue, white and reddish*
3. Blue Quartz: pale blue
4. *Eye Agate: circles of gray, white, brown, blue and/or green*
5. Hematite*: gray-black
6. Lapis Lazuli*: light and dark blue with yellow flecks
7. Malachite*: striated light and dark green
8. *Moss Agate: pink or yellow-white with grayish or greenish "moss markings"*
9. Obsidian*: black
10. Rhodochrosite*: light pink
11. *Tiger Eye: rich brown with golden center under-hue*
12. Turquoise*: light blue-green

Key: transparent (no notation); translucent (italics); opaque (*)

Table 13D:
Semiprecious Stones, Base Value 50 gp

1. Bloodstone*: dark gray with red flecks
2. Carnelian*: orange to reddish brown (also called Sard)
3. Chalcedony*: white
4. *Chrysoprase: apple green to emerald green*
5. Citrine: pale yellow brown
6. Jasper*: blue, black to brown
7. *Moonstone: white with pale blue glow*
8. Onyx*: bands of black and white or pure black or white
9. Rock Crystal: clear
10. Sardonyx*: bands of sard (red) and onyx (white) or sard*
11. Smoky Quartz: gray, yellow, or blue (Cairngorm), all light
12. *Star Rose Quartz: translucent rosy stone with white "Star" center*

Key: transparent (no notation); translucent (italics); opaque (*)

Table 13E:
Fancy Stones, Base Value 100 gp

1. Amber: watery gold to rich gold
2. Alexandrite: dark green
3. Amethyst: deep purple
4. Chrysoberyl: yellow green to green
5. Coral*: crimson
6. Garnet: red or brown-green
7. *Jade: light green, deep green, green and white, white*
8. Jet*: deep black
9. Pearl*: lustrous white, yellowish, pinkish, etc.
10. Spinel: red, red-brown or deep green
11. Tourmaline: green pale, blue pale, brown pale, or reddish pale
12. Zircon: clear pale blue-green

Key: transparent (no notation); translucent (italics); opaque (*)

Table 13F:
Precious Stones, Base Value 500 gp

1. Aquamarine: pale blue green
2. Garnet: violet
3. Pearl*: pure black
4. Peridot: rich olive green (Chrysolite)
5. Spinel: very deep blue
6. Topaz: golden yellow

Key: transparent (no notation); translucent (italics); opaque (*)

Table 13G:
Gem Stones, Base Value 1,000 gp

1. *Black Opal: dark green with black mottling and golden flecks*
2. Emerald: deep bright green
3. *Fire Opal: fiery red*
4. Garnet: deep purple with distinct white "star" center (Jacksonite)
5. *Opal: pale blue with green and golden mottling*
6. Oriental Amethyst: rich purple (Corundum)
7. Oriental Topaz: fiery yellow (Corundum)
8. Sapphire: clear to medium blue (Corundum)
9. *Star Ruby: translucent ruby with white "star" center*
10. *Star Sapphire: translucent sapphire with white "star" center*

Key: transparent (no notation); translucent (italics); opaque (*)

Table 13H:
Jewels, Base Value 5,000 gp

1. *Black Sapphire: lustrous black with glowing highlights*
2. Diamond: clear blue-white with lesser stone's clear white or pale tints
3. Jacinth: fiery orange (Corundum)
4. Oriental Emerald: clear bright green (Corundum)
5. Ruby: clear red to deep crimson (Corundum)
6. Gut Stone: varies in hue based on the source dragon

Table 13I:
Gem Size & Quality

Roll	Base Value Change	Size
1-5	Down 3 levels	Tiny
6-25	Down 2 Levels	Very small
26-45	Down 1 level	Small
46-65	no change	Average
66-85	Up 1 Level	Large
86-90	Up 2 Levels	Very large
91-96	Up 3 Levels	Huge
97-99	Up 4 Levels	Massive
100	Up 5 Levels	Gargantuan

Roll	Base Value Change	Quality
1-5	Down 3 levels	Badly Flawed
6-25	Down 2 Levels	Flawed
26-45	Down 1 level	Minor inclusions
46-65	no change	Average
66-85	Up 1 Level	Good
86-90	Up 2 Levels	Excellent
91-96	Up 3 Levels	Near-perfect
97-99	Up 4 Levels	Perfect
100	Up 5 Levels	Flawless

Table 13J:
Gem Value Variations

Die Result	
1	Stone increases to next higher base value; roll again ignoring results above 8. Stones above 5,000 gold piece value progress as follows: 10,000 gp, 25,000 gp, 50,000 gp, 100,000 gp, 250,000 gp, 500,000 gp and 1,000,000 gp -the absolute maximum. No stone may increase beyond 7 places from its initial base value.
2	Stone is 160% to 250% (10% x (d10+15)) above base value. Do not roll again.
3	Stone is 10% to 60% above base value. Roll d6 x 10% to find new value. Do not roll again on this table.
4-9	Base value shown is unchanged.
10	Stone is 10% to 40% below base value. Roll d4 x 10% to find new value. Do not roll again on this table.
11	Stone is 140% to 240% below base value (10% x (d10+13)). Do not roll again.
12	Stone decreases to next lower base value; roll again on this table, ignoring any result below 2. Stones below 10 gold piece value are: 5 gp, 1 gp, 10 sp, 5 sp and 1 sp. No stone may decrease beyond 5 places from its initial base value.

find a member of the craft in question, or a dealer in such items, to get them appraised, unless they have taken the appropriate skill. Remember to always charge a fee for appraisals or under/overvalue depending on the situation. Exact values of various items are discussed below.

Typical Treasure

Valuables come in many different forms and sizes, ranging from the exotic, magical and fantastic, to the very basic such as equipment, manure and other mundane items. Now let's look in greater detail at the various kinds of treasure you can use to spice things up in your campaign.

Precious Metals

There are always coins to be found, minted from copper, silver, gold, electrum, hard silver and platinum. The obvious nature of these needs little commentary. Characters usually know the value of coins and will have no difficulty establishing their worth in most cases. But keep in mind that many troves will be from ancient hoards. Caches of coins found in such locales cannot be readily appraised. They may be worth extra to a collector. If used for purchase on items in the market, they will surely be a curiosity. Thieves, tax collectors and local magistrates alike will find them of interest. The former two because they sniff wealth (the wealth of a hidden pile of cash taken from a dungeon) and the latter because they expect to get a piece of the pie from exchange rates or fines (from not exchanging to the local currency). If the older coins are lighter than the local currency, I expect the local merchants' guild will be none-too happy as well. Armed thugs, the local sheriff, or most likely both separately will exact a (violent) visit upon your unwitting player characters.

Do not overlook the fact that valuable metals can also be shaped into bowls, forks, spoons, cups, chalices, chopsticks and even weapons. A player with the skill, or a local jeweler, fence or craftsman must appraise objects made of valuable metal. If your players are imbecilic enough to attempt to sell an item without knowing its worth, make sure you take them to the cleaners. If they attempt to fence items, don't forget the old 'accusation of stolen property' ploy. Even if the fence or artisan has never seen the item before, simply suggesting it may be stolen can cause the value of the item to drop significantly.

Finally, counterfeit and merely plated (as opposed to solid) items are terrific ways to drop the characters' perceived net worth or get them into a ton of trouble for attempting to pass inferior or fake goods off as real. Roll on Table 13A: Precious Metal Item Construction to determine the actual value of worked items.

Weapons Made of Precious Metals: Sometimes weapons are fashioned of precious metals instead of the standard steel. These are valued on the table as well and are worthless in battle. The exceptions are iron and silver weapons made for fighting certain Hacklopedia monsters. These are merely plated so they retain the power of steel for combat purposes. Iron weapons are worth double their standard book value. Silver weapons are worth 10 times their standard book value.

Gem Stones and Jewelry

Gems follow rules similar to those for precious worked metals so far as appraising, valuation, counterfeiting and unloading are concerned. The same applies to jewelry as well. When you select and set out the gems and jewelry in your monsters' hoards, you will need to assign types and values to the pieces. When gems are rolled for a treasure item, you should determine their value by consulting Tables 13B-13J. Roll on the Table 13B: Gem Value Table, then on Tables 13C to 13J as indicated, to determine the exact type, value and size of each gem. The values and types of gems found in a treasure can be determined in whole or by lots of 5 or 10 stones.

Table 13K:
Jewelry and Items Typically Bejewelled
Roll (1d100)

Roll	Item
1-2	anklet
3-6	arm bond
7-9	belt
10-12	box (small)
13-16	bracelet
17-19	brooch
20-21	buckle
22-25	chain
26	chalice
27	choker
28-30	clasp
31-32	coffer
33	collar
34-35	comb
36	coronet
37	crown
38-39	decanter
40	diadem
41-45	earring
46-47	fob
48-52	goblet
53-54	headband (fillet)
55-57	idol
58-59	locket
60-62	medal
63-68	medallion
69-75	necklace
76-78	pendant
79-83	pin
84	orb
85-93	ring
94	sceptre
95-96	seal
97-99	statuette
100	tiara

Table 13L:
Jewelry Base Value
Roll (1d100)

Roll	Base Value (gp)	Description
1-10	100- 1,000	ivory or wrought silver
11-20	200-1,200	wrought silver and gold
21-40	300-1,800	wrought gold
41-50	500-3,000	jade or coral
51-60	700-4,500	wrought platinum
61-70	1,000-6,000	silver with gems
71-90	2,000-8,000	gold with gems
91-100	2,000-12,000	platinum with gems

Table 13M:
Fur Types

Type	Pelt	Trimming*	Cape or Jacket	Coat
beaver	2 gp	20 gp	200 gp	400 gp
ermine	4 gp	120 gp	3600 gp	7,200 gp
fox	3 gp	30 gp	300 gp	600 gp
marten	4 gp	40 gp	400 gp	800 gp
mink	3 gp	90 gp	2,700 gp	5,400 gp
muskrat	1 gp	10 gp	100 gp	200 gp
sable	5 gp	150 gp	4,500 gp	9,000 gp
seal	5 gp	25 gp	125 gp	250 gp

* on collar, cuffs and edges of typical garment

Table 13N:
Fur Value Adjustment
Roll (1d12)

Roll	Value Adjustment
1	-50%
2	-40%
3	-30%
4	-20%
5	-10%
6-9	as shown
10	+10%
11	+20%
12	+30%

Table 13O:
Miscellaneous Valuables
Roll (1d100)

Roll	Item	Base Value
1-13	Brocade/Tapestry	1-20 gp/square yard
14-26	Incense, rare	5-30 gp/stick
27-39	Ivory	3-6 gp/pound
40-52	Pepper	1 gp/ounce
53-64	Perfume, rare	1-6 gp/dram
65-76	Silk	1-3 gp/square yard
77-88	Spice, rare	1-4 gp/scruple
89-100	Unguent, rare	10-60 gp/gill

Value of a gem depends upon more than simply base value. Base value is merely the value of an average size, average quality stone of that type. Value depends on quality as well as size (weight). A huge semiprecious stone - carnelian, for example - is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 gp ornamental stone being of above average size (specifically, large), while a 100 gp gem stone would be very small. After you find the type of stone, you must roll on Table 13I: Gem Size & Quality to determine the size and quality.

Increase or Decrease of Worth

If characters keep gem stones for more than a month, there is a good chance that the value of each gem will increase in value due to rarity or decrease in value through suffering a flaw. To determine whether a given gem increases in value beyond its base value, roll a for each stone, and consult Table 13J: Gem Value Variations.

Jewelry

The base value of jewelry and type of jewelry is determined as with gems. When jewelry is discovered, roll first on Table 13K: Jewelry and Items Typically Bejewelled to determine the type of jeweled item found. Then roll on Table 13L: Jewelry Base Value to determine the base value.

Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a 10-sided die. Each 1 rolled indicates the piece of jewelry in question is of exceptional value. An item of exceptional value gains the highest possible value in its class and a second roll. If the second roll is a 1 as well, the item moves to the next class (where its base value is re-determined and its workmanship and design are again checked).

The following items automatically move to the next higher class on the first check (and thus no second roll is required): chalice, choker, collar, coronet, crown, diadem, orb, scepter and tiara. Any piece of jewelry set with gems must also be checked for the possibility of an exceptional stone in the setting. Any score of 1 on an 8-sided die indicates that the value of the piece of jewelry increases by 5,000 gold pieces, and these exceptional pieces are further checked by rolling a 6-sided die, each successive 1 then doubles the increase in value, i.e. 10,000 gp, 20,000 gp, 40,000 gp, 80,000 gp, to a maximum of 640,000 gold pieces.

Antiques and Art Objects

Paintings, sculptures made from near-worthless stone and other items with possible artistic merit (but not otherwise made of valuable materials), such as mosaics and frescoes, can be difficult to appraise for unskilled characters. Consequently, they make nice items to give your players, then reveal their reduced value, crushing the character's dreams and spirit. They also break easily. It would be impossible to assign a value to every possible item of artistic merit – such objéts d'art are subject to many variables such as popularity at the time, the right collector, death of the artist and the existence of works of similar type by similar or the same artist. Therefore, assign values to these items as you see fit using common sense whenever possible.

Furs

Furs are a bit easier to handle than gems and jewelry. Simply consult Table 13M: Fur Types, and then roll once on Table 13N: Fur Value Adjustment to determine the relative quality of the cut and shape of the fur (low rolls indicating smallish size, poor cut and poorly cared-for items while high rolls indicate the reverse).

Miscellaneous Items of Value

These items are determined randomly as well. Lower rolls indicate poorer quality or damaged goods while high values indicate exceptional items. Consult Table 13O.

Magic Items

Finally, there are magical items, desired and coveted by virtually every player character. All of the above items are welcome sights to the player characters, but nothing lights up the eyes of the players like the words glowing, radiating and dweomer. These items give the character power of one type or another, and are an important element in any HackMaster campaign. Great care must be taken in placement of magical items, for if too many find their way into the hands of the characters, your campaign will spin out of control. Err on the side of giving expendable magic that can be used for a limited time such as potions, scrolls, items with charges, armor and shields. Even if you screw up, the players will eventually run out of charges and use up the items entirely. The spirit of HackMaster is to give magic items freely, just like the other treasure items we've discussed. And just like the other items of value, immediately begin your efforts to destroy or force your players to use up or fence the magic items. As with the theory behind treasure in general, this type of treasure placement will breed better players, or cause the best to thrive and the worst to perish, thus elevating the level of play for all. Specific types of magical items are discussed later.

Placement of Treasure

As GM, you place, award and control the treasures that appear in your campaign. The amount of booty, both fiscal and magical, the characters receive will have great effects on the development of your campaign. Because of this, you need to distribute wealth and magic precisely as we've described here. If you do not, you are no more playing HackMaster than women's softball teams play baseball. The game looks similar, with similar rules, but it plays very differently. If I ever see you playing some sissified girly version of this manly game, I'll pimp slap you personally, then rip your GMG from your book bag and set it aflame. So, in case you didn't get it from all of the above explanations, let me give it to you concisely. In HackMaster, wealth abounds. It lies there waiting for a hand bold and mighty enough to take it! This precept is basic to HackMaster. Your game should be rich in treasure and magical items, such that the player characters will have many and will use them often just to survive. Note well the second half of that sentence. I'll repeat it for you. The players will use every last item and gold piece they have JUST TO SURVIVE. Give treasure liberally, take it away aggressively and assault the characters from all sides mercilessly (either directly or indirectly). Such is the very essence of HackMaster.

Now, a brief perusal of the character experience point totals necessary to advance in levels makes it abundantly clear that an underlying precept of HackMaster is that the amount of treasure obtainable by characters is graduated from small to large as experience level increases. This most certainly does not intimate or suggest that the greatest treasures should be in the millions or even hundreds of thousands of gold pieces in value, though they can be if there is a valid reason for such a massive hoard. Additionally, the trove should be heavily weighted with items that are most difficult to transport, carry, appraise and unload. But in the beginning, treasures should be modest; smaller caches are most appropriate to the initial stages of a campaign. Consider a good rule of thumb to be roughly 2,500 gp in value per party member per character level. Note that such treasures should be mostly in some form other than coinage, and that some (if not most) of it need not be recognizable as treasure, as discussed in detail above.

Obviously some monsters will have treasure. But each and every monster will not and shall not possess treasure! The treasure types listed in the Hacklopedia of Beasts are

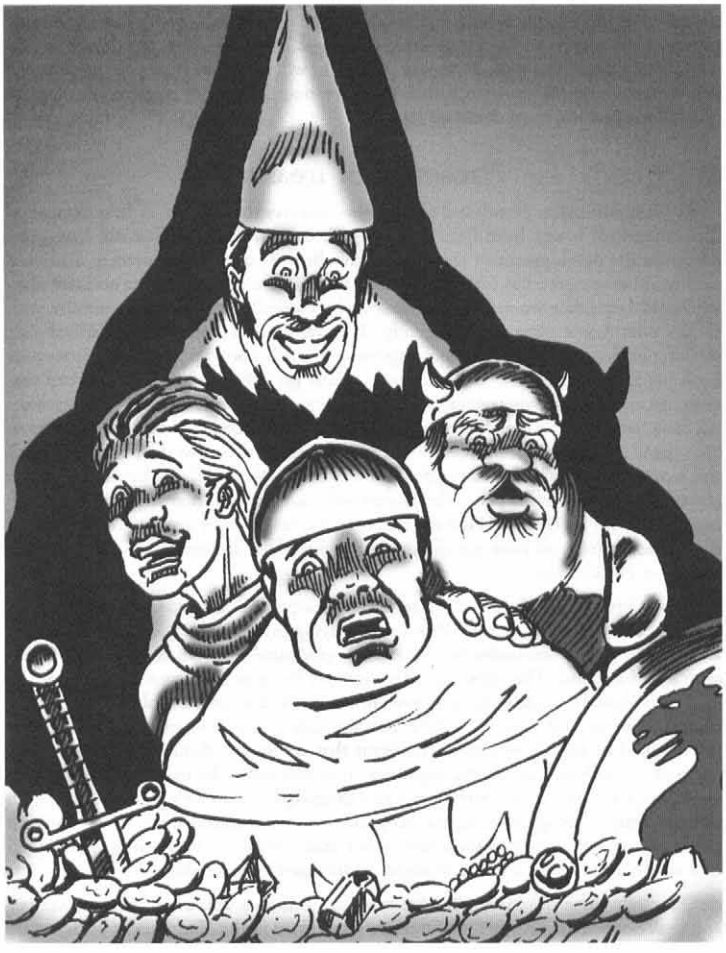
the optimums and are meant to be guarded by the maximum number of monsters possible under that particular heading. Funds and magic held by weaker monsters should be a mere pittance of that held by larger, more powerful creatures and clans. Therefore, distribute treasure accordingly amongst the creatures that inhabit the upper levels of dungeons, as well as for petty monsters dwelling in small numbers in the wilderness. The bulk of such treasure will be in the form of mundane items, with perhaps some copper pieces and silver pieces. Perhaps there will be a barely recognizable and broken ivory tusk or a cunningly crafted piece of petrified wood worth a few gold pieces.

Electrum will be most unusual, gold and hard silver rare, and scarcer still will be a platinum piece or a small gem! Rarest of all will be the magic item. If some group of angry monsters actually has a trove of a dozen gold pieces, another will have 1,500 coppers and yet a third nothing save a few rusty weapons. Of course, all value is not in precious metals, gems or magic items. Is not a slightly used suit of armor of great value? What of riding gear or mounts? New weapons? Food? Pack animals? A tun of wine? A keg of beer? Hardware, tools and implements of torture? Caltrops, poison and standard gear? Your dungeons need not be stuffed like piggy banks to provide meaningful treasures to the clever players. Let the stupid ones wallow in poverty and die from lack of a proper shield or other equipment failures.

Who Guards the Treasure

Some treasure troves, like those of dragons, are gathered and hoarded for reasons fully understood only by their collectors. Others are gathered for more mundane purposes – power, luxury and security. A rare few troves actually date from eons in the past, their owners long dead and nearly forgotten. Some caches are small, such as the purse contents of a lost Kobold. Others are too huge to describe adequately with words, such as Rot Gut's vault. Creatures of one type or another will guard most fortunes, while a few will lie hidden for centuries, the guardians long deceased. Caches unguarded by any creature may be placed and trapped as you see fit. The tricks and traps will largely depend on the history you have created for the tomb, vault or whatever. Therefore, we will spend most of our discussion focussing on placement of treasures that are in fact guarded.

You must assign each monster's treasure, or lack thereof, with reason. A group of half-orc marauders that have been very successful of late may only have a few coppers left after carousing in Fangaerie, but their grel leader might actually have a small bag of semi-precious stones crotched (so the others won't suspect or look for it). Their lair will undoubtedly include armor and weapons stripped from slain foes, and any odd supplies or animals they might have stolen. In contrast, giant rats may have nothing at all or a couple of shiny copper coins they've collected. The webs of a family of large spiders might contain the dried-up husk of a hapless gnome illusionist that failed his save; the remains could hold a gold ring or even a scroll with a few spells.



Stronger monsters will exist in more remote areas. This includes weak monsters in large hordes (like Goblins) or strong individuals (like dragons). Having more power, these creatures can survive longer. With superior numbers they can patiently wait for better items to fall to them (such as a Goblin tribe that might have collected treasure for 50 generations). Those that are flat-out tough can take what they want when they want from the surrounding territories (like dragons). Copper will give way to silver, silver to gold, gold to platinum and gems. Mundane equipment that can be sold off and fenced for money will give way to furs, silks, tapestries and fine wine. Ivory and spices, bronze statues, platinum, gems and jewelry will trickle upward from the depths of the dungeon or in from the wilds. As always, the treasure you distribute should be a challenge in and of itself. Consider the following example:

A pair of exceedingly angry, bitter and foul-tempered Greater Bugbears has taken up residence in an abandoned mineshaft just outside the civilized lands. From this locale they pillage and plunder both the local human population and the nearby humanoid dungeons. These mean bastards have amassed over 3,000 gp in booty. The absolute **WRONG** thing to do is give them three large chests filled with 1,000 gp each. How droll. Instead, you should assign them spoils that make sense based on their circumstances. Thus, they have collected a variety of items whose total value is approximately 3,000 gp. Again, do not provide several gems, some platinum, silver and a gold chain. Rather than furnishing a treasure that the triumphant player characters can effortlessly gather and trot back to town, you should double the challenge by including things that two Greater Bugbears would naturally have acquired while raiding homes, caravans and their neighbors. The majority of coinage would be copper and silver from the local humanoid caves and human villages. Place these in two locked chests (one poisoned with a weak poison). Laying atop a makeshift table the PCs can find some worthless black tin plates (actually badly tarnished silver plates taken from a merchant some months ago and worth their weight in silver). Several good helmets, a few partially damaged shields, a dozen miscellaneous weapons, a long sword with a large amber pommel stone, two suits of badly damaged chain mail and one suit of perfectly good scale mail (minus a helmet - the previous man-at-arms owner had his head crushed in one blow). An intricately carved wooden coffer (itself worth 150 gp) that contains a thin gold chain bearing a wrought silver amulet of fine workmanship. Several weeks' rations (taken from a merchant), a butchered cow (fresh from Mrs. O'Malley's farm) and other provisions lie scattered about amount to another hundred or so gp value (you would specify these). The Bugbears have several (mangy) beaver pelts and an ox hide (cured but in poor shape) as their bedding. One Greater Bugbear has a small gold earring (only noticeable if his body is carefully searched). Finally, a matching oak nightstand, rocking chair (broken) and armoire (taken from a former nearby farm) round out the treasure. If the adventurers overcome the Greater Bugbears, they must still recognize all of the items of value and find a way to haul them back to town. Certainly, news of the Greater Bugbears' deaths will spread to their nearby humanoid neighbors. So whatever the players cannot carry with them will certainly be stolen faster than you can say "reduction in net worth." Thus, the adventure does not end with the mere slaying of the bad guys.

But how do you know the nature of what the monsters hold? Part of this is determined by the circumstances in which the beasts find themselves. Like criminals, your monsters are opportunists, taking what is easy for them to carry off and readily available on victims and their property. Simply use common sense. But what of other creatures that don't maraud like the example above? Well, to answer that, we need to define a couple of groups of monsters. The first group we will call cognizant hoarders. These guys consciously hoard treasure and are aware, at least vaguely, of the worth of the items they covet. A band of Hobgoblins and a dragon are two examples of cognizant hoarders. The second group is known as clueless hoarders. They might grab trinkets that look pretty to put in their nests (and such trinkets might be bits of metal shavings or expensive jewelry). Clueless hoarders also might have incidental treasure, valuable items that just happen to be on the remains of their last victim. Giant Centipedes, Cave Bears, animals and mindless creatures are examples of clueless hoarders.

Clueless Hoarders

Clueless hoarders never set out with the intention of amassing a fortune (the exception would be incredibly stupid humanoids that want to get rich but buy tree bark for gold thinking the bark valuable). Their treasures grow primarily from happenstance, luck and serendipity. The indigestible armor, equipment, gems, coins and other treasure the clueless hoarder's hapless victims carried will lie strewn about its lair or buried in its dung heap.

Some clueless hoarders, in particular animals and animal-like monsters, have a fascination with strange or shiny objects. It is possible for virtually any item of interest to be found in the lair of such a creature. However, there will not be many items in an animal lair, since they only gather what they happen upon (as opposed to actively searching out pretty baubles). The lodge of a Giant Beaver might include a set of padded armor and a finely made tapestry for bedding material, while the nest of a Giant Eagle might have a Rope of Climbing woven into it.

Some clueless creatures have eaten their treasure. A Mottled Purple Worm may have eaten an adventurer whole, a Gelatinous Cube could have picked up plenty of indigestible metallic items such as armor or coinage, though hardly by design. Finally, there are a few clueless (or even cognizant) creatures like the Xorn that actually feed on treasure such as gems or precious metals. PCs will have to slice them open and grab the "food" before it becomes digested.

Cognizant Hoarders

Cognizant hoarders have motives that drive them to collect loot. You'll need to determine motives for each monster you place. Some will be obvious and others will motivate you to conceive of something more unique and less typical (e.g. an Orc chieftain and his band of marauders are gathering money to fund their tribe's expansion rather than simply to rape, pillage and have a good time). Some cognizant hoarders will collect treasure simply due to greed. Others will stockpile wealth for material possession, status or comfort.

And what of dragons? They seem to gather wealth simply to sleep on it and invest it. For dragons and similar cognizant hoarders, you must create more bizarre and alien motives. Dragons may amass boodle because they are obsessive-compulsive about money. Perhaps some dragons feel it is their birthright to own all treasure within their influence range. Perhaps the size of their hoard may have some bearing on the perceived might of the creature, or their ability to attract a mate.

Of course, even if you had the inclination, you likely will not have the time or energy to determine the motives of each cognizant hoarder and tailor every hoard. But you should do so with the important ones, especially troves that are central to the adventure or significant in size. If the players will consider the amount of wealth significant, you should put some effort into making it interesting, believable and extra difficult to obtain.

Most importantly, however, cognizant hoarders will take precautions to safeguard their cache that would never dawn on clueless hoarders. The Ape Shaman will not leave his treasure vault unguarded. Furthermore, he likely will not trust even his most loyal Ape Shaman Warrior subjects, so he would be apt to employ some clever and dangerous trap(s), just in case. Perhaps he would even have some trained but vicious beast guarding the area, as well.

Even a lowly Kobold fighter is going to make an effort to protect his stake. If his treasure is a pittance, he will carry it with him at all times. A treasure he considers more significant he may conceal in some way or squirrel away somewhere only he knows about. Perhaps he will place it in a small lock box and bury it.

Planned and Random Encounter Treasures

It is paramount for you to distinguish between treasures that you personally assign and place versus those found among randomly encountered monsters. This is because the scale of the two treasure types is vastly different. The yield section in the Hacklopedia of Beasts differentiates between treasures found in a monster's lair and those carried by individuals. Treasure gained through a random encounter will be the individual amount (most creatures with big piles of treasure do not carry around their net worth on a day to day basis). We made these treasure rules for a reason, so use them. If your random monsters are running around with all their treasure, your players will soon ignore your adventures and go off seeking random monster encounters. We have playtested these rules since likely before you were born, so don't be an idiot; use the rules as we have presented them. Anything else is simply not HackMaster.

Treasure Tables: To simplify the assignment of treasures to lairs and monsters, the HackMaster game uses a set of alphabetic codes to categorize different sizes and types of treasure. Each monster listing in the Hacklopedia of Beasts has a "Treasure" listing followed by a series of letters. These letters refer to Tables 13S and 13T.

Creatures and Magical Items: Like other treasures, magical items may be found in the lairs of clueless and cognizant and intelligent monsters. Random encounters with clueless monsters will almost never yield anything of value, especially not magical items (except in rare cases where the beast has swallowed them). After all, why and how would a Piercer carry around a +4 Battle Axe? Clueless hoarders might sometimes have a magic item or two on the lifeless remains of a past victim or three. But clueless hoarders do not recognize magical items for what they are, nor would they make any sort of effort to collect them.

Everything we stated about regarding treasure and clueless hoarders applies to magic items as well. In contrast, cognizant hoarders value magical items, often to a greater degree than other items of treasure. Usually they see these items for what they are, take them and put them to use. These thinking creatures will try to learn to use the item and employ it in defense of themselves, their lair and their other treasures. Just like the PCs, if they can use a magic item to their benefit, they will. It can be great fun for you when the PCs realize that the Orcs are drinking all of the healing potions. Not only does it help them survive the battle and fight on, but they destroy the value of what the players would have garnered. Good stuff.

What to Do When You Screw Up?

For all your good intentions, unless you are a veteran of earlier editions of HackMaster, sooner or later you will screw things up by awarding too much or too little treasure.

Not Enough Boodle

If you are too much of a tightwad, you'll know it pretty quick. First your players will whine and complain like the sissy schoolgirls they are at heart. Then they will all die on the second or third adventure. We know this will happen because they will not have the gold to repair their armor, pay for training, buy more oil, purchase new shields and rest in the inn. If the characters are not finding treasures commensurate with their level, they will simply start to die off. Player frustration, cynicism, lack of enjoyment and the like are of less concern to us than the fact that you are not playing HackMaster. You, the GM, are missing out on the most enjoyable and rewarding part. In HackMaster, the characters should get loads of money. The fun comes in watching it slip through their fingers and hearing the lamentations of the players. Fortunately, the problem of too little treasure is easily fixed, simply introduce more treasure into the campaign right before the player characters bite the dust. The treasures available in the game world can be increased without your players being made aware in the slightest. Consider, for example, having a wealthy merchant hire them and offer to equip them before the expedition. This also makes them indebted to your NPC for future use in case the pendulum swings the other way, as discussed below.

Table 13P:
Map Table
Roll (1d100)

Roll	Result
1-10	False map
11-70	Map to monetary treasure
71-90	Map to magic treasure
91-100	Map to a combined hoard

Table 13Q:
Random Treasure Location for Maps

1. Roll 1d8 to determine direction:

1	north
2	northeast
3	east
4	southeast
5	south
6	southwest
7	west
8	northwest

2. Roll 1d100 to determine distance:

1-20	labyrinth of caves found in the lair
21-60*	outdoors, 5-8 miles distant
61-90*	outdoors, 10-40 miles distant
91 -100*	outdoors, 50-500 miles distant

* Roll 1d100. Treasure shown:

1-10	buried and unguarded
11-20	hidden in water
21-70	guarded in a lair
71-80	somewhere in a ruins
81-90	in a burial crypt
91-100	secreted in a town

Table 13R
Random Map Treasure Types

Roll 1d12	Treasure Types Present
1	I
2	G
3	H
4	F
5	A
6	B
7	C
8	D
9	E
10	Z
11	A and Z
12	A and H

Monty Haul Campaigns

In the event that beneficence should overcome you and you find that in a moment of stupidity or weakness you actually allowed too much treasure to fall into the players' hands, there are steps which must be taken to rectify matters. The player characters will immediately become attractive to others seeking such gains. The local rulers will desire a share and tax them mercilessly, every charlatan for leagues will descend upon the PCs looking to offload worthless crap disguised as more portable valuables or magical items, every merchant will up his prices when the characters come around, inns will charge them extra, barrooms full of admirers will require rounds of drinks, thugs and thieves will be attracted to the PCs like un-neutered pubescent dawgs to legs, hirelings and others will demand raises, etc. All this is not to actually penalize success; the smarter players will lose less than the dolts will. It is a logical abstraction of their actions and stimulates them to adventure anew. As long as you do your part as GM, you will keep control of your game.

Don't be fooled that your game is okay simply because the players are enjoying themselves. Why wouldn't they? Their characters are doing quite well. They have sufficient money and magic to best any situation you can devise. However, you won't have the same enjoyment and you're really the one that matters, for if you quit, what happens to their characters? Exactly. So, the most important thing is for you to have fun. If you don't take the situation in hand immediately, you'll be faced with the task of continuously topping the last lucrative adventure. Players invariably brag of their exploits and eventually word will get out. Then you and your campaign become a local laughing stock. You just know the other GMs are laughing behind your back and in their sleeves. Eventually, you'll be reported to the HMGMA and lose your credentials. Why would you risk that kind of humiliation? For your players? And what of them? They'll simply find another table at which to play, likely at the table of the jerk that turned you in and laughed at you at the counter of the local game shop. So smack those turncoats down now and put them in their places before they turn on you and ruin your life.

Buying Magical Items

As player characters earn more money and begin facing greater dangers, some of them will begin wondering where they can buy magical items. Naturally, they will want to find and patronize such stores. However, no magic stores exist in smaller communities. These places are reserved for large cities in nations where magic has not been outlawed. Sure, the rural communities will have some rustic hedge-witch selling her half-strength healing concoctions for double the standard price, but in general, the good stuff can only be found in the big cities.

Magic shops will always exist because it only takes the sale or purchase of a few magic items to make it profitable. Clerics and magic-users will frequent these places in search

Table 13S:
Treasure Types
Lair Treasures

Treasure Type	Copper	Silver	Electrum	Gold	Hard Silver	Platinum	Gems	Art Objects	Magical Item
A	1,000-3,000	200-2,000	500-3,000	1,000-6,000	500-3,000	300-1,800	10-40	2-12	Any 3
	25%	30%	35%	40%	35%	35%	60%	50%	30%
B	1,000-6,000	1,000-3,000	300-1,800	200-2,000	150-1,500	100-1,000	1-8	1-4	Armor/Weapon
	50%	25%	25%	25%	25%	25%	30%	20%	10%
C	1,000-10,000	1,000-6,000	1,000-3,000	—	—	100-600	1-6	1-3	Any 2
	20%	30%	40%	—	—	10%	25%	20%	10%
D	1,000-6,000	1,000-10,000	1,000-12,000	1,000-3,000	—	100-600	1-10	1-6	Any 2 + 1 potion
	10%	15%	25%	50%	—	15%	30%	25%	15%
E	1,000-6,000	1,000-10,000	1,000-12,000	1,000-4,000	100-1,200	300-1,800	1-12	1-6	Any 3 + 1 scroll
	5%	25%	45%	25%	15%	25%	15%	10%	25%
F	—	3,000-18,000	2,000-12,000	1,000-6,000	500-5,000	1,000-4,000	2-20	1-8	Any 5 except weapons
	—	10%	25%	40%	30%	15%	20%	10%	30%
G	—	—	3,000-24,000	2,000-20,000	1,500-15,000	1,000-10,000	3-18	1-6	Any 5
	—	—	15%	50%	50%	50%	30%	25%	35%
H	3,000-18,000	2,000-20,000	2,000-20,000	2,000-20,000	2,000-20,000	1,000-8,000	3-30	2-20	Any 6
	25%	35%	45%	55%	45%	35%	50%	50%	15%
I	—	—	—	—	100-400	100-600	2-12	2-8	Any 1
	—	—	—	—	15%	30%	55%	50%	15%

Table 13T:
Individual and Small Lair Treasures

J	3-24	—	—	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—	—	—
L	—	—	—	—	3-18	2-12	—	—	—
M	—	—	3-12	2-8	—	—	—	—	—
N	—	—	—	—	—	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—	—	—
P	—	10-60	3-30	—	—	1-20	—	—	—
Q	—	—	—	—	—	—	1-4	—	—
R	—	—	—	2-20	—	10-60	2-8	1-3	—
S	—	—	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	—	—	2-16	1-6	Any 1
	—	—	—	—	—	—	90%	80%	70%
V	—	—	—	—	—	—	—	—	Any 2
W	—	—	4-24	5-30	2-16	1-8	2-16	1-8	Any 2
	—	—	—	—	—	—	60%	50%	60%
X	—	—	—	—	—	—	—	—	Any 2 potions
Y	—	—	—	200-1,200	—	—	—	—	—
Z	100-300	100-400	100-500	100-600	100-500	100-400	1-6	2-12	Any 3
—	—	—	—	—	—	—	55%	50%	50%

of items, until they can attain high enough levels to make their own more cheaply. Player characters can buy magic items as well, but they will certainly need some pretty hefty coin to do it. Even clever PCs will end up paying a stiff premium. Thieves closely watch magic shops as well. While the shops themselves may be impenetrable, the patrons may not be…and we all know that foreign customers on their first visit to a strange town make the best marks of all.

Maps

In addition to coins, art and magic, creatures may have maps amongst their hoards. When a map is indicated (or when you decide to place one), consult Table 13P: Map Table. Since there are infinite possibilities for maps, you should buy the official Gary's Guide to Maps and use those, or actually devise your own. In any case, a map should never list its treasure; it should merely show its location.

When a map is purposely placed by the GM it is obviously incumbent upon him to satisfy both its requirements- what it leads to and where it leads. Randomly discovered maps are not an overwhelming problem. In the dungeon they can simply show a route down, up or (if the lair is at an edge of the level map) off into an area you have not yet drawn. There is no reason why the treasure cannot be guarded by horrid beasts waiting to take life or at least limb, or why violently prejudiced monsters cannot be encountered along the way, as long as the whole fits reasonably together. In other words, the map's (former) owner placed the guards or was unable to get the treasure because of these vile things. Use Table 13Q: Random Treasure Location for Maps to see where a random maps leads. The whole route can be quite long or only a few hundred feet. If the treasure is particularly rich you might wish to have it hidden leagues away in another lost dungeon, along the course of a long underground river, or some similar place the players may never find. If it's worthless junk or a false map, make it nearby to frustrate the babies. Maps found outdoors in a monster's lair can lead into an exceedingly dangerous underground labyrinth teeming with deadly traps of your device, a few miles in the wilderness to some hidey-hole, lair, burned-out farm house or even into a city sewer.

Elaborate as you see fit. Note that relatively low-value treasures will not be as well guarded as those of great value. For ideas on containment, concealment and trapping, consult official HackMaster adventures.

Roll to determine the treasure to which a randomly generated map leads. Purely monetary treasures will have a 0% chance of art objects or magic items. For magical treasures, there is no chance of coin. Combined hoards may include both.

Once you know what types of treasure may be present, use Table 13S: Treasure Types to check for the specific coins and items that may exist in the hoard.

Alert GMs will notice that it is possible for a map to lead to a treasure that does not exist (all the percentile rolls for the treasure types come up too high). This means that the map was either based on faulty information (it was not a massive, unguarded hoard left by an long-dead dragon but a large, angry dragon without a treasure hoard) or planted by some villain, no doubt with the purpose of luring treasure-laden adventurers to their doom.

To use Table 13S or 13T, first find the letter given under the monster listing in the Hacklopedia of Beasts or the appropriate treasure type indicated by the random map. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Roll randomly to determine the amount present. If magic items are indicated, see Appendix A: Magic Item Tables.



Experience, Schools and Training

Awarding Experience

Now we have reached an important rung on your GM career ladder: awarding experience to PCs and NPCs. In the vast majority of cases, the experience point award is calculated using simple, absolute mathematical formulas, specified variables and known data. But alas, due to the almost incomprehensible variety available to even the casual HackMaster participant, this author cannot provide exact experience point awards for every conceivable situation. While not nearly as complex as awarding or penalizing Honor points, awarding experience points (EPs) is one of the GM's most important tasks. For those situations that fall outside of the precise rules set down herein, you must rely on the knowledge I am about to bestow upon you and the field experience (i.e. running game sessions) you will inevitably garner over time.

The Importance of Experience

It is often said that RPGs are not games with "winners" and "losers." This may be true of the pathetic lesser systems. Hardly worthy of the name RPG, these systems espouse play-acting, diceless rules and emphasis on drama, characters and storytelling over rules, game mechanics and fun. If you ask me, it sounds more like my four-year-old daughter's puppet theatre than a war game. Unlike these other sissified "storytelling" systems, HackMaster is a game in which one player wins (gains power and prestige), often at the expense of the others. This is not to say that losing characters perceive it as such, that the intra-player contest is necessarily overtly antagonistic (though, of course, it may be) or there cannot be more than one victorious player. Britain and the United States, staunch allies throughout the twentieth century, exemplify this concept. While American power and prestige has risen to almost hegemonic levels, that of Britain (relatively and absolutely speaking) has gradually declined. Britain might consider herself a winner because she's survived, never fell under fascist control and was never absorbed as the smallest island of the Soviet Empire. Yet, clearly, in the last century, the big winner was the good ol' U. S. of A.

At the same time there is another facet to winning and losing, based on how well the group plays and how well it achieves the goals set for it (i.e., thwarts the GM). Make no mistake about it – your players are also your enemies. If you win, they lose. Thus, they will seek to take advantage of every loophole they can uncover and wreck your carefully laid plans. If you allow them to do so, you will be the loser.

Different groups of players may also compete against each other (as in HackTourneys). In order to properly prepare your group for one of these tournaments, you must tread a careful line; allowing them sufficient power while not allowing them to walk all over you. Experience points are a measure of this improvement, and the number of points given a player for a game session is a signal of how well the GM thinks the player did in the game, a reward for good role-playing. As with any other reward system, there are potential problems. Who said being a GM was easy?

Too Little or Too Much?

As GM, you are in control of experience point awards in that you control the valve to the EP spigot. If you consistently give too little experience to players, they become thirsty (which is good), but overdone, this becomes parched, then their game spirit will die from frustration. Frustrated players do not have fun and, usually, quit the game to pursue other more gratifying entertainment. Even if they do not quit, players can develop a defeatist attitude or become violent. They stop trying to do their best, figuring they will only get a measly amount of experience whether they play their best or just coast along. Worse, they might whiz in your gas tank, shave your cat, sabotage your book bag, date your mother or worse. Thus, you must view experience as the carrot with which to encourage your players to work to their full potential. If your EP spigot's flow is sufficient based on your calculations, but the players themselves leave EPs behind (by missing treasure, not defeating all foes, etc.), it is not your fault. It is imperative that you remember NEVER to increase the flow to satisfy inferior players. Make them learn to find their EPs wherever they can get them. Otherwise you'll run into a problem just like too much flow as described below.

If players can receive too little EPs it stands to reason that they can also receive too many experience points too quickly. Players in this situation become useless dependents. They quit trying to be inventive and clever, and just hurl themselves in unimaginative frontal attacks at anything you throw their way. Consequently, you must take care not to give characters too little experience or too much. The best approach is to vary the awards given from game to game, based on the actions of the characters.

Players should never be rewarded according to how hard they try, but only for how well they accomplish the various goals and challenges you set forth. Every game session should have a goal. Some goals are constant, applicable to any HackMaster game. Others are dependent on the individual campaign, story arc, character levels and specific adventure. All goals should be clear, understandable ones that players can see or decipher from clues they get during play. If they fail to discover the goal, but have been given sufficient clues, then that's their problem. In this case, you win and they lose. Hopefully, they will learn from their mistakes and surprise you next time with their learning. If not, weed them out and get a better team.

Constant Goals

Three goals are constant: fun, character survival and player improvement. Each of these should be possible in a single game session.

Fun

Everyone that is gathered around a HackMaster table is playing a game. An immensely superior game, but a game nonetheless. HackMaster was designed (and has proven over time) to be fun. Not just a little fun, but the greatest pastime available to the more intelligent and heroic members of the gene pool. If the players do not have a good time playing in your HackMaster game sessions, it shows poorly on you. For if the game has been fun for generations, and your game sucks, what does that say of you? Therefore, one of your goals in your HackMaster game is to have fun and perhaps let the players have a bit of fun as well. While the players have some degree of control over the fun factor, let's not kid ourselves here; the pressure to provide this elusive quality rests on the GM's shoulders. So when a player contributes to the fun, he makes your job easier and this is a good thing. Therefore, such players should be rewarded by gaining full experience points. Others that do not contribute to the fun, should suffer experience point penalties since they are not helping you make the game a good experience for all. The GM who doles out penalties for failure to add to the fun will find more players making the effort to contribute for fear of your retribution. Since you can concentrate a bit less on the fun factor, it will free up more of your time to concentrate on bringing pain and destruction to bear on their characters. To dish out experience points penalties for lack of fun you must consider the following factors:

1. Did the player actively get involved in the game? A player who does nothing but tell one funny joke during the course of the game is not really participating and should be penalized. Although they deserve your scorn, be careful not to penalize a player who is naturally shy, to do so is just gonna make him a total closet case and future serial killer. It is your duty as GM to remain off of any serial killer grudge lists, since the repercussions associated therewith may cause undue delay or demise of your game. Therefore, involvement should be measured against a player's personality.
2. Did the player make the game fun for others or make fun at their expense? The second is really deserving of a penalty, unless you found it amusingly worthwhile.
3. Was the player disrupting or interfering with the flow of the game? This is seldom enjoyable and tends to quickly get on everyone's nerves and is therefore deserving of your punitive action.
4. Was the player argumentative or a "rules lawyer"? These are players who can quote every rule in the books (which is fine), but some try to use even the most obscure rules to their advantage, often to the detriment of the game (and sometimes simply to annoy the GM). This is definitely not fun for you, and you should brook no dissent with your decisions. Do not let any player imply that you do not know all the PHB rules, too, as well as those presented here in the GMG. After all, the GM is always right.

Character Survival

Having a character live from game session to game session is a reward in itself. PCs who live get the EPs, while PCs who die miss out on the parts of the game that happened after they were dead. It's simple.

Player Improvement

Experience points are one measure of a character's improvement; they translate directly into game mechanics. However, players should also improve by trying to play more intelligently at each session. If the players fail to learn more about the game, the campaign and role-playing, this should be reflected in their experience points. Players should be encouraged to use their brains and get involved by penalizing those that do not.

Variable Goals

In addition to the constant goals listed above, every game session will have some variable goals. Most of these stem from the adventure. Some may come from the players' desires. Both types can be used to spur players on to more effective role-playing.

Adventure goals are the objectives you set up for an adventure. Rescue the princess, conquer the Southern Orc League and cleanse the Spyder Pits of the Queen Krawler are all examples of clear adventure goals. When you set up an adventure, you must decide how many experience points you think the player characters should get for accomplishing the big goal. This must be based on just how difficult the whole adventure will be. If the characters successfully accomplish this goal (which is by no means guaranteed), they will earn this bonus experience. For an excellent example of this process, purchase any (or all) of the official HackMaster adventure modules.

Variable goals stem from the players' own desires. They are called variable because they are out of your control. Wanting to commission a suit of armor, defeating an NPC that he's heard about, building a fortress, becoming a HackMaster, etc., are all variable goals. Since the players are already motivated to obtain these goals, they need to further reinforcement in the form of EPs. Thus, the mere act of obtaining a variable goal is worth nothing but the player's satisfaction; no EPs should be rewarded in these cases.

Experience Point Awards

There are two categories of experience point awards: group and individual. Group awards are divided equally among all members of the adventuring party, regardless of each individual's contribution. The idea here is that simply being part of a group that accomplishes something teaches the player character something useful. Individual awards are optional, given to each player based on the actions of his character. Such awards will allow the better players' characters to advance more rapidly and begin to emerge victorious over the weaker players. Remember: Darwinism on overdrive.

Group Awards

The awarding and division of experience points is very serious business. You should approach it as such. Nothing will cause a group of players to turn on a GameMaster faster than the belief (mistaken or otherwise) that they've been shorted on a few EPs.

It is your responsibility as a GM to keep meticulous track of EPs earned. This includes the reason and the amount. Keeping such records serves two purposes. First off, if a player asks for an explanation as to why he only received a certain amount of experience points you can tell him the whys and wherefores. If you have all of your experience awards properly tallied and annotated it will shut him up (note that for even challenging you, depending on the tone of the request, you should feel free to consider using Table 10A: The Smartass Smackdown Table). Secondly, such records just might cover your ass should a player file a grievance with the HMPA.

Some games try to espouse rules with varying levels of experience gained based on the relative difficulty of the encounter to the level of the character or group. Such efforts are foolish as they have proven too mathematically challenging for the average HackMaster GM, let alone the best of the GMs playing such other drivel. So we have simplified the procedure by weighting all the experience points tables for character classes in such a way as to take this into account. We have graciously done the math for all of you mathematically challenged GMs. Consequently, battling Kobolds, Orcs, et. al., is a waste of game time for higher level characters (though still sometimes fun and rewarding in other ways).

All characters earn experience for victory over their foes. There are two important things to bear in mind here. First, this award applies only to real foes or enemies of the player characters, i.e., the monster or NPC must present an actual threat and not merely a perceived one. Characters never receive experience for the defeat of non-hostile creatures (cattle, deer).

The characters must be victorious over the creature, which is not necessarily synonymous with killing it. Victory can take many forms. Slaying the enemy is obviously victory; accepting surrender is victory; routing the enemy is victory; pressuring the enemy to leave a particular neck of the woods because things are getting too hot is a kind of victory. A creature need not die for the characters to score a victory. If the player characters ingeniously persuade a pack of Trolls to leave the village alone, this is as much if not more of a victory as slaying the beast.

Here's an example of experience point awards: Rufus and Elduran, along with their henchmen, have been hired to drive the Orcs out of Ravenswood. After some scouting, they spring several ambushes on Orc raiding parties. By the third shattering defeat, the Orcs decide they have had enough. Leaving their village, they cross the range of hills that marks the boundary of the land and head off for easier pickings elsewhere. Although Rufus and Elduran have caused the Orc village of 234 to leave, they only get full experience for overcoming the 35 they bested in ambushes. Although they did succeed in driving off the others, they did not face them and were thus not exposed to personal risk. Even if they had raided the Orc village, the GM should only give them full experience for those Orcs they directly faced. If, in the village, they routed the guards, pursued them, and caused them to run again, they would only receive experience for the guards once during the course of the battle. Once beaten, the guards posed no significant threat to the party. However, Rufus and Elduran have accomplished their mission of driving out the Orcs, making them eligible for the EP award for completing an adventure goal.

Division of Group Experience Points

To determine the number of EPs to give for overcoming monsters, consult the Hacklopedia of Beasts or calculate the value of NPC characters in Table 14B: Experience Point Value of Characters Overcome. Multiply by the relevant multiplier in Table 14A: Experience Point Multipliers for Various Activities. Add up all of the resultant values to achieve the result of the total EP the group earns. This total should be divided among all of the group's surviving player characters. This must be done for each battle (so PCs are not unjustly rewarded by receiving EPs from the fruit of other deceased characters' labor). Note that surviving NPCs who participate in the success of the party are awarded half shares of experience points. Table 14B: Experience Points Value of Characters Overcome is for determining EP awards for slaying opponent characters. The experience point values for monsters are listed as part of the entries in the appropriate volume of the Hacklopedia of Beasts.

Monsters slain single-handedly award EPs only to the slayer and are not included in the total described. N.B. that a magic-user protected by fighters who are keeping off lesser enemies so he can cast spells to slay powerful monsters on his own is NOT fighting single-handedly. Neither is the case of a fighter who has a non-combatant torch bearer standing behind him who by his mere presence prevents the fighter from being flanked an example of fighting single-handedly!

Judicious application of these guidelines will assume that an equitable total number of experience points are given for slaying any given character. Special ability bonus awards should be cumulative, as should multiple exceptional abilities. If an otherwise weak character has an absolutely extraordinary power, multiply the award by 2, 4, 8 or even 10 or more.

Examples:

Allistaire is a 4th level fighter specialized in the long sword and proficient in long bow. He has 42 hit points and

Table 14A:
Experience Point Multipliers for Various Activities

Event	Award
Defeating Others in Actual Combat	1.0 x EP value
Forcing Others to Flee:	0.75x EP value
Outsmarting or Tricking Others:	0.50x EP value
Forcing Opponents into Draw:	0.25x EP value
Defeating Trick/Trap:	Special*

*EP value for tricks/traps are based on one EP per point of potential damage avoided. For killing traps, the EP value of the disarming thief or other would-be victim is the award. Less straightforward tricks require common-sense adjudication on the part of the GM.

Table 14B:
Experience Points Value of Characters Overcome

Experience Level of NPC Characters	Basic EP Value (BEPV)	EP Per Hit Point (EP/HP)	Special Ability EP Bonus (SAEPB)*	Exceptional Ability EP Addition (EAEPA)**
Peasants/levies	5	1	2	25
Men-at-arms	10	1	4	35
1	20	2	8	45
2	35	3	15	55
3	60	4	25	65
4	90	5	40	75
5	150	6	75	125
6	225	8	125	175
7	375	10	175	275
8	600	12	300	400
9 to 10	900	14	450	600
11 to 12	1300	16	700	850
13 to 14	1800	18	950	1200
15 to 16	2400	20	1250	1600
17 to 18	3000	25	1550	2000
19 to 20	4000	30	2100	2500
21 and up	5000	35	2600	3000

* Typical special abilities: 4 or more attacks per round, missile discharge, Armor Class 0 or lower, special attacks (blood drain, hug, crush, etc.), special defenses (regeneration, hit only by special and/or magic weapons), high Intelligence which actually affects combat, use of minor (basically defensive) spells.

** Typical exceptional abilities: energy drain, paralysis, poison, major breath weapon, magic resistance, spell use, swallowing whole, weakness, single attacks causing basic maximum damage (without penetration) greater than 24, two attacks with a basic maximum damage over 30, 36 for three attacks, or 42 in all combinations possible in 1 round.

Table 14C:
Common Individual Awards

Most Valuable Player in a single session*	500 EP/average party level
Most Awesome Character Death**	300 EP/character level***
Most damage dealt out in a single blow	10 EP/point
Player has a clever idea	10-100 EP/average party level
Player has an idea that saves the party	100-500 EP/average party level
Player role-plays his character well****	100-200 EP/level
Defeating a creature in a single combat	EP value/creature

* Determined by peer vote.
** Awarded posthumously.
*** Pre-encounter in the case of bad draining incidents.
**** This award can be greater if the player character sacrifices some game advantage to role-play his character. A noble fighter who refuses a substantial reward because it would not be in character qualifies.

(with high Dexterity, Bracers of Defense and a Ring of Protection) an Armor Class of –2, which counts as a special ability. Defeating him in combat would yield [90 + 42 x5 + 40 x 2 =] 380 EP.

Tonias the Wanderer is a 12th level invoker with 44 hit points. As a battle-tested magic-user type, he has proven his 19 Intelligence to be a major advantage (a special ability), and his spell abilities count as an exceptional ability. If he could be defeated, he would be worth [1300 + 16 x44 + 700 x1 + 850 x1 =] 3554 EP.

While the Hacklopedia of Beasts provides experience point awards for monsters of all types, some individual creatures listed in those fine books are actually considered NPCs. In such cases, the EP system above applies. Thus, a 9th level fighter Vampire would be worth the experience point value for a 9th level fighter, but the GM should be sure to include those unique Vampiric powers in any calculation!

Experience Value of Treasure Taken

Gold Pieces: Convert all metal and gems and jewelry to a total value in gold pieces. If the relative HackFactor of the monster(s) or guardian device fought equals or exceeds the average HackFactor of the party which took the treasure, experience is awarded on a 1 EP for every 5 gold pieces in value basis. If the guardian(s) was relatively weaker, award experience in a 1 EP to 6 gp ratio, or 1 to 7, 1 to 8, 1 to 9, or even 1 to 10 according to the relative strengths. For example, if a 10th level magic-user takes 1000 gp from 10 Kobolds, the relative strengths are about 20 to 1 in favor of the magic-user, depending on how they were encountered, etc.

Treasure must be physically taken out of the dungeon or lair and turned into a transportable medium or stored in the player's stronghold to be counted for experience points. All items (including magic) or creatures sold for gold pieces prior to the awarding of experience points for an adventure must be considered as treasure taken, and the gold pieces received for the sale added to the total treasure taken. (For details on EP awards for magic items, see Appendix A: Magic Item Tables and Appendix B: Magic Item Descriptions.)

A Note on Experience Awards: Players who balk at equating gold pieces to experience points should be laughed at and ridiculed. Clearly, obtaining and losing material wealth is a factor, a large factor, in general life experience, especially when it is your job as it is with adventurers. Consider my friends that unwisely invested a bundle in silver in 1990. You don't think that sorry experience garnered them any EPs? In particular, it would have drawn excellent EP value had they been commodities traders rather than aspiring engineers. Consider also investors that rode the dot-com wave in the late 90s. Or those that rode the wave into the sharp rocks of the shore when they turned to dot-bombs. Aside from gaining material wealth the PCs are also studying holy writings, praying, etc. (clerics); exercising, riding, smiting pelts, tilting at the lists and engaging in weapons practice of various sorts to gain real expertise (fighters); deciphering old scrolls, searching ancient tomes, studying their spell books, experimenting with spells (magic-users); honing skills, "casing" various buildings, watching potential marks, and carefully planning their next "job" (thieves). These things are done in some fashion day to day, then honed to sharpness during formal training. Furthermore, they are taken into account with the various individual awards, described below.

Individual Experience Awards

Individual experience point awards are given for things a player does or things he has his character do. Although some of these awards are tied to abilities, giving out these experience points is purely a discretionary act. It is up to you, the GM, to decide if a player character has earned the award and, within a given range, to determine the amount of the award. These awards are normally given at the end of each session, but this is not a hard-and-fast rule; the GM can make an award of individual experience points any time he feels it appropriate. Individual experience point awards are divided into two categories. First are awards all player characters can earn, regardless of class. After these are the awards characters can earn according to their character group and class. This information is given on Tables 14C: Common Individual Awards and 14D: Individual Class Awards.

When awarding individual experience points, be sure the use warrants the award. Make it clear to players that awards will only be given for the significant or ingenious use of an ability or spell. "Significant use" is defined by a combination of several different factors. First, there must be an obvious reason to use the ability. A thief who simply climbs every wall he sees hoping to gain the experience award does not meet this standard. Second, there must be significant danger. No character should get experience for using his powers on a helpless victim. A fighter does not gain experience for clubbing a shackled Orc. A magic-user does not gain experience for casting a house-cleaning cantrip. A thief does gain experience for opening the lock on a merchant's counting house, since it might be trapped or magical alarms might be triggered. Third, experience points should not be awarded when a player is being abusive to other players.

Table 14D:
Individual Class Awards

Fighter Classes	Award
Expert Marksmanship[1]	100EP/level
Precision Cutting[2]	100 EP/level
Per Critical Hit suffered	10 EP/Severity Level of Crit
Clerics & Druids	
Curing (good)/causing wounds (evil)	1 EP/point cured
Raising a character[3]	EP value[4]
Heroic spell cast	100 EP/level
Faithful Adherence to Alignment	100 EP/level
Spells cast to further ethos	100 EP/spell level[5]
Making potion or scroll	EP value
Making permanent magical item	EP value
Magic-Users	
Heroic spell cast	100EP/level
Ingenious Casting[6]	100 EP/level
Spells successfully researched	500 EP/spell level
Making potion or scroll	EP value
Making permanent magical item	EP value
Thief/Assassin/Bard	
Per ingenious use of a special ability	200 EP
Treasure surreptitiously obtained	2 EP/5 GP
Disarming a trap	EP value[7]

1 Three or more critical hits w/ a missile weapon.
2 Three or more critical hits w/melee weapon.
3 Includes Walking Corpse and Higher spells cast on allies.
4 EP value of character raised/animated.
5 The cleric character gains experience for those spells which, when cast, support the beliefs and attitudes of his mythos. Thus, a druid would not gain this experience for using an Entangle spell to trap a group of Orcs who were attacking his party, since this has little to do with the woodlands. If the druid were to use the same spell to trap the same Orcs just as they were attempting to set fire to the forest, the character would gain the bonus.
6 Spells ingeniously cast to overcome foes or problems.
7 EPs equal to potential damage of trap or EP value of would-be victim in the case of death traps.

Special bonus award to experience points

Any character killed and subsequently restored to life by means of a spell or device, other than a Ring of Regeneration, will earn an experience point bonus award of 1000 points. This will materially aid characters of lower levels of experience, while it will not unduly affect earned experience for those of higher level. As only you can bestow this award, you may also feel free to decline to give it to player characters who were particularly foolish or stupid in their actions which immediately preceded death, particularly if such characters are not "sadder but wiser" for the happening. Let those types fall behind and learn better or die repeatedly.

When to Award Experience Points

Experience points must be given at the end of every gaming session, while the GM still remembers what everyone did, or at the beginning of the next session in the case where the calculations are too arduous and must be done away from the table over a considerable amount of time. If the awarding of experience points is delayed for several sessions, until the end of a given adventure, for example, there is a chance you will overlook or forget what the characters did in previous gaming sessions thereby subjecting yourself to a painfully embarrassing failed HMPA audit.

Effects of Experience

The prowess of player characters is measured in levels. Levels are earned through the accumulation of experience points. A separate table for each character class (shown in Chapter 3 of the HackMaster Player's Handbook) lists how many experience points characters of that class need to attain each level. When a character earns enough experience to attain the next level for his character class, he must then seek out a mentor and complete a formal training regimen before advancing to the next level. Once completed, the character gains an additional die of hit points (or a set number of hit points at higher levels). These are added to both his current total and his maximum number of hit points. The character may or may not improve in other abilities, including combat and saving throws, dependent upon his character class.

Leveling Up: Schools and Training

In life, nothing is handed to you freely and in HackMaster this proves doubly true. The only way the individual player character can rise up above the masses and become a true hero is to constantly stride toward improving his skills and abilities. Based on what was revealed to them in the Player's Handbook, however, it would appear to players that learning and improving skills in HackMaster is a long and arduous process and that a PC's options are limited. This is of course, a misconception largely suggested by design for the players' benefit. An illusion meant to dishearten and discourage those sub par players who think everything should be handed to them on a plate.

Such players, of course, lack the spirit and tenacity required to play HackMaster and are destined to become problem players. What better way to weed out such undesirables than to suggest to them that this game is not for them and that they should move on?

The truth is, if they had only stopped whining long enough to apply themselves, such individuals would have learned that HackMaster provides more opportunities for character advancement and improvement than any other role-playing game ever created. In fact, there is a wide variety of leveling up options available to player characters. But they are not free and they certainly are not handed to the player like a pacifier from mommy. Ultimate success comes only to those who apply themselves (and their characters) to the arduous task of forever seeking the higher ground and opening the doors that lead to hidden pathways of opportunity. Pathways that the wuss-of-heart are unprepared (and unworthy) to pursue.

Below, I will reveal several ways that player characters can pursue higher learning and become masters both of their chosen classes and skills. Some of these avenues will present themselves (such as Level Progression and Master Teachers). Others must be sought out and/or initiated by the player.

You should encourage players who show an interest in such endeavors. If a player demonstrates an active interest in finding new ways of improving his skills and applies himself toward that end, you should gradually open a few doors that will lead him further along the path of discovery.

Experience and Advancement

Of course, all players will come to the table partially armed with knowledge of how advancement to the next level works (gleaned from the Player's Handbook, of course). You can be sure when they get their hands on the appropriate amount of experience points they will be hell bent on making use of that knowledge as soon as possible. For some reason even players who cannot balance their checkbook or remember to change the oil in their cars are adept at keeping their experience point totals with pinpoint accuracy and can recite exactly how many points they need to earn for the next level at any given time.

This is to be expected and is not behavior you should punish. Experience points are one of the great player pacifiers (treasure being the other one) and for very good reason. All those EPs you dole out to a player during the typical HackSession are merely an indicator of the character's progress towards greater proficiency in his chosen profession. However, UPWARD PROGRESS IS NEVER AUTOMATIC. For one insurmountable obstacle stands between the player character and the next level: the GameMaster. Only the GM decides if and when a PC advances.

Just because Nikler the Apprentice has managed to acquire 1251 experience points does NOT mean that he suddenly becomes Nikler the Footpad and should send out invitations to friends to come to his kegger party to celebrate his success. The gaining of sufficient experience points is what qualifies him for consideration for level advancement. The actual award is a matter for you, the GM, to decide.

Character Performance Rating

During the course of the on-going campaign, one of your after-game responsibilities will be to rate each player's performance as follows:

First you will consider each character's character class and how that character performed in relation to his chosen profession. Secondly you will consider the professed alignment of each character. Briefly assess the performance of each character after an adventure. Did he perform basically in the character of his class? Were his actions in keeping with his professed alignment? Did he maintain his Honor? Mentally classify the overall performance as:

E - Excellent, few deviations from norm = 1
S - Superior, deviations minimal but noted =2
F - Fair performance, more norm than deviations =3
P - Poor showing with aberrant behavior =4
D - Deplorable, performance, totally unacceptable = 5

For example, did Greely the lawful good cleric refuse to heal a fellow party member, or did he offer his services only in exchange for a fee? Did he neglect or refuse to honor the holy days of his faith? Did Terac the fighter hang back from the thick of the battle? Did he attempt to steal like a thief or fail to boldly lead the party? Did Karnack the magic-user constantly engage in melee or selfishly refuse to use his spells because he didn't want to use the material components? Did Purzey the thief refrain from the acquisition of an extra bit of treasure when the opportunity presented itself? Was the character overly "cautious" and thus unable to pull his weight? - these are all clear examples of actions deserving a POOR rating.

The following is a step-by-step description of what you, as a GM, need to do to monitor the advancement of the player characters under your authority. First, you should award experience points as you would normally after each game session and record them on your official HackMaster After-Action Worksheet record. Then, when each character is given his total, give him an alphabetic rating: E, S, F, P or D. Finally, when a character's total experience points indicate eligibility for an advancement in level, use the alphabetic assessment to assign equal weight to the behavior of the character during each separate adventure, regardless of how many or how few experience points were gained in each.

Length of Required Training Time for Advancement

After performing all of these tasks, the GM then takes the performance ratings for ALL game sessions and totals them. The GM then divides the resulting total by the number of entries (adventures) to come up with some number from 1 to 5. This number indicates the number of weeks the character must spend in study and/or training before he actually gains the benefits of the new level. Be certain that all decimals are retained, as each .143 equals an additional game day of training.

For example, Purzey the Larcenous is taken through 6 gaming sessions and is rated for each session. He is rated as follows, 1, 2, 3, 1, 1, 2. On the sixth session he's accrued enough experience points to go to 2nd level. His rating is 1.666 (10/6=1.666) therefore, he must attend a minimum of one week and five days' worth of training in order to advance to the next level.

Note that if a character's rating is greater than 4 he cannot advance until his rating comes down to 4 or less. This means that he'll have to put a few more adventures under his belt and clean up his act before even being considered.

All time a character spends training is recorded in game time. This period must be uninterrupted and continuous. The character cannot engage in other activities, such as adventuring, travelling, magic research of any nature other than that concerned with level advancement, atonement, etc. If there is a serious hiatus in the course of study, the character loses all benefit of prior time training, as well as the total funds spent for advancement, This means he must begin his training anew if a level of experience is to be gained.

Formal Training

When a player character has garnered a sufficient number of experience points (and his character performance warrants it), he will be allowed to take the next step toward advancing to the next experience level, training.

All characters (except the berserker) that want to advance their careers efficiently should complete some form of formal training before advancing to the next level. While undergoing training, a qualified teacher (or group of teachers) will take what the character has learned in the field and show him how to apply that knowledge and effectively build upon it. It is only during the intense training of the teacher-student relationship that raw knowledge is honed into measurable improvement (i.e., the acquisition of new skills and the improvement of skills already possessed).

Once a character has gained sufficient EPs to place him into the next level, he must begin work on training to acquire that new level and forego any additional experience points until such time as he does train. If the character somehow gains enough experience points to place him two levels higher, he loses all experience points beyond those needed to place him at the maximum number of EPs for the level just above his current level. This means, essentially, that a character cannot rise more than one level at a time. Thus, a character cannot opt to forego the necessary training to advance to the next level in favor of gaining a few more points and then studying and training for two levels at once. That just ain't gonna happen. Once a character has a number of EP equal to, or greater than, the minimum number necessary to move up a level, no further experience points can be gained until the character actually gains the new level.

Exception to Formal Training Requirement

Although formal training is always preferable and more beneficial, a character may opt to forego formalized training, be it for financial constraints or otherwise.

In such a case, the EPs required to advance to the next level are doubled. For example, Sarah the Spendthrift, a 5th level battle mage WitchRanger, is always short on cash and finds she cannot afford to attend magic school. She opts not to undergo formal training to advance to become a 6th level SpellSoldier. Ordinarily she would be eligible to train for 6th level upon acquiring 48,001 experience points. However, because of her lack of funds, she will now require 72,001 experience points to advance (double the incremental experience points normally required to advance through 5th level; 5th level requires 24,001, so 6th level requires another 24,000, 24,000 x 2 + 24,001 = 72,001).

Berserkers, being far too disruptive of students, never formally train to advance in levels. The additional experience point cost is already built into their respective progression tables as listed in the HackMaster Player's Handbook. Thus, when a berserker obtains the necessary EPs to advance, he simply advances and gains all the benefits of the next level (but still must attend classes to learn new skills).

Base Cost of Training

Not only must game time be spent by the character desiring advancement, but treasure will have to be spent as well. The cost in gold pieces, or the equivalent cost in the value of gems, jewelry, magic items, etc., is found by using the following simple formula:

LEVEL OF THE TRAINEE CHARACTER x 1500 gp = BASE WEEKLY COST *DURING STUDY/TRAINING*

* The level of the aspiring character should be computed at current level, not his level after advancement.

Note that this is the base cost of training. Depending on the type of training the character pursues, actual costs may be much cheaper or much more expensive.

Formal Training Venues

Formal institutions vary widely based on their focus and purpose. Typically they are class-oriented and cater to the training of individuals of a particular occupation and similar alignments. For example, there are fighter schools, magic schools, etc. Each form of training listed in the following section is presented in the following format:

Name: Type of training/school

Base Cost of Training Modifier: Percentage modifier to be applied to the base cost of weekly training (see Base Cost of Training above).

Course Cost Modifier: Percentage modifier to be applied to the course costs listed in Appendix F of the Player's Handbook when learning new skills or improving those already known.

Location/Proximity of School: Modifier for Table 14E: Location/Proximity of School.

Benefits: A thumbnail of any advantages to this type of training.

Drawbacks: A thumbnail of any drawbacks of this type of training.

Class Size: Modifier to be applied to result when rolling on Table 14G: Class Size/Conditions.

Available Courses: Modifier to be applied to Base Availability on Table 14I: Course Availability.

Quality of Instructors: Modifier to be applied to result when rolling on Table 14F: Quality of Teacher.

Types of Schools

Kobars (aka schools)

Base Cost of Training Modifier: None

Course Cost Modifier: None

Location/Proximity of School: -3

Benefits: Kobars of a given type are easy to locate.

Drawbacks: Quality of teaching may be mediocre.

Class Size Modifier: None

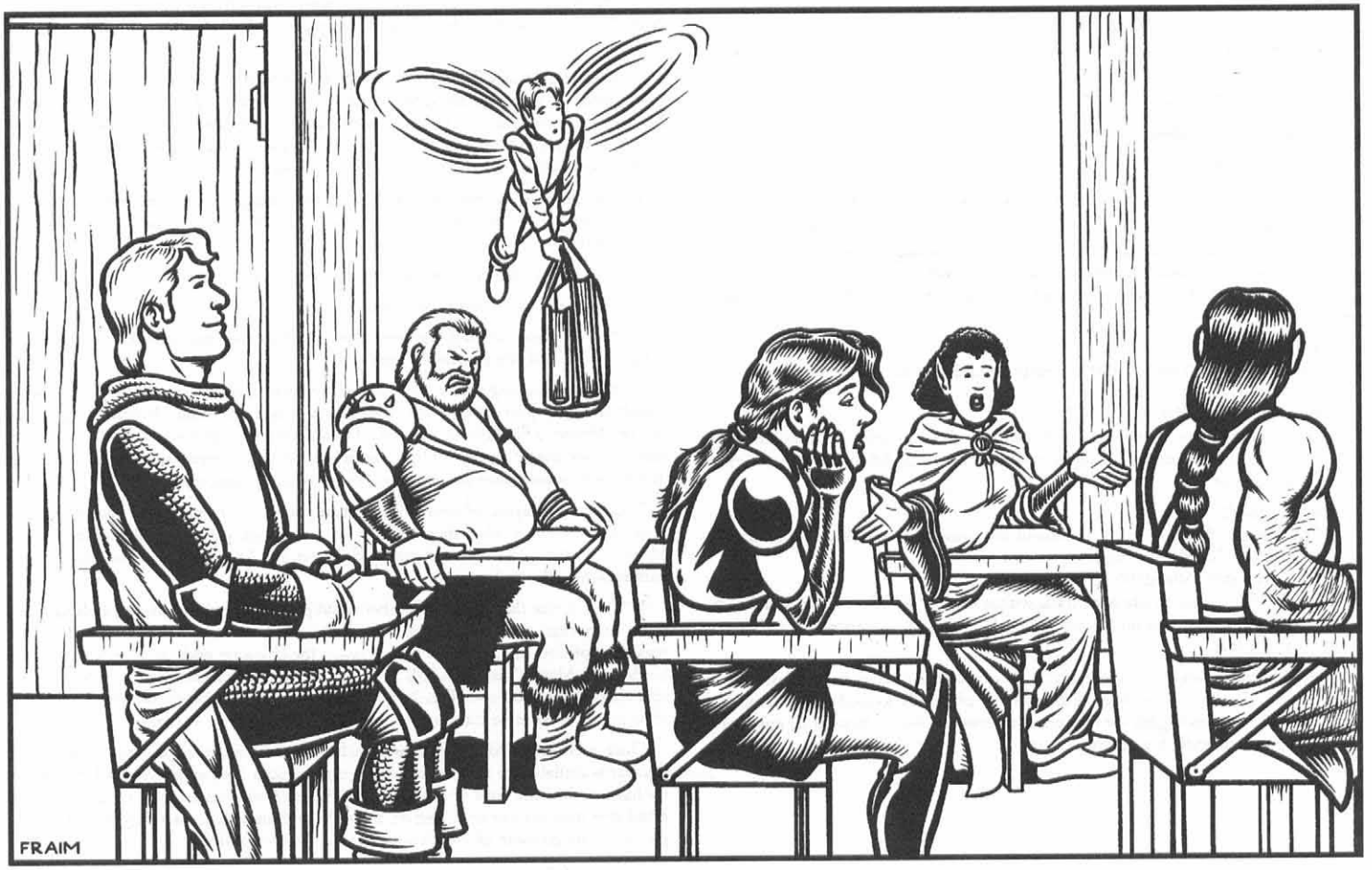
Available Course Modifier: None

Quality of Instructors: -2

Kobars are small informal schools that specialize in the training of small groups of students of a specific character class and alignment. Such schools abound throughout Garweeze Wurld and have been established by various high-level NPCs as a means of filling their coffers without having to engage in dangerous adventuring or the mentally strenuous task of running a kingdom or profitable business enterprise. In short, they are in it for the money and have no particular noble purpose or aim (unlike Master Teachers). Numerous lower level characters, unable to pay for their training out-of-pocket, staff the school desperately trying to pay off their debt. These training assistants, or TAs, actually do the bulk of mentoring. Oddly, most will have accents ranging from slight to thick to completely incomprehensible. The head of the school will rarely be present. They may be out on sabbatical lounging around their palatial estate sipping mint juleps or they may have retired having put their name on the standard texts used in courses they once taught, or in extreme cases they may have merely lent their name and reputation to the school for profit in order that the school might attract students.

Kobars are rarely regulated by any governing body and tend to be run underground since most seats of government frown upon schools training fighters, magic-users, thieves and the like within their borders. Such activity is seen as a threat.

Kobars are the default form of training that most player characters attend to advance to the next level. If a player does not specifically indicate that he is seeking an alternative avenue of training, then the PC is automatically assumed to be attending a Kobar and pays the standard weekly training fees and course costs as listed in the PHB. The student can expect to learn, at a minimum, the basic block of instruction (BBI) required to advance to the next level. In addition, the student may be able to pick up a few new skills (or improve old ones) depending on course availability.



At this type of school, the tutelage of a character is taken on by an NPC of the same class and profession as the trainee, i.e., a fighter trains under a fighter, a paladin under a paladin, a druid under a druid, etc. The teacher must be two levels higher in experience level than the student. Kobars typically accept any combination of gold, gems, magic items, etc. in return for tutelage (but the PC must pay all the applicable conversion costs for foreign currency).

University Training

Base Cost of Training Modifier: -10% (or -25% for native residents)

Course Cost Modifier: -25%

Location/Proximity of School: None

Benefits: Better quality of training; less expensive (especially for native residents); excellent choice of courses.

Drawbacks: Fewer universities; harder to find; classes tend to be very crowded; instructors tend to be of lower quality (though better than kobars).

Class Size Modifier: +3

Available Course Modifier: +15%

Quality of Instructors: -1

Universities are only found in larger communities (10,000 inhabitants or more). They are steeped in tradition and honor and typically conform to the area alignment in which they are centered. These large institutions are subsidized by the local governing body and are primarily aimed at training members of the local citizenry who possess either status or demonstrable potential. Because they are expensive to run and maintain, however, universities often open up their doors to non-citizens in order to fill the classrooms and generate more revenue through course fees and tuition. Only characters of the fighter, cleric or magic-user groups can openly take advantage of universities (assassins, by disguising themselves as another character class, can learn and improve skills but may not take the assassin BBI). Bards can always scam their way into a university.

If a character's background indicates he is from a city of at least 10,000 (and the GM decides that city has a university) he may be allowed to study at that specific university for 25% less than the base cost of weekly study. This is never guaranteed, however, and is left solely to your discretion.

Guild Training

Base Cost of Training Modifier: -25%*

Course Cost Modifier: -25% to all skills that complement class, otherwise -10%

Location/Proximity of School: Special

Benefits: Easy to locate, connections within Guild.

Drawbacks: May end up with debts and obligations beyond cash, connections within Guild.

Class Size Modifier: –1

Available Course Modifier: -10%

Quality of Instructors: +0

* Character must be an active member of the Guild and paying dues.

Guild Training is available only to thieves and assassins (although bards can sometimes join a local thieves' guild and can thus also gain training of this type). To qualify for guild training the character must be an active member and current on his dues and membership fees. He must also be in good standing with the guild. Common Guild fees/dues are as follows:

Thieves Guild:
- **Membership:** 200 gp and the successful commission of one criminal act as prescribed by Guild leadership.
- **Dues:** Monthly 1d100 gp
- **Benefits:** Permission to ply one's trade within Guild's jurisdiction. Possible mediation with authorities on character's behalf if arrested. Advancement training at reduced cost.

Assassins Guild:
- **Membership:** 500 gp and the successful commission of one assassination as prescribed by Guild leadership.
- **Dues:** Monthly. 50+1d100 gp
- **Benefits:** Permission to ply one's trade within Guild's jurisdiction. Possible mediation with authorities on character's behalf if arrested. Advancement training at reduced cost.

Since a character must join a guild at a specific locale, no Location/Proximity of School roll is necessary. Wherever the character is physically located in the campaign world when he becomes eligible for level advancement will dictate how far he must travel to the appropriate guild for training.

Monastic Training

Base Cost of Training Modifier: -10%

Course Cost Modifier: -25% to all Academia and Language skills; -50% to all Arcane skills.

Location/Proximity of School: +4

Benefits: Greatly reduced course costs for those skills of benefit to clerics or monks.

Drawbacks: Less course selection; located remotely.

Class Size Modifier: –2

Available Course Modifier: -15%

Quality of Instructors: +1

For game purposes, monastic training refers to any institution that specializes in the training and education of members belonging to a particular faith or order. Monastic Training is restricted to clerics, druids, monks, dark knights and paladins.

The actual 'school' may be a remote monastery, a temple or a simple compound set aside for the purpose of training the faithful. It is here where the characters with strict rules and restrictions finally benefit from the tithes and/or limitations on material wealth with which they have been saddled. Part of that burned-off income goes toward supporting monastic schools and seminaries and accounts for the lower costs of training associated with them.

Master Teacher (aka Meister, Pedagogue, etc)

Base Cost of Training Modifier: Special

Course Cost Modifier: Special

Location/Proximity of School: Special

Benefits: One-on-one training; high quality instruction; greater potential to improve skills.

Drawbacks: Overall likely to be more expensive than other forms of training.

Class Size Modifier: N/A

Available Course Modifier: Restricted to those of Master.

Quality of Instructors: Master

Master Teachers (Meisters) are Expert NPCs who serve as one-on-one teachers. They are not associated with any particular school or university. They are masters of a particular character class or field of study who are dedicated to advancing their chosen class/profession by bringing out the best in those select few characters they hand-pick to train. No player finds a master-teacher, a master-teacher finds him. (See Chapter 11: Non-Player Characters to determine if and when a Master Teacher is summoned to a character).

Terms of the Master Teacher/Student Relationship: It is considered a matter of great honor when a Master Teacher offers to take on a PC. When a PC accepts the offer of a Master Teacher to take him he must immediately take a gawd oath (see Honor, Players Handbook) that ALL of his level (i.e. not including skills) training will be taken through his Meister until one or more of the following conditions apply:

1. The character reaches the same level as the teacher. At this time there is no more the Master Teacher can impart to the PC and he must further his training elsewhere;
2. The Master Teacher opts to terminate the relationship; or
3. The character attains name level.

If the PC breaks his oath, he immediately suffers the consequences for breaking a gawd oath (loss of one experience level).

A character training under the wing of a Master Teacher ignores the "base cost of weekly training" provisions which other forms of training entail. Instead, he agrees to pay the Meister a flat 80% of any and all treasure he acquires (including 80% of the gp value of any magic items). Once the relationship has been established the Master Teacher will appear once per game month to collect his percentage.

Uninformed players, of course, not realizing what can be gained by such a relationship, might balk at what they view as an outrageous percentage demanded by the Meister. If they voice such feelings in character, the Master Teacher will immediately withdraw his offer and move on.

While it is true that a Master Teacher could potentially end up costing a player many times more than the base costs of training, he must consider that the fee is the same, regardless of how much or how little treasure the character ends up obtaining between levels. The Master Teacher is still obligated to train the character even if they end up receiving 80% of 200 cps! This is indeed nice for those characters unable to hold onto their money to save for training, since they pay their mentor as they go.

Once a character has entered into such a relationship it is ongoing. The Master Teacher is available for training each time the character goes up a level until the character has matched the level of the mentor. Then, he must seek a new master. Keep in mind that mentors can only pass on the skills and knowledge that they have, but progression is much more efficient than at a school or university.

Table 14E:
Location/Proximity of School
Roll (1d8+1d12)

Result	Proximity*
2-4	Immediate – 1d12 hours travel
5-8	Local – 1d3 days travel
9-16	Remote – 3+1d4 days travel.
17-20	Distant – 7+1d8 days travel

* In relation to character's current location.

Table 14G:
Class Size/Conditions
Roll (1d8 + 1d12)

Result	Size
2	One-on-One
3-6	Small
7-11	Medium
12-15	Large
16-19	Crowded
20	Overcrowded

Modifiers: Type of Training: University +3, Guild –1, Monastic –2, Master Teacher (automatically one-on-one), bard student -3

Table 14F:
Quality of Teacher
Roll (1d8 + 1d12)

Roll	Instructor	Impact on Training
2&3	Apathetic	-2 to all Mastery Die rolls for skills learned under this instructor. +5% to all course difficulty rolls. -10 to BBI Table roll.
4-5	Below average	-5 to BBI Table Roll
6-14	Adequate	no significant impact
15-16	Above Average	+2 to BBI Table roll
17-18	Gifted	-5% to all course difficulty rolls for skills learned under this instructor. +3 to BBI Table Roll.
19-20	Master	-10% to course difficulty rolls. +5 to BBI Table Roll.

Modifiers: Characters entering into training under a Master Teacher automatically yield the result "Master" on this table along with any listed modifiers. If the Master Teacher is also a Legendary Teacher any modifiers should be noted. Bards always receive a +3 to any roll on this table due to their ability to network and find the best teachers as well as the teachers (bards) themselves being superior at communication.

Table 14H:
Basic Block of Instruction
Roll (1d8 + 1d12)

Result	Result of BBI Training
2-6	Barely passed BBI minimum standards for level progression. Can advance to next level.
7-11	Passed BBI. In addition character earns 4+1d4 bonus Skill Mastery Points*
12-15	Surpassed BBI standards. Character earns 6+1d6 bonus Skill Mastery Points* and 1d2 new skills**
16-18	Outstanding Progress. Character earns 8+1d8 bonus Skill Mastery Points* and 1d3 new skills**
19-20	Amazing Progress. Character earns 10+1d10 bonus Skill Mastery Points* and 1d4 new skills**

Modifier: bards receive a +2 bonus on this table due to their ability to learn quickly.

* Bonus skill mastery points may be applied to any known skills in any combination up to maximum skill mastery.
** These are bonus skills that the teacher passed on to the character during training. Player must indicate which new skill(s) from the Appendix F of the Players Handbook he wants. No Learning Check or Course Availability roll is required. Player simply rolls the appropriate Mastery Die and Honor Die and adds the skill to his character sheet. Note that skill progression prerequisites apply.

When a Master Teacher is summoned and the player agrees to accept his offer of tutelage the GM should roll 1d100 to see if the Master Teacher is a Legendary Teacher (15% chance). A legendary teacher can impart knowledge much more efficiently than most; when the player undergoes training, he can concurrently train in up to five skills of the Master. The training also imparts a bonus to skills successfully learned or improved by +1-4%. Attracting a legendary teacher also increases the student's Honor and Fame Factor by 10%, but if the student's Honor ever wanders out of the optimum range, he will be dropped. Legendary teachers demand 90% of treasure earned.

Training Tables

Once a player has qualified to advance to the next level and has chosen the avenue of training he wants to take, simply roll on the following tables (applying any modifiers as indicated). This will reveal such things as the quality of this training, special events and exactly what the results are. Characters pursuing self study (see below) roll ONLY on the BBI table. Characters studying under a Master Teacher roll as noted.

1. Location/Proximity of School

When a character chooses to attend formal training, the GM must determine exactly where the school is located in relation to the character's current location in the campaign world. If a cleric is in the middle of the Desert of Flamaar there isn't likely to be Monastic School just over the next dune. Table 14E: Location/Proximity of School is a tool for determining how far the character must journey to attend school. Of course, if the character is returning to a school he has attended previously (such as a thief returning to his guild), you will already know the location and there is no need to roll.

For those characters with Master Teachers, you should always roll. This reflects their propensity to roam. However, a –3 modifier should be applied since they tend to anticipate when a student is approaching the next level and they are going to want to get there as soon as possible to collect their fee.

2. Quality of Teacher

When it comes to training, a great deal hinges on the quality of the individual(s) doing the teaching. A teacher with a chip on his shoulder, who is resentful of his station in life or simply ill equipped to teach tends to be ineffectual. On the other hand, a teacher who loves what he is doing, is gifted, sees teaching as a noble profession and has higher ideals, can change lives. Use to Table 14F: Quality of Teacher to determine the impact of one's teacher on the quality of training.

Apathetic: Teacher is either burned out or simply in it for the money and harbors no notions of teaching being a noble profession. He does not particularly have a love of teaching or of imparting his knowledge to others and may even resent being "reduced" in station to a "mere instructor." Most likely he is just biding his time until something better comes along. Unfortunately for his students, they tend to suffer for it.

Below Average: Teacher has a reasonable attitude but lacks ability to effectively communicate expertise in certain advanced areas.

Adequate: Teacher has the necessary abilities to teach what he knows and has a good attitude, although he may be a bit worn out from heavy class loads. While he does not go above-and-beyond, he does make an effort to ensure all students fully learn what he is teaching them.

Above Average: Teacher is well qualified and able to express difficult concepts such that they are simple to understand.

Gifted: Teacher is gifted and/or extremely enthused about his work. He is able to bring out the best in those he is teaching and sees any failure on the part of his students as his own. Students generally come away from such a teacher having learned more than they expected.

Master: Teacher is a true master of his profession. In fact, all Master Teachers (see Expert Hirelings) rank at least at this level of quality. Master Teachers go beyond teaching simple BBI and attempt to round out their students by teaching them everything related to their skills and enhancing their perspective on the profession.

Table 14I:
Course Availability

Skill Category	Base Availability
Weapon Proficiencies	75%*
Arcane Skills	50%**
Academia	70%**
Languages/Communication	65%**
Musical Instrument Skills	65%
Tasks: Mundane	90%
Tasks: Combat Procedures	75%*
Tasks: Artisan and Performing Arts	60%
Tasks: Sophisticated	75%***
Social Interaction Skills	70%***
Skills, Tools	80%

Modifiers:
Character is dishonorable: -10%
Character has great Honor: +10%
Character is a bard: +25% (bards have the uncanny ability to finagle their way in to any course, even if it is far past the registration period or deadline, the class is over booked, etc.)
* Fighters receive a +20% modifier when checking for Weapon Proficiency or Tasks: Combat Procedure course availability. Magic-users get a –10% modifier for the same categories.
** Clerics and magic-users get a + 20% modifier for Arcane, Academia and Language course availability.
*** Paladins and clerics get +20 modifier for Social Interaction Skill course availability.

Table 14J:
Training Event Table
Roll (1d20)

Roll	Event
1-10	Nothing of great significance
11	New Friendship Formed – Character makes friends with a fellow student of the same class/level.
12	Enemy Made – Character's competitive nature has made him an enemy. A fellow student has it in for him.
13	Useful knowledge or rumor learned
14	Potentially useful contacts or connections made
15	Local Crisis – Class/students were conscripted into service to handle local crisis. Earned 1d100 experience points.
16	Learn a new skill: Learn a new skill from another student (player's choice)
17	Robbed! – While at school, the character's home (or his relatives) were burgled.
18	Won Duel of Honor – Character gained 1-6 points of Honor
19	Prophecy learned – something important is about to happen and the character has some idea of what is expected. 50% of prophecies are false (the other 50% are self-fulfilling).
20	Teacher's pet – Student is favored. 10% of course fees waived for next level if he returns to same school or teacher.

Note: If character rolls an 18 or above on the Training Events Table there is a 30% chance that he's been invited to join a secret society. The GM should determine the nature of the society and the details.

3. Class Size

Table 14G: Class Size/Conditions is used to determine the conditions of the classroom environment, and its effects on learning.

One-on-One: Best possible learning environment. Student benefits from the full attention of the teacher. +5 to BBI roll, -10% to course difficulty roll.

Small: Small class size allows for more individualized training and a better overall learning environment. +2 to BBI roll, -5% to course difficulty roll.

Medium: Medium class size means that there is still a good chance to learn new skills and get personal training outside one's BBI. -5% to course difficulty roll.

Large: Large class size means less individualized training. No modifiers.

Crowded: Class is crowded and overbooked. Teacher to student ratio not favorable. -2 to BBI roll, +5% to course difficulty roll.

Overcrowded: Worst learning conditions possible. Too many student demands on the teacher. -5 to BBI roll, +10% to course difficulty roll.

4. Basic Block of Instruction (BBI)

The minimum amount of training a character needs in order to advance to the next level is called the basic block of instruction (BBI). BBI is an abstract collection of teachings and procedures specific to the character's class. It is what makes any new abilities and powers associated with the character's new level of experience possible. Without completing the BBI the character cannot advance, period.

But BBI is more than merely a prerequisite for level advancement. The intense training often yields other improvements that the character had not anticipated. A good teacher has a way of bringing out the best in a student. Perhaps the teacher detects the character has a knack for swimming and gives him a few pointers, thus helping him to dramatically improve his skill in that area. Perhaps one or two new pointers opened up a whole new understanding of the skill's nuances. Use Table 14H: Basic Block of Instruction to determine just how well the character did in his BBI.

Concurrent Training

While the character is training in his BBI, he may sign up for up to one (1) additional skill or proficiency course. This option is subject to course availability (see Course Availability Table). If the course for the skill desired is available, the player must pay the course costs in Appendix F of the Player's Handbook (modified by Type of Training) prior to the start of his BBI.

When BBI training is completed, the player rolls to see if he passed the course (again adding all applicable modifiers from Appendix F and/or the results of the Quality of Teacher table). If the character fails to learn or improve the skill, the course fees are lost and he loses a point of Honor.

Prolonged Training

After a character's BBI is completed he may choose to stay at school and continue his studies. For each week he stays in school he can attempt to learn or improve two skills. He must pay the school's weekly cost (base is 1500 gold pieces per week) plus any course fees. At the end of each week he must roll to see if he passed the course.

There is no limit to how long a character can stay in school, as long as he has the money to pay for his classes. However, for each week beyond the BBI the character loses one (1) point of Honor. After all, he is an adventurer, by the gawds, not a backpack-toting full-time student at Urbana-Champaign!

Course Availability

Because there are limited slots available in most classes and schools, characters may find that the skill courses they want to learn or improve are not available at a given time. Each week a character attends school he is allowed to roll once per skill category on Table 14I: Course Availability to see if courses in those skill types are available. Failure indicates the classes are either full or there is no instructor on hand to teach them that week. The following week, if the character chooses to extend his stay at the school, he may roll again for course availability in each category.

Training Events

After training is completed, the GM rolls on Table 14J: Training Event Table to see if anything significant happened to the player during his training.

On Bards and Training

A quick perusal of the various tables above will indicate to even the casual observer that bards seem to gain some advantage almost every step of the way during training and development. This is because bards learn quickly, communicate well, and can scam their way into any class or under any teacher regardless of circumstances. Furthermore, bards always find an angle for squeaking by, whether it is immediately realizing the most important aspects, having the course notes, cheating or making time with the class brain or instructor (or instructor's spouse). Therefore, bards ALWAYS pass any course they take. What's more, because they somehow manage to find old, but adequate course materials, find loopholes for payment, get others to lend them drink money or whatever, bards always pay 10% less than whatever the course cost is. Finally, bards suffer no Honor penalty for staying in training too long.

Self-Study

When a character reaches a certain level within his profession, he has excelled to a level of understanding such that he can no longer learn from others; now he can only attain new heights through self-study. More explicitly, self-study is the only method of level advancing for characters of a particular (name) level (based on class, see Table 14K: Self-Study Required Levels) or higher. Characters who have not achieved the required level or higher may not advance by this method but instead use the method described under the Exception to Formal Training Requirement section. To self-study, characters must remove or isolate themselves from others and dedicate themselves to intense self-training in order to advance in level (self-study fulfills the BBI completion requirement). Base Cost of Self-Study is based on the character's class/group as follows:

Fighter Group (including monks) = 1000/level/week
Cleric Group = 2000/level/week
Magic-User Group = 4000/level/week
Thief Group = 2,000/level/week

These required (name) levels for each class are detailed in Table 14K: Self-Study Required Levels.

Characters who have achieved the appropriate level must merely spend game time equal to the number of weeks indicated by performance in self-conducted training and/or study. Costs (in gp or equivalent) are spent on required materials or some function particular to the class (this is a requirement and any player that whines should be allowed to choose not to pay, then after the required time, be calmly informed that they have not advanced and their character strongly suspects that spending the gps and retraining will likely do the trick).

Table 14K:
Self-Study Required Levels

Class	Title (level)
Fighter	Lord (9)
Barbarian	Barbarian (8)
Cavalier	Cavalier (10)
Dark Knight	Knight Terminus Master (9)
Knight Errant	Knight Errant (9)
Monk	Superior Master (9)
Paladin	Paladin (9)
Ranger	Ranger Lord (10)
Magic-User	Wizard (11)
Battle Mage	Warlock (10)
Illusionist	Illusionist (10)
Cleric	Priest (9)
Druid	Druid (12)
Thief	Highwayman (10)
Assassin	Assassin (9)
Bard	Scheister (10)

Fighters get off the easiest. Their training costs are comprised of payments to sparring partners (plus healing, family reparations and funeral costs in some cases), equipment, equipment repairs, targets, mounts, etc., plus largess and tithes. Clerics pay twice as much for similar training equipment as well as vestments and massive donations to the faith. Thieves, assassins and bards pay twice as much for such things as new tools, equipment, disguises, manufacture of new shell games and other scam materials, musical instruments, poisons, etc. Magic-users pay four times as much due to special equipment, books, experiments, damage payments to locals (including reparations and the like in some instances) and components spent practicing new spells.

Self-Taught BBI: The self-taught character may roll on Table 14H: Basic Block of Instruction.

Self-Taught Skills: One of the drawbacks of self-study is that a character can only improve skills already known (i.e., he cannot learn NEW skills). Improvement is based on any bonus Skill Mastery points indicated for the completed BBI. Once the character has completed his self-study he may opt to attend a formal school (such as a Kobar or University) if he wishes to learn new skills or further improve his old skills. He must pay the Basic Cost of Weekly Training (modified per the type of school) and pay any course costs, however. Such training must take place back to back with the period of Self-Study (i.e., the character cannot adventure or do any other activity other than traveling to the school). Failure to take classes back to back will incur the experience point expenditure as indicated in Chapter 6: Skills, Talents and Proficiencies.

Chapter 15

The Ongoing Campaign

Unlike many conventional games, HackMaster is an ongoing series of episodic adventures, each of which constitutes a session of play. You, as the GameMaster, are about to embark on a new career, that of universe maker. You will order the universe and direct the activities in each game, becoming one of the elite group of campaign referees referred to in the vernacular of HackMaster as GMs. What lies ahead will require the use of all of your skill, push your imagination to its limits, bring your creativity to the fore, test your patience and exhaust your free time. Being a GM is no matter to be taken lightly! But in the end it's all worth it.

Your campaign requires dedication on your part and earnest participation by your players. To belabor an old saw, Rome isn't built in a day. You are probably just learning, so take small steps at first. The milieu for initial adventures should be kept to a size commensurate with the needs of campaign participants - your available time as compared with the demands of the players. This will typically result in your giving them a brief background, placing them in a settlement and stating that they should prepare themselves to find and explore the dungeon or ruin they've heard is nearby. As background you inform them that they are from some nearby place where they were apprentices learning their respective professions, that they met by chance in a seedy tavern and over several rounds of Kromian Ale resolved to journey together to seek their fortunes in the dangerous wilderness, and that, beyond the knowledge common to the area (speech, alignments, races and the like), they know nothing of the world. Placing these new participants in a small settlement means that you need do only minimal work describing the place and its inhabitants. Likewise, as your player characters are inexperienced, a map of a single dungeon or ruined building will suffice to begin play.

After a few sessions of play, you and your campaign participants (i.e. player characters) will be ready for expansion of the milieu. The territory around the settlement - likely the "home" village or town of the adventurers, other nearby habitations, wilderness areas and whatever else you determine is right for the area - should be sketched out, and places likely to become settings for play actually mapped out in some detail. At this time it is probable that you will have to have a large scale map of the whole continent or sub-continent involved, some rough outlines of the political divisions of the place, notes on predominant terrain features (e.g. locations of cave complexes likely to be inhabited), indications of the distribution of creature types, and some plans as to what geopolitical conflicts are likely to occur. In short, you will have to create the social and ecological parameters of a significant portion of a make-believe world. The more painstakingly this is done, the more "real" this creation will become.

Veteran players of HackMaster will, of course, know that this was expertly provided for you in the HackMaster 3rd Edition *Garweeze Wurld* supplement. However, as that supplement is now out of print and since this is FOURTH edition HackMaster anyway, you will have to wait for the newly revised and expanded version of *Garweeze Wurld* to hit the streets (see Appendix G: Garweeze Wurld - A Primer). In the meantime, if you don't already own a copy of the 3rd Edition *Garweeze Wurld* supplement, and you can't wait for the new edition, you will need to design portions of your own campaign world. I said "portions of" because properly designing your own campaign world is a monumental task that should be left to professional game designers. Only these highly skilled folks have the encyclopedic knowledge and resource libraries to do the job properly. However, in the interest of making sure the game goes on, we provide some guidance herein to get you started on the right track.

Eventually, as player characters develop and grow more powerful, they will explore and adventure over all of the area of the continent on which they reside. When such activity begins, you must then broaden your general map still farther so as to encompass the whole globe. More still, you must begin to seriously consider the makeup of your entire TeraVerse- space, planets and their satellites, parallel worlds, the dimensions and planes. What is there? Why? Can participants in the campaign get there? How? Will they? Never fear! By the time your campaign has grown to such a state of sophistication, you will be able to purchase the newly revised and expanded version of *Garweeze Wurld*.

Setting Things In Motion

Until you are sure of yourself as a GM, lean upon the book. The rules are your ally. Set up the hamlet or village where the action will commence with the player characters entering the place and interacting with the local population. Place regular people, some "different" and unusual types and a few non-player characters (NPCs) in the various dwellings and places of business. Note vital information particular to each such as occupation and personality. Stock the goods available to the players. When they arrive, you will be ready to take on the persona of the settlement as a whole, as well as that of each individual therein. When playing the role of the NPCs be sassy, witty, dull, clever, dishonest, tricky, hostile, etc. as the situation demands. The players will quickly learn who is who and what is going on - perhaps at the loss of more than a few coins. Having handled this, their characters will be equipped as well as circumstances will allow and will be ready for their bold journey into the dangerous place where treasure abounds and monsters lurk. And sometimes, it's not all that far away....

The testing grounds for novice adventurers must be kept to a HackFactor that encourages rather than discourages players. If things are too easy, then there is no challenge, and boredom sets in after one or two games. Conversely, great difficulty and mass character deaths (although fun for the novice GM) cause instant loss of interest and a quick reversion to video games as the principal form of entertainment for your players. For the novice, entrance to and movement through the dungeon level should be relatively easy, with a few tricks, traps and puzzles to make it interesting in itself. Features such as rooms and chambers must be described with verve and sufficiently detailed in content to make each seem as if it were strange and mysterious. Creatures inhabiting the place must be of strength and in numbers not excessive compared to the adventurers' ability to deal with them.

The general idea is to develop a dungeon of multiple levels. The deeper adventurers explore, the more difficult the challenges become - fiercer monsters, more deadly traps, more confusing mazes and so forth. This same concept applies to areas outdoors as well, with more and terrible monsters occurring more frequently the further one goes away from civilization. Many variations on dungeon and wilderness areas are possible. One can build an underground complex where distance away from the entry point approximates depth, or it can be in a mountain where adventurers work upwards towards more difficult challenges. Outdoor adventures can be in a ruined city or a town that seems normal but is under a curse. Virtually anything you can imagine and then develop into a playable situation for your campaign participants is fair game.

Whatever you settle upon as a starting point, be it one of the many modular HackMaster settings that are available in your local game or hobby shop or even something of your own design, remember to have some overall plan of your milieu in mind. The campaign could grow methodically, or it might suddenly mushroom. Always be prepared for either occurrence with more adventure areas (hence it is always a good idea to have several of the officially published HackMaster modules handy even if you don't intend to run them immediately), and the reasons for everything which exists and happens. This is not to say that total and absolutely perfect information will be needed, but a general schema is required. From this you can give vague hints and ambiguous answers. It is no exaggeration to state that the home-brewed fantasy world builds itself, almost as if the milieu actually takes on a life and reality of its own. This is not to say that an occult power takes over. It is simply that the interaction of GM and players



shapes the bare bones of the initial creation into something far larger. It becomes fleshed out, and adventuring breathes life into a make-believe world. Similarly, the geography and history you assign to the world will suddenly begin to shape the character of states and peoples. Details of former events will become obvious from mere outlines of the past course of things. Surprisingly, as the personalities of player characters and non-player characters in the milieu are bound to develop and become almost real, the nations, states and events of a well-conceived HackMaster world will take on even more of their own direction and life. What this all boils down to is that once the campaign is set in motion, you will become more of a recorder of events, while the milieu seemingly charts its own course!

Climate & Ecology

It is of utmost importance to some GameMasters to use worlds that are absolutely correct according to the laws of physics of our own universe. These individuals will have to look elsewhere for direction as to how this is to be accomplished, for this is a rule book, not a text on any subject remotely connected to climatology, ecology or any other science. We strongly encourage serious GameMasters to enroll in a local community college and pursue a degree in one of the scientific disciplines. However, for the time being, some useful information in the way of advice can be passed along. As a last resort bear in mind that in a place where magic exists like Garweeze Wurld, the physical laws of the universe as we understand them could be slightly different. Feel free to remind any "know-it-all" players you might have of this point. After all, the GM is always right.

Climate

Temperature, wind and rainfall are understood well enough by most intelligent people. Distance from the sun coupled with the planet's atmospheric composition and density dictates temperature, with the angle of incidence of the sun's rays affecting this also. Elevation is a factor, as higher mountains regions have less of an atmospheric "blanket." Bodies of water affect temperature, as do warm or cold currents within them. Likewise air currents affect temperature. Winds are determined by rotational direction and thermals. Rainfall depends upon winds and available moisture from bodies of water, and temperatures as well. All of the foregoing are relevant to our world, and should be in a fantasy world, but the various determinants need not precisely follow the physical laws of our own planet. A milieu that offers differing climates is quite desirable because of the variety it affords GM and player alike.

A variety of climates allows you to rationally offer the whole gamut of human and monster types to adventurous characters. It also allows you more creativity with civilizations, societies and cultures.

Ecology

Since so many of the monsters are large predators, it is difficult to justify their existence in proximity to one another. Of course in dungeon settings it is possible to have some in stasis or magically kept alive without hunger, but what of the wilderness? Then too, how do the human and humanoid populations support themselves? The bottom of the food chain with respect to people and their ilk is vegetation, cultivated food crops. Large populations in relatively small land areas must be supported by lavish and nutrient-dense vegetation. Game animals prospering upon this growth will support a fair number of predators. Consider also the tales of many of the most fantastic and fearsome beasts: what do dragons eat? Humans, of course; buxom maidens in particular! Dragons slay a lot, but they do not seem to eat all that much. Perhaps gut stones or a slower reptilian metabolism can explain this. Ogres and giants enjoy livestock and people too, but at least the more intelligent sort raise their own cattle so as to guarantee a full kettle.

If you develop your world, leave plenty of area for cultivation, even more for wildlife. Indicate the general sorts of creatures inhabiting an area, using logic with regard to natural balance. This is not to say that you must begin subscribing to the Nature Channel, it is merely a cautionary word to remind you not to put in too many large carnivores without any visible means of support. Some participants in your campaign might question the ecology - particularly if it does not favor their favorite player characters. You must be prepared to justify it. Here are some wise suggestions.

Certain types of nourishing vegetation grow very rapidly in the world - potatoes, grass-like plants and a variety of hearty super-grains. One or more of such crops support many rabbits, game animals, wild pigs and people (or whatever you like!). The vegetation is abundant due to a nutrient in the soil (possibly some element unknown in the mundane world), favorable weather not given to extremes, low incidence of disease and parasites and possibly due to the radiation of the sun as well. A species or two of herbivores that grow rapidly, breed prolifically and need but scant nutriment due to a lower basal metabolism is also suggested. With these artifices and a bit of care in placing monsters around in the wilderness, you will probably satisfy all but the most exacting of players (and that one probably should not be playing fantasy games anyway!). Such players should go open up their own organic farms if they know so gawd-damned much – or become a GM for his own group, and see how he likes it!

Dungeons likewise must be balanced and justified, or else wildly improbable and caused by some supernatural entity which keeps the whole thing running - or at least has set it up to run until another stops it. In any event, do not allow either the demands of "realism," or impossible make-believe to be used by rules-lawyering players, spoil your milieu. Climate and ecology are simply reminders to use a bit of care!

Typical Inhabitants

The bulk of the people met on an adventure in an inhabited area – whether city, town, village or along the roads through the countryside – will be average folk, with ordinary professions, and no special abilities for fighting, magic (divine or arcane) or thievery. They are simply typical, normal people (as you define typical and normal for the milieu, of course). See Chapter 2: Player Character Races and Classes and Chapter 11: Non-Player Characters for more information on developing these types of people.

Forms of Government

Deciding government form and culture will necessarily delineate much of the social structure of the nation, state or city in question. The majority of citizens in many areas of Garweeze Wurld are small land holders, tenant farmers, tradesmen and artisans. They provide the food, goods and labor that make the economy stable. These people are likewise often obligated to serve in the militia, and if they serve with distinction, they may be awarded land or stipends that will elevate them in the social order. Of course, industry, marriage or other means can move any of these citizens to a higher status. Only a few persons are actually enslaved - criminals and captives of war. A large number of the workers are bound to labor for a fixed period, and some must likewise serve apprenticeships. These individuals always have the hope of eventually earning sufficient funds to become landowners, merchants or tradesmen themselves.

There are dozens of possible government forms, each of which will have varying ranks and influence on its populace. While this game is loosely based on feudal European technology, history and myth, it also contains elements from the ancient period and parts of more modern myth. Within its boundaries all sorts of societies and cultures can exist, and there is nothing to dictate that their needs be feudal or European. In *HackJournal*, I wrote an article that outlined this very precept and listed a number of government forms which could be employed by the GM in his milieu. Actually, some, all or none of them could appear in the "world" of any given campaign. To aid the harassed referee, I have listed these forms again. Additionally, a list of nobility (or authorities) in various medieval cultures is given in Chapter 3: Priors and Particulars.

Autocracy – A form of government in which one person possesses self-derived, absolute power, typified by a hereditary emperor, for example.

Bureaucracy – Government by department, rule being through the heads of the various departments and conducted by their chief administrators.

Communism – A system of government in which the state controls the means of production and a single, often authoritarian party holds power with the intention of establishing a higher social order in which all goods are equally shared by the people (but in the mean time only the the "wiser" Party elite can be trusted to control most of these).

Confederacy – A system of government in which virtually autonomous local communities are loosely bound in a weak federation.

Democracy – A form of government in which supreme power is vested in the people and exercised by them directly.

Fascism – A system of government that is marked by stringent social and economic control, a strong, centralized government usually headed by a dictator, and often a policy of belligerent nationalism.

Feodality – Government of a feudal nature where each successive layer of authority derives power and authority from the one above and pledges fealty likewise.

Geriatocracy – Government reserved to the elderly or very old.

Gynarchy – Government reserved to females only.

Magocracy – Government by magic-users only.

Matriarchy – Government by the eldest female(s) of whatever social units exist.

Militocracy – Government by a military junta.

Monarchy – Government by a single sovereign, usually hereditary, whether an absolute ruler or with power limited in some form.

Oligarchy – Government by a privileged clique who wield despotic power.

Pedocracy – Government by the learned, savants and scholars.

Plutocracy – Government by an influential class of rich men.

Republic – Government by representatives of an established electorate who rule in behalf of the electors.

Theocracy – A system of government under the immediate direction of a gawd or by his sanctioned religious officials.

Syndicracy – Government by a body of business agents, each representing some cartel.

This listing is by no means exhaustive, but it should be all you need to know to run a great and richly detailed campaign, such as those that are exemplified in the *Garweeze Wurld* supplement.

Town and City Social Structures

Cities and towns (most notably those with a seaport) have typically attracted independent and freethinking sorts, as they offer more opportunity for such lifestyles, even considering the medieval (rather intolerant) community. In towns and cities there are few nobles and gentlefolk of knightly status. Said individuals prefer to live some distance away in their own fortified dwellings. The bureaucratic structure and offices of medieval towns in Garweeze Wurld are discussed in Chapter 3: Priors and Particulars.

The constabulary of a town or city will usually be a professional force with an established bureaucracy. The city watch and reservist militia (comprised of all able-bodied males between the ages of 16 and 50) will be called up for field duty in times of great need. Most other soldiery, by far the bulk in most cases, will be hired mercenaries. When any army is fielded, the leading men of the city are likely to be in overall command, with assistance from mercenary captains, the force being a composite of the municipal levies and the hired soldiers. (**Note:** Such forces could be of considerable magnitude in battle, as noted by the history of Fangaerie, for example, in its wars with the Southern Orc League in the HackMasters of EverKnight novels.)

Crime and Punishment

"And the purpose of these laws is this; to protect the citizen from those who would do him harm or unjustly deprive him of his property. More importantly, the law has been written down to uphold the Emperor who is the protector of the people. Anyone who stands against the law stands against the Emperor and therefore, against the people. Out of fear of the law, the wicked shall be held in check and the people safeguarded. It is the fear of punishment that restrains human wickedness."

From the Codex of Relnus Sagenthor

Are you tired of players walking around your world as if they own the place — behaving as if they answer to no one? Fed up with fighters who pick fights with merchants and bully barkeeps, or with magic-users who use their magic publicly for trivial tasks with little concern of the local citizenry's reaction? Or what about thieves? Tired of these despicable parasites who repeatedly pick pockets and cut the throats of the unsuspecting only to scamper into the shadows looking for another victim?

Well, this section has the answers you've been looking for — the great equalizer. The following rules present a system for building a criminal code for various communities in your campaign. After all, no character is an island unto himself. No matter how powerful he becomes (or thinks he's become) he'll find the need to return to civilization to restock provisions, heal up, etc. To think a character can blatantly break the law and not suffer the consequences is absurd. Armed with the following rules, you will know just what actions are considered crimes and what punishments match the crime in HackMaster. Note that this is general guidance on the law codes of most countries in Garweeze Wurld. The general alignment of certain areas could affect which laws are on the books and which are enforced. Furthermore, the discussions, interpretations and penalties for crimes are in no way meant to reflect how they are viewed and dealt with in the real world in modern times. This discussion is a reflection of how the fictitious characters in Garweeze Wurld view and handle crime.

Types of Law

The criminal codes in Garweeze Wurld are vastly different from our own. They are extremely diversified and complex. Laws and punishments are often a curious blend of tribal, religious and Imperial laws that vary from community to community.

There are six basic types of legal systems in Garweeze Wurld:

1. **Statute Law:** These are the laws dictated by a state. They are normally recorded and stringently enforced by officials of the state; such as a police force, town guard, city watch or patrols. In addition, there is normally a judicial body present that resolves violations of the law. This is the top end of the system; the formal law. It has a system for apprehending violators and rendering punishment. Statute law has the potential to be either extremely harsh in regards to punishment or considerably fair and humane.
2. **Tribal Law:** These are also called 'folk laws' and are commonly passed down orally from generation to generation. These traditional laws are most often associated with barbarian tribes or non-human races. Within a state, a system of statute laws may be in place, but often in isolated pockets of the population, it is the tribal laws that determine rules and deal out justice. Punishment under such a system is normally carried out promptly with little ceremony or deliberation.
3. **Religious Law:** This category of laws is harder to define. If a state has an official religion, then the religious doctrines of that faith may dictate the nature of the statute law. Religious beliefs will define just what is a crime and how appalling the crime is perceived to be. For example, in one kingdom, polygamy may be perfectly acceptable, while in another, it is an abomination and warrants death. For our purposes, we will define religious law as the authority a religion or church has over its members.
4. **Mob Justice:** If a wrongdoer is apprehended by non-officials, justice is often rendered quickly by the captors. The criminal is denied any official process of law and his guilt or innocence is decided by the mob. Often a mob will render a punishment according to tribal or folk law. Mobs are commonly swayed by the emotion of the moment and a 'blood-lust' may override any compassion the accused is hoping for.
5. **Guild Laws/Regulations:** Guilds are very powerful and often represent microstates in Garweeze Wurld. A craftsman putting out shoddy work can be severely dealt with by his guild. Usually a guild member violating a guild law is punished within the guild, and only then turned over to the state for further prosecution. Confinement, mutilation, etc., are not unusual punishments within the realm of guild authority.
6. **Military Law:** Primarily, only active members of the military are subject to military law. Within occupied territories and frontier regions, the military is often the only official authority present, taking on the role of state authority for the local inhabitants. Military justice usually adheres to the statute laws of the state to which it belongs. Often, however, the military has its own system for dealing with wrongdoers which is more harsh and less forgiving.

Process of Law

A person apprehended for committing a crime is often passed through several of the legal systems mentioned above. For example, if a woodcutter is accused of putting out inferior work, the Woodcutters Guild might find him guilty and ban him from further practice of his trade. The city, under statute law, might then fine him 50 gp for selling the public shoddy work and his church might oust him for violating its dictates of honesty.

Types of Crime

There would seem to be no limit to the number and variation of crimes with which a character could find himself accused. What is considered a heinous crime in one culture is often quite acceptable, or at least less offensive, in another. As such, the following list could never be complete.

I would like to point out that I have included many types of crime that will not likely (and hopefully never would!) crop up in a HackMaster gaming session. It didn't seem appropriate to eliminate them – so I have included them to give a more thorough understanding of the various criminal codes. Besides, just because a player would never think of committing infanticide does not mean he couldn't be falsely accused of such a crime. For example, a magic-user who indiscriminately launches a Fireball at an Orc village and is later captured might find himself accused of killing innocent Orc children. Or suppose a human player-character marries a half-orc NPC. Some cultures might consider such an unnatural union an act of bestiality! Furthermore, in the medieval system of Garweeze Wurld, an unmarried couple guilty of fornication could even be sentenced to death in some areas! Certainly not all cultures would dictate such a severe punishment to this type of crime.

I. Homicide

The definition of homicide is often very hard to pin down in various cultures. In some less enlightened cultures if one person causes another person's death he is guilty of murder. In other cultures, allowances are made for justifiable homicide and self-defense.

A. **Murder:** Murder is a broad term. It is normally considered the taking of a human's life by another with intent or malice. However, in Garweeze Wurld, even animals can be tried for murder! Note that in a fantasy milieu where there are several intelligent races it is possible murder would be further defined. For example, would a human culture consider the killing of a dwarf murder? Probably. An Orc? Not likely.

B. **Manslaughter:** Manslaughter is the killing of another person without intent or malice. It is killing in self-defense or to protect one's property.

C. **Infanticide:** In some places in Garweeze Wurld this is a very common crime, mainly due to the harsh penalties for other crimes. Unwed mothers can be faced with severe punishments if exposed and often kill their bastard children to conceal their guilt.

D. **Arson:** Arson is considered a particularly appalling form of murder, perhaps because it is such a cowardly crime and so indiscriminate. At any rate, arson is normally ranked among the crimes of murder. Furthermore, starting an uncontrolled fire poses a massive threat to property and the lives of many people due to the non-existent or limited nature of fire protection.

II. Assault and Battery

Assault, of course, is the threat of physical injury upon one person by another. Battery is the actual infliction of physical injury. The two are often lumped together. There are various degrees. It could be as simple as grabbing a woman by the wrist to breaking a chair over a bar-keep's head. Punishments vary in harshness, often attempting to match the crime.

III. Larceny and Related Offenses

Larceny is the taking of another's property through violence, deceit, falsehood or abuse of one's power.

A. **Theft:** Theft is classified into degrees based on the value of the property stolen. The punishment is set accordingly. Theft is normally defined as the taking of one's property without violence or the threat of violence. Thus, pickpockets and

shoplifters would fall into this category. Destruction of private property (such as killing a man's horse) is treated the same way as theft.

B. **Burglary:** A more serious form of theft which involved the breaking of barriers or safeguards in order to steal, i. e. windows, doors, locks.

C. **Robbery/Banditry/Piracy:** Robbery is theft coupled with the use of violence or the threat of violence.

D. **Embezzlement:** Considered a very serious crime, embezzlement is the taking of money by anyone entrusted with another's money such as a treasurer, city official or moneychanger.

E. **Falsification (Fraud):** A catch-all term used to describe anyone who uses deceit to enrich himself at the expense of another. For example, if it is discovered a baker is selling underweight rolls at the going price of full weight rolls, he could be charged under laws governing falsification. Fraud on the Crown is treated more seriously.

F. **Coinage Offenses:** This includes the crime of making of coins with a false die. It also could be defined as the minting of coins with low-grade metals with an official die. An official coin minter could easily be tempted to substitute inferior metals in his product and pocket the real stuff.

G. **Forgery:** This is the making of false documents, use of false seals or the use of genuine seals and letters for unlawful purposes.

H. **False Pretenses:** This is the use of false weights and measures and/or the making of false goods. This crime also includes cheating at gambling, bilking and pawn swindles.

I. **Defaulting on Debt:** Debt and repercussions for defaulting are described in Chapter 3: Priors and Particulars. In many places it is tantamount to theft. The generally accepted grace period for a debt is one year, unless the parties have made other arrangements (sometimes shorter) in writing.

J. **Kidnapping:** Usually used for purposes of extortion. Punishments can vary and depend on both the victim and the perpetrator. Nobles who are caught kidnapping serfs are released and perhaps assessed a light fine, while peasants caught kidnapping nobility are punished much more severely.

K. **Extortion/Blackmail:** Extortion is the attempt to obtain goods, services or money through violence or threat. Blackmail is a type of extortion through threat of public exposure of secret information. Blackmailing nobility or royalty is considered a serious offense.

IV. Sexual Offenses

As stated before, many of the crimes listed should never come up in an RPG. The following are included simply to present a complete overview of the legal systems in use in Garweeze Wurld.

A. **Rape:** Rape is the forcing of sexual relations upon another person who is unwilling or deemed unable to make a moral decision. Depending on the race and culture, rape is often associated only with women of good social standing, i.e. only virgins and widows could truly be raped. It is not likely that a man would be charged with rape if the woman is of questionable character: However, he is likely to be charged for fornication or adultery if the crime came to light. Ironically, in such a case, the victim could be charged as well.

B. **Sodomy:** Sodomy has broader connotations than in our modern usage. It refers to any sexual act that is not performed in the traditional manner.

C. **Incest:** This is certainly a universal taboo, save among certain animalistic races (Bison'vyders, Chimparians, Gnolls, etc.). Incest is considered to be among the most appalling crimes and the punishments are very severe.

D. **Bigamy/Polygamy:** In many cultures polygamy is considered a serious crime. Those guilty of polygamy are considered guilty of adultery and fornication as well.

E. **Adultery:** This is sexual relations between two partners when at least one of the partners is married to someone else. The crime is worse than fornication, for an 'innocent' spouse is being victimized. In addition, the breaking of the marriage vows is considered an act against the gawds.

F. **Bestiality:** Sexual relations between humans and animals.

V. Religious Offenses

A. **Blasphemy:** Abuse, reviling or defamation of the gawds. Also includes cursing and swearing.

B. **Heresy:** Heretics are persons who deviate from the normal traditions and established doctrines of a religion.

C. **Sorcery:** Some cultures view magic and its practitioners as the embodiment of evil. Magic-users in a fantasy milieu could very easily fall prey to various persecution campaigns.

VI. Political Crimes

A. **Treason/Sedition:** Any person who breeches his 'contract' with his country is guilty of treason. This could entail plotting to overthrow the King, aiding an enemy, etc. Some cultures consider tax evasion or avoiding civic duties as treason. Sedition involves stirring up discontent against the state but lacks the overt act generally required for treason. This also includes incitement of others to commit seditious behavior.

B. **Duty of Loyalty:** In most cultures of Garweeze Wurld each citizen is assumed to have a 'duty' to act and behave in a way that benefits the state. Those who fail to do their civic duties are firmly dealt with. Bad-mouthing the King, refusing to help in civic projects, etc., are evidence of not doing one's duty.

C. **Bribery of a Crown Official:** Paying a public official to take action in a manner that is inconsistent with his office. Considered a serious offense.

D. **Destruction of Crown/Government Property:** Punishment varies with damage done. Usually includes a fine equivalent to the cost of repairs. This can also include illegal hunting on the King's lands.

E. **Impersonation of a Crown Official:** Passing one's self off as a representative of the government of law enforcement officer without authority to do so is considered a very serious offense.

F. **Perjury:** Lying under oath is a very serious offense.

G. **Rioting/Inciting Riot:** Similar to disorderly conduct but on a larger scale. Often involves destruction of property, violence or the threat of violence and possibly violations of the duty of loyalty precept.

VII. Civil/Social Crimes

A. **Ordinances/Regulations:** The old Fangaerian Empire, upon which many of the legal systems in Garweeze Wurld are based, was famous for it's cumbersome volumes of social laws and regulations. Almost every facet of one's life eventually became the subject of regulation. Many of those laws survived to the current era.

There are laws dictating what colors one can wear, what style of shoes are permissible, if weapons can be carried, etc. Many laws even enforce the distinction between the classes. If a commoner dresses beyond his means he could be punished swiftly.

One aspect of Garweeze Wurld law that strikes many players as odd is the restrictions on travel. Citizens, normally, are not allowed to come and go as they please unless they have the approval of the city council of the city they reside in or originate from. One has to apply to the town council if he wants to visit another city. Often a deposit of money has to be left to ensure the traveler will return.

If a citizen wants to move, he has to get permission and obtain notes declaring he owes no debts. Likewise, if someone wants to become a citizen, a special tax has to be paid and an oath of loyalty taken.

In most states only nobility and authorized military personnel have the right to bear arms, such as sword, mace or lance. Weapons with other uses (e.g. a hand ax) are usually allowed. Freemen can generally purchase this right for a fee. Penalties vary depending on the social status of the offender.

Possession of stolen items is punishable (at a minimum) by confiscation of the property in question. Individuals may suffer stricter penalties depending on the value of the items and the social status of the perpetrator.

B. **Conduct Codes, Morals:** The dogma of certain religions often compel many to behave according to accepted doctrines. In addition, they compel people to ensure that their neighbors are doing likewise. Since most of the Garweeze Wurld churches forbid such things as self-pride and extravagance, it has become a crime in some places for anyone to flaunt themselves or their wealth. Women's necklines, carriage decorations, etc. are subject to the discretion of the law.

Types of Punishment

There is no shortage of imaginative minds in Garweeze Wurld when it comes to devising ways of punishing criminals. Many are morbid and quite shocking. That's exactly what they are intended to be. There is little notion of rehabilitative punishment behind the laws. The idea is to encourage obedience to the law out of fear.

1. Monetary

Monetary fines are perhaps the most humane form of punishment used today. The idea behind a fine is that a wrong can be corrected if the criminal or his family pays the victim or state a set amount of gold or goods. Often, the fines themselves are well beyond the means of the guilty party to pay and thus he is subjected to more severe penalties (See discussion on debt in Chapter 3: Priors and Particulars). At one time, all crimes (including murder) could be settled with the payment of 'peace money.' This practice stemmed from ancient times when bloody feuds would break out between tribes over such crimes. A money tribute settled things peacefully thus sparing a tribe from further bloodshed. The offender is literally buying peace.

2. Confinement

Deprivation of liberty has always been used as a prime deterrent to crime. It is sometimes imposed as an act of mercy in lieu of mutilation or death. More often, it is used to enhance the criminal's suffering between sessions of torture. In most places there is no concept or hope of rehabilitation; the state has no interest in such noble ideas. The criminal has offended the state and must pay the price.

While some criminals are imprisoned for life terms, they do not sit idly in their cells counting the days. Hard labor, working for the state and sometimes for private contractors have always been associated with prisons. Some prisoners, usually ones considered to be particularly dangerous to their captors, are locked in dungeons and dark cells, never to see the light of day again.

The modern reader might be surprised to learn that imprisonment is not as prevalent as might be supposed. The punishments of inflicting pain and death are far more common. Imprisonment is normally short term, used to hold offenders until a sentence can be rendered or an execution carried out. It is also common for a criminal to be held 'hostage' until his family or clan can pay his fines.

3. Degradation

In all cultures a person's honor and pride is a very precious and well-guarded possession. In fact, it could be argued that it is this basic trait of humanity that causes the masses to fall in line and conform to society's rules. So it shouldn't be surprising to find that humiliation and degradation is a common form of punishment for the wrongdoer.

A. **Censure:** Censure is a mild but very effective form of degradation. Fellow citizens are forbidden to talk with the censured criminal and he is forbidden to approach others. Censure can be administered for a short period of time or for life, depending on the nature of the crime. The censured person is often forced to wear objects or clothes alerting citizens to his status.

B. **Recantation/Apology:** The wrongdoer is forced to stand in a public place and recant or apologize for his crimes. This punishment is most often used when the crime involves defamation, gossip or lying. Often the accused is required to strike his offending mouth with a switch or board to signify his misdeed.

C. **Clothes of Degradation:** The criminal, in this case, is forced to wear specially prepared clothing that bears symbols or markings indicating the crime. Various patches have been devised with a wide variety of meanings such as: prostitution, theft, adultery etc.

D. **Procession of Shame:** The wrongdoer is forced to march a prescribed distance before an audience. Often clothes or items of shame are carried during the march. The procession normally involves carrying a rather heavy, cumbersome object, such as a stone, to a specific location. If the item is dropped or the wrongdoer is unable to complete the task, then a harsher sentence is immediately imposed. This 'trial-by-ordeal', so to speak, is required when a person's guilt can not be proven to the complete satisfaction of the judicial body imposing the sentence. It is assumed that if the wrongdoer can not complete the task, then his guilt is certain. On the other hand, if he completes the task easily, the judges could find comfort in the fact that they had not handed down a crueler form of punishment on an innocent.

E. **Defamation:** Defamation is a legal means for somebody who has been wronged to seek retribution. A creditor, for example, unable to collect his money from a debtor could have handbills published detailing the debtor's crime and attacking his character. The handbills can be posted all about town, making life miserable for the wrongdoer. This form of coercion would be preferable to a creditor over formal charges since a debtor would be unable to pay off his debt from prison.

F. **Carrying Objects of Shame:** While very similar to clothes of degradation, these items are normally made of iron and wood and symbolize the crime committed. The most common object of shame is the mask. The mask is a heavy, grotesque helmet that is secured on the wrongdoer's head with a lock. A woman sentenced for spreading gossip, for example, might be forced to wear a mask with a large wagging tongue. Those forced to carry or wear these objects are, of course, made to do so in public places such as the market place. It is deemed appropriate behavior for passersby to harass, kick and ridicule the wrongdoer.

G. **Ban on the Bearing of Arms or Social Accouterments:** The right to bear arms is a symbol of status. In addition, certain articles of clothing signify rank and social status. A wrongdoer can be denied the right to bear such items, thus depriving him of his status.

H. **Public Servitude:** This differs from confinement and slavery. The purpose here is to have the wrongdoer perform degrading tasks such as removing waste in public view. Normally, it is a single task that lasts from an hour to a full day. Upon completion of the task the wrongdoer has satisfied the sentence and is free to go.

I. **Loss of Rank/Status:** In many Garweeze Wurld societies, social rank is determined by a town council. Meticulous records are kept of various families and their standing. Social rank dictates where a person can dine, what jobs he can hold, his ability to own property and the extent of his freedom in moving about the city. If an upper-class citizen is found guilty of a crime, his rank can be stripped away permanently or on a temporary basis. This could adversely affect one's Honor.

J. **Denial of Burial:** Players may not see this as much of a threat, but it is a very serious matter to the average person of Garweeze Wurld. Denial of a religious ceremony and church burial is deeply dreaded. It is believed that the poor soul who is denied such ceremony is unable to enter the afterlife. (I know of at least one clever GM who disallows all chances of Resurrection unless the character concerned has been given the proper rites by a clergyman of his faith.)

K. **Pillory:** The pillory is perhaps one of the best known forms of Garweeze Wurld punishments. Nearly every city and town has a centrally located pillory, normally in the market place. The pillory appears in numerous forms, but they are almost always elevated in a place of prominence. The guilty are bound to the pillory during market days so that they can be ridiculed by the public and demonstrate firsthand the repercussions of violating the law. The pillory often serves as the place of execution and public floggings.

M. **Dunking:** Dunking is used more as a degradation punishment than a physical one. It is often called the 'baker's baptism' because it is a common punishment for bakers who cheat their customers. The guilty person is strapped to a chair that is mounted on the end of a long wooden beam. With the use of a pivot, the chair is lowered into a body of water and the wrongdoer is 'dunked' a prescribed number of times.

N. **Tarring and Feathering:** This form of punishment has always been identified with practitioners of 'mob justice'. It does have a history, however, as a statute punishment. Frequently, it is carried out on a guilty person prior to the march to the place of execution.

Table 15A:
Torture Types
Roll (1d100)

Roll	Torture
1-10	Breaking on the Wheel
11-15	Iron Maiden
16-20	Burning at the Stake
21-25	Hot iron coat
26-30	Birching/Switching*
31-40	Pressing**
41-50	Rack
51-60	Thumb Screw
61-70	Sleep deprivation
71-81	Dragging behind a horse
82-92	Eaten alive by dawgs or rat
93-95	Whipping
96-99	Splinters under the nails
100	Hot Wax dripping

* Beating with a stick.
** Covered with plates of wood with excessive weights of stone placed on top.

4. Torture

Torture is universally used. It is applied for countless crimes, often in addition to other forms of punishment. If the wrongdoer appears to show no remorse, a few sessions of torture are sure to influence him to at least 'act' repentant. Unfortunately, protesting of one's innocence is often seen as an un-remorseful attitude.

Torture is also used to deter any further violations of the law, draw out confessions, to obtain the names of coconspirators, etc.

The numerous variations of torture used during in Garweeze Wurld are truly mind boggling. I will make no attempts to list them all here. Nor will I go into the specifics of the various torture techniques. Besides having vivid imaginations, most gamers are familiar with the more infamous forms such as splinters under the nails, hot wax dripping on a bound victim, etc. If you need some ideas, use Table 15A: Torture Types, to randomly determine a specific punishment.

In Garweeze Wurld law the common practice is to organize torture into five categories. The nature of the crime dictates the severity of torture to be applied.



A. **The Threat of Torture:** The accused is merely shown the instruments of torture and forced to watch others being tortured. This would clearly demonstrate to the guilty party what would happen the next time he violated the law and perhaps be effective at obtaining a confession.

B. **Painful Interrogation:** The accused is tortured until he provides the information requested. Once he has cooperated (by telling his torturer what he wants to hear) the torture is halted. Often the accused is brought back before the judge: for furthering sentencing since he has now either confessed or implicated himself.

C. **Bound and Tortured:** The prisoner is stripped, bound and tortured with various instruments. The object here is not to obtain information but simply to make the prisoner suffer horrendous pain for his crimes.

D. **Suspension and Resumption:** The prisoner is tortured as in C above. He is then suspended by the wrists or ankles for a period of time and then tortured again.

E. **Exposure:** The prisoner is tortured as in C above. Between sessions of torture, the prisoner is exposed to the elements.

The art of torture is considered a science. Doctors specializing in torture are often employed by the State. In many societies, certain persons are immune by law from the threat of torture. Children under the age of 14, pregnant women, the bedridden, etc. are often protected.

5. Mutilation

Mutilating punishments serve two purposes. First, it identifies the criminal to others. If he commits the same crime again, his past conviction would be evident and his punishment would be greater. It also serves as a deterrent to others. Secondly, it is a form of compensation similar to an "eye-for-an-eye." If a thief picked a pocket, for example, the offending hand is cut off in payment.

A. **Blinding:** This is the most severe of the mutilation punishments. Depriving a criminal of his eyesight is often deemed to be harsher than a death sentence, since the wrongdoer's suffering is prolonged and inescapable. It is sometimes rendered to a criminal who is protected by law from a death sentence.

Citizens are forbidden to render aid to the blinded convict and are likely to suffer the same fate if they do so.

B. **Removal of the Hand:** A frequent punishment for such crimes as theft, perjury, assault, cheating, etc. Different variations are applied. When sentence is rendered, consideration is given to which hand is the wrongdoer's primary hand.

C. **Removal of the Fingers:** A milder form of the above, removal of the fingers is reserved for cutpurses, pickpockets and other petty criminals. In this manner the wrongdoer is made to suffer and is marked without denying him the ability to work a trade.

D. **Removal of the Ear(s):** Removal of the ear allows the criminal to be marked without rendering him unfit for work or servitude. Criminals condemned to slavery often have their ears removed for easy identification. It is also used to signify that the condemned is not permitted to bear weapons, enter the city, etc.

E. **Removal of the Tongue:** This punishment is reserved for those who offend with their mouths such as blasphemers, heretics, bearing false witness, etc.

6. Banishment

Often a community simply purged itself of its undesirables. Banishment can mean certain death for many in Garweeze Wurld since surrounding communities are unlikely to admit the wrongdoer. Banishment is imposed when a death sentence is the only alternative. If the banished person ever returns to the region, the death sentence is promptly carried out.

7. Slavery/Labor

Manpower is a very valuable commodity and criminals are often used to fill the work force. Public buildings, roads, etc. are all commonly built with the aid of slave labor. In addition, many criminals are sold to private citizens and foreign nations.

8. Death

Capital punishment is the ultimate solution for the wrongdoer. The modern reader sometimes is left with the impression that Garweeze Wurld justice is harsh and unforgiving. There is more, however, to capital punishment than simply taking revenge against the wrongdoer.

A prevalent superstition is that murderers and other criminals are possessed by powerful evil spirits. It is often feared that these spirits are so great that they could bring the wrongdoer back to life only to inflict further harm on his fellow citizens. Thus the various forms of capital punishment are designed to drive off the evil spirits or to make the wrongdoer's corpse uninhabitable.

A. **Beheading:** Beheading is very common and perhaps the quickest of the capital punishments. It is believed that a body without a head could never return to life. Often the head is burned or buried separately from the body.

B. **Hanging:** Hanging is also a wide spread and well-known form of execution. It is regarded as a particularly dishonorable and shameful form of death for it is often reserved for thieves and their ilk. It is traditional to leave the body on the gallows until the corpse rots and falls to the ground. Only then are the remains burned or buried. Frequently, hanging alone is not considered adequate punishment and the hanging is coupled with torture such as hanging the condemned over open flames or wild animals. Hanging is practiced in two different forms.

The first is a quicker death. The condemned is placed under the gallows or a tree limb on an object and pushed off. The snap of the neck against the rope usually rendered a swift death.

The other form is appropriately known as 'slow death'. A noose is placed about the wrongdoer's neck and he is slowly pulled up off the ground. Such unfortunates could linger for long agonizing minutes before death.

C. **Breaking on the Wheel:** Breaking on the wheel is among the most feared forms of punishment ever to be devised and is reserved for murderers and traitors. The criminal is laid out on the ground, his arms and legs outstretched and bound to stakes driven into the ground. Boards or timbers are placed under each limb so that a space about a hand's width is created between the limb and the ground. The executioner, sometimes with the aid of an assistant, takes a wagon wheel, usually specifically constructed for the task, and drops it on each limb, breaking it. The sentence specifies how many blows of the wheel had to be administered. The dead or dying man's limbs are then threaded under and over the spokes of the wheel. The wheel is then hoisted atop a pole set into the ground that is ten to fifteen feet high.

D. **Drowning:** Drowning, like burning, is a common punishment for females. This is probably because no one relished the idea of putting a woman to death with their own hands, thus the elements of fire and water were allowed to bring about death.

The condemned is thrown from a bridge or riverbank into a body of water with bound hands. If no bodies of water can be found, the condemned is held under water in a pool or well. Frequently, the condemned is sewn into a sack along with live animals before being thrown into the water.

E. **Boiling:** Boiling in wine or oil is a standard punishment for those accused of lying or falsification. Heretics, likewise, are apt to suffer such a fate.

F. **Burning:** Burning is reserved for criminals of particularly atrocious standing such as practitioners of black magic, mass-murderers etc. The hope is to eradicate all traces of the condemned and to prevent evil demons from returning him to life. Burning is often coupled with another form of capital punishment. For example, evil magic-users are often beheaded prior to burning.

G. **Burying Alive:** Historically reserved for those guilty of sexual crimes and infanticide. A pit is dug and the condemned, bound head and foot, is thrown in and the pit filled in.

H. **Impaling:** Impaling is practiced in two forms. In the first, the condemned is placed in a pit and buried alive as in G above. Then a long stake is driven into the pit and through the condemned's body.

The second form is more common; a tall pole with a sharpened end is erected. The condemned is placed atop the pole and impaled. As the wrongdoer struggles he becomes increasingly impaled and slides down the pole.

I. **Immurement:** This is reserved for those of higher social ranks. It spares the family the disgrace of a public execution. The condemned is placed in a cell or sometimes walled up in a room and left without food or water. Once the wrongdoer dies, his remains are retrieved and given a proper burial.

J. **Quartering:** There are two variations of quartering; before death and after death. Originally, quartering was carried out by hacking off the limbs of the condemned with an ax or sword. This process evolved into tying each limb to a different horse, and then driving the horses off into different directions, thus tearing the condemned apart. Political criminals are often condemned in this manner.

Criminal Justice and RPGs

By now you've probably come up with at least a few ideas on how to apply various aspects of the legal systems we've examined to your campaign. Implementing such a system could have dramatic results.

Magic-Users

Consider outlawing magic in certain villages and cities, including its teaching and studying as well as use or possession of magical items. In my own campaign, for example, magic is now rarely displayed openly in Maur-Haud'Feem since it is considered a crime there. Those seeking the aid of magic or desiring a magic item have to quietly and discreetly inquire and hope they don't ask the wrong person.

You won't find any magic shops with large signs beckoning the passersby to come in and browse. Magic items are often a black market commodity and are rarely discussed or displayed. Magic and its practice is forbidden in Maur-Haud'Feem. Those caught possessing magical items or practicing magic are likely to be put to death or blinded. Spell books and scrolls are confiscated and burned.

Magic can still be found for those who dare to cross the line and enter the underground. Maur-Haud'Feem is filled with corrupt officials who possess illegal magical items or have their own personal magic-users to consult.

Table 15B:
Criminal Justice Master Table

Crime	World Empire	Remote Village	Barbarian Tribe	_____
Murder	2K–9A	1G–9B	7B–9F	–
Manslaughter	1G–2F	1F–1J	4A–7A	–
Infanticide	6A–9F	8B–9G	9E	–
Arson	9F	6A–9H	7B–9F	–
Assault/Battery	1A–2B	1A–1L	4J–4K	–
Theft	1B–6B	4K 6E	4D–7A	–
Burglary	1E–6G	4K–6B	4D–7A	–
Embezzlement	1I–2I	1G–5B	4K	–
Falsification	1C–4K	1G–5B	4K	–
Coinage Offenses	1I–2I	1G–5B	4K	–
Forgery	1I–2J	1H–5B	4K	–
False Pretenses	1B–1J	1G–4K	4B–4K	–
Robbery/Banditry/Piracy	6B–9B	1J–9A	4H–7A	–
Defaulting on Debt	1A–8E	1A–3D	1A–5B	–
Extortion	1H–9B	1D–7A	7A–8E	–
Kidnapping	1D–9B	1A–7A	5A–7A	–
Rape	5A–7A	4B–4K	1C	–
Sodomy	4I–9G	4D–9D	7A	–
Incest	9A–9G	4K–5C	7A–9D	–
Bigamy	2E–7A	NA	NA	–
Adultery	2E–7A	1G–4F	NA	–
Beastiality	5C–9D	4C–7A	7B	–
Fornication	2C–5B	NA	NA	–
Blasphemy	6H–9F	9B	4A–7A	–
Heresy	6H–9F	9B	4A–7A	–
Sorcery	2F–9C	NA	NA	–
Treason/Sedition	6G–8B	4K–7A	7B	–
Duty of Loyalty	6F–7B	4K–7A	7B	–
Bribery of a Crown Official	1I–3C	1H–3B	4D–4M	–
Destruction of Crown/Gov't Property	1A–4M	5A	NA	–
Impersonation of a Crown Official	3B–9C	1A–7B	4A–7B	–
Perjury	2G–7B	2A–7A	5A–6H	–
Rioting/Inciting Riot	2A–3C	2A–3B	4A–7B	–
Dress codes	1A–4F	4C	NA	–
Disorderly Conduct	1A–4D	4B–4K	NA	–
Travel Violations	1A–2A	1A	NA	–
Bearing Arms Without Right	1A–1C	1A	NA	–
Possession of Illegal or Stolen Items	1A–4K	1A–4K	5A	–

As a result of the laws governing magic, magic-users in Maur-Haud'Feem look over their shoulders often and keep a low profile.

Thieves

Now that the local citizenry are armed with an effective criminal justice system, many thieves have considered plying a new trade. They know the penalties for being caught all too well and think twice before pulling that next job. They don't fancy losing their skilled hands for a few dozen gold pieces. The thieves in my campaign have become cautious and less impulsive. As a result, they plan bigger heists and keep moving.

Fighters

Fighters will be more likely to swallow their pride and ignore an insult because they know strangers rarely get a fair trial in Garweeze Wurld. "Best to settle things when there are fewer prying eyes," is their motto.

Adventure Opportunities

Some very interesting sessions have resulted from the fumbled pickpocket attempts of an apprentice thief. Whole new avenues of adventure can be created from such events. The presence of an active legal system also adds an element of fear to the game. Death administered by the state is a very horrifying prospect for the player character. The state often safeguards the body after death to prevent attempts at Resurrection or raising the dead. A favorite tactic I've introduced is for the state to return the condemned's body to friends and relatives but to retain the head.

If you develop your own world, the legal systems should vary from country to country. Players should be kept guessing as to what the local laws dictate. Anyone who has traveled abroad can testify to how confusing it is adapting to a different set of rules.

Many forms of punishment can be devised and the clever GameMaster should add any new ideas to the lists provided. You will find that you can use the system provided here as a framework to patch in your own variations. For example, a race in Garweeze Wurld called the Sarlangans holds to a religious doctrine that declares that no man can decide the guilt or innocence of another. As a result their legal system is comprised of trial-by-ordeal systems. A suspected thief is stripped and forced to walk through the wilderness and retrieve an item that can only be found in a remote locale, usually days or weeks away. If he returns, he is deemed innocent and accepted back into the clan. If he doesn't return? Oh well, he must have been guilty after all. In this example, player characters would truly see the contrast between the Sarlangans and say, the human city they just left, in which thieves were immediately hanged.

Table 15B-1:
Punishments: Monetary/Fines

1A	1d10 gp
1B	20 + 1d10 gp
1C	30 + 1d20 gp
1D	50 + 2d20 gp,
1E	50 + 1d100 gp,
1F	100 + 1d100 gp
1G	500 + 1d100 gp
1H	1,000 x 1d2 gp
1I	1,000 x 1d4 gp
1J	1,000 x 1d6 gp
1K	1,000 x 1d8 gp
1L	1,000 x 1d10 gp
1M	1,000 x 1d20 gp

Table 15B-2:
Punishments: Confinement/Prison

2A	1d4 day
2B	1d8 days
2C	1d20 days
2D	1d4 months
2E	1d8 months
2F	5+1d10 months
2G	1d3 years
2H	2+1d3 years
2I	5+1d6-1 years
2J	5+1d10 years
2K	10+1d10 years
2L	10+1d20 years
2M	Life

Table 15B-3:
Punishments: Confinement Conditions

3 A	Hard Labor*
3B	Hard Labor/Municipal projects
3C	Solitary Confinement/Dungeon

* Within Prison or Dungeon.

Table 15B-4:
Punishments: Degradation

4A	Censure
4B	Recantation/Apology
4C	Clothes of Degradation
4D	Procession of Shame
4E	Defamation
4F	Wear object of Shame
4G	Ban on Arms/Titles
4H	Public Servitude (1d20 days)
4I	Loss of Rank/Social Status
4J	Denial of Burial/Rites
4K	Public Flogging
4L	Dunking
4M	Tarring/Feathering

Table 15B-5:
Punishments: Torture

5A	Mild*
5B	Severe/Possible Scars
5C	Extreme/Possible loss of life

* Non-scarring or life-threatening.

Table 15B-6:
Punishments: Mutilation

6A	Blinding
6B	Removal of Primary Hand
6C	Removal of Non-Primary Hand
6D	Removal of Both Hands
6E	Removal of Finger(s)
6F	Removal of Ear(s)
6G	Scar/Mark of the Crime
6H	Removal of Tongue

Table 15B-7:
Punishments: Banishment

7A	Banished from City/Village
7B	Banished from State/Territory

Table 15B-8:
Punishment: Slavery/Labor

8A	Sold as Slave to Private Party
8B	Becomes a Slave of the State
8C	Condemned to Period of Service*
8D	Sent to the Arena as fighter
8E	Assigned as Galley Slave**

* Table 15B-2, Confinement/Prison.
** On a warship.

Table 15B-9:
Punishments: Capital Punishment

9A	Beheading
9B	Hanging
9C	Breaking on the Wheel
9D	Drowning
9E	Boiling
9F	Burning
9G	Buried Alive
9H	Impalement
9I	Immurement
9J	Quartering

Trials

I have chosen not to cover the trial process and have left this area to the GameMaster. I don't think a random dice roll to decide guilt could sufficiently simulate such a process. The best way is to role-play these situations with the GM assuming the role of the judicial body. Try to assume the judge's point of view and mindset. You should acquire any prejudices you believe the NPC judge(s) would have. Are dwarves particularly hated in the community where the dwarven thief has been apprehended? Is magic greatly feared by the community where a mob has dragged the careless magic-user before the town officials?

Your players, of course, will want to participate in the proceedings. You should provide a few corrupt officials who might allow their palms to be greased. Keep in mind that many officials will gladly accept a bribe without any intention of delivering on their promises.

Prison

Invariably one or more of your players will find themselves behind bars. This is a tremendous opportunity for some great role-playing. I always keep one or two fleshed-out prisons in my files for just such an occasion. Sprinkle a few guards with notable per-

sonalities in your prison. There should be a least one kind-hearted soul who treats the prisoners halfway decently when his colleagues' backs are turned. Perhaps a guard is convinced the prisoner is innocent and, although he is unwilling to intervene, he does appear to be sympathetic. On the other hand, there is always the guard who has taken a dislike toward a prisoner and seems intent on making his life miserable.

I developed a large prison in the capital city of Soult Tet, in Garweeze Wurld. Over the years this prison has developed into a miniature city. Prisoners here smelt metals, produce coins for the Empire's treasury, fight in the arenas, etc. When a prisoner arrives at the prison he is given a jagged scar, the position of which identifies which cell block he belongs to. As a result, gangs have formed within in the prison between the various scar categories. The Shadow Keepers, for example, are a gang comprised of prisoners with scars on their left forearms (this particular scar is reserved for thieves).

The point is that just because a group of player characters land themselves in prison, it does not have to signify the end of a campaign. Play continues with the group striving to find a means of escape. In the meantime, inmates can make friends and contacts and learn valuable information and skills.

The Criminal Justice System

The 15B series of Tables comprise a system I devised to quickly design a legal system for any culture. Using the system is very simple. Tables 15B-1 through 15B-9 Punishments list the various forms of punishment and provide a two digit code for each one. The tables are categorized into punishments of a particular type. For example, Table 15B-6 Punishments: Mutilation.

Finally Table 15B: Criminal Justice Master Table lists the crimes down the lefthand column. By cross-referencing the crime with the culture-type you can find the appropriate punishment for a particular crime in that society. If two punishments are listed, then there are varying punishments for the crime based on certainty of guilty status of the accused, etc. Two punishments represent the minimum degree and the maximum degree the accused can face.

I have provided some generic examples that list legal systems for cultural types the average GameMaster is likely to have in his milieu: a world empire that uses an advanced legal system, a small isolated village that practices a mixture of various legal codes and a barbarian tribe using a tribal code of criminal justice. You can design your own cultures by using the blank portion of the Master Table.

The Ongoing Campaign

While it might seem highly unlikely to those who have not been involved in fantasy adventure gaming for an extended period of time, after the flush of excitement wears off - perhaps a few months or a year, depending on the intensity of play - some participants (usually those diagnosed with ADD) will become bored and move to other gaming forms, returning to your campaign only when they've been prescribed Ritalin. Shortly thereafter even your most dedicated players will occasionally find that dungeon crawls grow stale, regardless of subtle differences and unusual challenges. It is possible, however, for you to devise a campaign that will have a very minimal amount of participant attrition and enthusiast ennui, and it is not particularly difficult to do so if you follow my advice and buy plenty of official HackMaster supplements. If, however, you are too cheap and design and run your own home-brewed world, I make no guarantees.

As has been mentioned already, the game must be neither too difficult to survive nor so easy as to offer little excitement or challenge (i.e. the "Monty Haul" syndrome). There must always be something desirable to gain, something important to lose, and the chance of having either happen. Furthermore, there must be some purpose to it all. There must be some backdrop against which adventures are carried out, and no matter how tenuous the strands, some web that connects the evil and good, the opposing powers, the rival powers and various peoples. This need not be evident at first, but as play continues, hints should be given to players, and their characters should become involved in the interaction and struggle between these larger entities. Thus, characters begin as mere pawns, but as they progress in expertise, each eventually realizes that he is a meaningful, if lowly, piece in the vast cosmic game being played out at the table. When this occurs, players then have a dual purpose to their play, for not only will their player characters and henchmen gain levels of experience, but their actions have meaning above and beyond that of personal aggrandizement.

But if serious purpose is integral to a successfully ongoing campaign, there must be moments of levity as well. Such tangential plots can be lesser and different themes within the whole, whether some side dungeon or quest, a minor altercation between petty nobles, or whatever. Occasional "pure fun" scenarios can be conducted also. That is, moments of silliness and humor help to juxtapose the grinding seriousness of a titanic struggle and relieve participants at the same time. After all, HackMaster is first and foremost a game, a pastime for fun and enjoyment. At times the fun aspect must be stressed. Thus, in my "HackMasters of EverKnight Campaign" I included a "Grimm's Fairy Tales" level, and while it is a deadly place, those who have adventured through it have uniformly proclaimed it as great fun because it is the antithesis of role-playing in the campaign as a whole. Setting up a light-hearted romp in such a manner can be a welcome break from the geopolitical struggles bogging down campaign play. Similarly, there are places where adventurers can journey to a land of pure Norse mythology and do battle, into the future where the island of Doctor Evil awaits their assault, or through the TeraVerse to different settings, including ***SpaceHack*** where the cosmic one-legged Gagwallers abound. (Incidentally, an excellent way to get some more mileage out of the "Ship in a Box" supplement!)

Of course, such diversions represent a considerable investment in time and effort. Many of you will not have hours to spend creating these diversions, so it might seem that your campaign is doomed to eventual stagnation. Not so, my friend. The various HackMaster adventures available at your local game or hobby shop are ideal for use as sidelights to the whole of your game. In addition, there are many games which can be "plugged into" your HackMaster campaign to serve as relief. After all is said and done, role playing is role playing and the important thing is having fun, regardless of which Hard Eight product you use. The trick is to adapt one system to the other so as to enable continuity of the characters from HackMaster into the other setting. This allows not only a refreshing change, but it poses new problems to participants and adds new factors to your campaign - new abilities, new weapons, etc. Hard Eight has many games and rules systems that can be used with HackMaster to expand and invigorate your campaign. Space does not permit detailed explanations of how to do this with each and every possible system, but two readily lend themselves to both the spirit of HackMaster and its systems: ***CattlePunk*** and ***SpaceHack***.

Winchesters & Wizards

Whether or not you opt to have a time/space warp (perhaps initiated by a massive nitroglycerin explosion) throw CattlePunk gunfighters into your HackMaster world, or the adventurers from your fantasy milieu enter a Wild West setting, the conversions can be made relatively easily. Details for using HackMaster 4th edition characters in CattlePunk, SpaceHack and other Hard Eight RPGs are included in those game system's rulebooks. Suffice it to say that the conversions can be made and injecting other genres into your HackMaster campaign can be a refreshing change by giving characters a new setting and to explore and new races to fight. GMs might well find that some HackMaster monsters will prove interesting inhabitants for old mines or hidden valleys…

Note on Transferral of Firearms to your HackMaster Campaign: Unless you desire to have gunpowder muddying the waters in your fantasy world, it is strongly urged that CattlePunk firearms be confined to that game world. If gunpowder is brought into Garweeze Wurld, it becomes inert junk – i.e. no clever alchemist can duplicate it. Likewise, dynamite and similar explosives become inert.

Starships & Sorcery

Readers of HackJournal might already be familiar with the concept of mixing science fantasy and heroic fantasy from reading my article about the adventures of a group of HackMaster characters transported via a cursed scroll to another continuum and ending up amidst the androids and mutants aboard a Krellian Hack Cruiser. There are many possibilities for the GM if he includes a gateway to a space-faring Earth a la ***SpaceHack***. The two game systems are not alien, and interfacing them is not difficult. The challenges are very interesting for HackMaster characters, and it might get one of the participants interested enough to get a separate ***SpaceHack*** campaign going, thus giving all of you a new field for gaming, and most important give you a break from GMing continually. Details on mixing the two systems are given in the ***SpaceHack*** rulebook.

A Note on transferral of technology to your HackMaster campaign: Since armored Battle Mechs would undoubtedly destroy any semblance of balance and order in your HackMaster campaign were players to get their hands on an operational unit, weapons systems like this should never be permitted to cross over any gateway you establish. Advanced technology, personal weapons and armor, may be permitted, but you are STRONGLY encouraged to limit their functionality. I suggest the following: all such items have been designed with a kill switch that is only countermanded by a beacon from the host ship (reason being that should an opposing force capture a ship's infantry weapons they could not turn them on the crew!). This beacon only operates to about five miles or so. Any items passing beyond this range automatically lapse into failsafe mode and are thus inoperative.



Goods and Services

Players often think they can abuse every notion of common sense when it comes to goods and services. They will load up on miles of rope and hire dozens of mules to haul off the treasure they are certain they will find. At the first inkling of wealth, they will begin perusing the equipment lists in the PHB for ways to circumvent their lack of levels, experience and creativity. They will ask merchants ludicrous questions about what items are available. Before you get bullied into allowing all kinds of nonsense and let them go running off with more supplies than an overanxious dwarven teamster, you had better review some information about how these goods and services actually work.

Availability

Players realize that not every shop or merchant will have every item they seek (because we told them outright). Some of them think that they can simply walk into the same shop the next day and roll another availability check. Unfortunately for them, it doesn't work that way.

Once an item is indicated unavailable, it simply is not there. A new check cannot even be made for 4d4 days, and any 4's are re-rolled and added to this total (rather like penetration damage, except that there are no subtractions to any of the rolls). This only takes into account normal market movement of goods, which takes time. It assumes the PC asks for the item, sulks and then leaves. If the party spreads the word that they'll pay extra (and has some coin to back it up), this time can be reduced by one day for every gold piece spent. Of course, PCs could tick off artisans or merchants with constant badgering, which would reduce availability to zero and quite possibly get them blacklisted by entire guilds.

In a similar manner, just because the PC checks on availability one day doesn't mean the item he is interested in will be there the next day (if he doesn't buy it). Availability checks for items that have been found in stock are good for 1d12 days. After that time, you must make another availability check to see if the merchant has sold his goods. Believe me, there's nothing like having a PC spend a day rounding up the cash for that coveted suit of plate mail and then having a dapper knight errant walk out of the store with it the next day becasue the foolish PC neglected to leave a deposit.

Trained Animal Tasks

Mundane pets and even cats can be trained, but only pretentious fops would bother to spend huge sums on most of these tricks. See Table 16A: Trained Animal Tasks.

"**Horse**" includes all equines – ponies, donkeys, mules and asses.

"**Great cats**" includes lions, tigers, jaguars, etc.

"**Time to train**" indicates only the minimum amount of time needed to teach an animal a given task. Trainers can choose to spend extra time. Each additional increment of time (one week or one month, depending on the task) increases an animal trainer's chance of success by 5%. Thus, NPC trainers with enough time can virtually guarantee success (except for the 5% of beasts that simply cannot be trained, i.e. the animal trainer rolls a 96-00 on his skill check). Players do not need to know about this, but if they do find out about it, they can spend the extra time, as well. It's not very heroic for an adventurer to spend a year or two trying to teach an animal tricks, though, so a PC loses Honor for doing so. For each extra time increment (each week or month) roll 1d4: 1 or 2 indicates no Honor lost for that period, 3 indicates one point of Honor loss and 4 indicates 2 points of Honor lost.

"**Time to perform**" indicates how long it takes the animal to perform the task once the command is given.

The more exotic and dangerous beasts such as Owlbears and Red-Bellied Armored Lizards can take twice as long to train (See the Hacklopedia of Beasts for more information on these creatures). Intelligent creatures (8 or higher Intelligence), such as Pegasi must be reasoned with before training can commence. Consult Table 16C: Exotic Mounts and Beasts of Burden for the availability, cost, carrying capacity and maximum carry weight of these animals. (an Owlbear is NOT a pack animal, and don't let any player tell you he has hand-raised and trained one. That's just laughable. Also, be sure not to confuse similar sounding beasts such as llama and Lamia, a common error.)

Mistreatment

Players often try to treat their mounts and beasts of burden as machines. Some think they can push an animal until it breaks, then just go buy another one. And maybe they can, but animals notice when they are being mistreated.

Several factors can force an animal, even a travel-hardened companion animal, to make a morale check. Once an animal fails a morale check, it begins to get stubborn; it nips and snaps or wanders off or refuses to take a saddle or bags. At first it will simply be uncooperative, but if the mistreatment is not corrected a second morale check is required.

Correcting mistreatment essentially means being extra nice to the animal for a period equal to TWICE as long as the mistreatment (and at least two days). The correction must be appropriate – an overburdened animal must not be asked to carry a load that reduces its movement below 2/3 normal, an underfed animal must be given double normal rations (and treats would be nice) for the duration. If the mistreatment is corrected, the animal returns to its normal behavior patterns.

If mistreatment continues unabated, the second morale check has a –2 penalty in addition to all other modifiers. Failing this second morale check means the animal will try to flee at first opportunity. If restrained or caught, it sulks and behaves badly (secretly chewing on supplies, urinating on bedrolls, being noisy at inappropriate moments, etc.), but will eventually give in to capture. If the animal succeeds at its morale check, it will stay with its master. Check again after the appropriate duration (see Table16B: Animal Reactions).

Correcting mistreatment after failing a second morale check is more difficult. The animal must not be asked to perform any activity harsher than a normal walk for THREE TIMES as long as it has been mistreated. Overburdened beasts cannot carry anything, starved animals need to have food brought to them and treats are required. Only after this time will the animal return to normal.

Table 16A:
Trained Animal Tasks

Behavior	Time to train	Time to perform	Animals capable*
Attack	3 months	3 segments	Any, cat(.5)
Carry message	4 months	Variable	Falcon, ferret, pigeon(.5), rat
Carry rider	3 months	Variable	Camel(2), dolphin, horse, elephant, killer whale(3), llama, yak
Come when called	2d6 weeks	1 round	Any, cat (2)
Dump rider on command	2d6 weeks	1 segment	Camel(1.5), dolphin(.5), elephant, horse, killer whale, llama, yak(2)
Fetch	2d6 weeks	1d6 rounds	Dawg, dolphin, falcon, ferret
Fight (alongside soldiers)	4 months	Variable	Dawg, dolphin(2), elephant **, horse(1.5), killer whale
Follow (heel)	2d6 weeks	Variable	Dawg, horse, pack ape
Guard	3 months	Variable	Dawg, great cats (1.5), monkey, pack ape(1.5)
Heavy labor	3 months	Variable	Elephant, goat(2), horse, llama, pack ape(.75), ox(.5), yak
Hide	2d6 weeks	1 round	Cat, dawg, ferret, rat(.25)
Hunt	3 months	Variable	Dawg, falcon, great cats(.5), killer whale(.75)
Imitate speech	3 months	1 segment	Parrot
Play cards (imitation)	3 months	Variable	Pack ape
Play dead	2d6 weeks	2 segments	Any, dolphin(2), killer whale(.75)
Pull chariot	3 months	Variable	Elephant, horse(.5), goat, llama, ox(.75)
Pretend to count	2 months	Variable	Dawg, elephant (x2), horse
Rear on command	4 months	3 segments	Elephant, horse, lion, dolphin(.5)
Return home	4 months	Variable	Dawg, dolphin(.75), horse, killer whale(3), pigeon(.25)
Roll over	2d6 weeks	3 segments	Dawg, goat(1.25), great cats(2), horse(1.5), dolphin(.25)
Run one maze	2d6 weeks	Variable	Rat
"Speak" on command	2d6 weeks	1 segment	Cat, dawg, elephant(.75), parrot, dolphin (.25)
Track	3 months	Variable	Dawg, killer whale(2), cat(5)

* Numbers in parentheses indicate a multiplier for the time it takes to train a particular animal in a particular trick (for example, cats can be taught to come when called but it takes twice the normal time).
** Although war elephants tend to simply trample everything in sight.

Very bad masters who continue mistreating their animals will force a third morale check at –4, in addition to all other modifiers. Success only delays the inevitable; this third check is required every day. Once it fails, the animal will immediately try to flee. If unable to flee or restrained it will attack its master. If unable to attack its master, it will attack any similar creature in close proximity. If totally restrained, it will wildly thrash about making a scene and a lot of noise. This noise will force a wandering monster check every minute. Animals that cannot flee such mistreatment or kill the offending owner have become wild; such severe mistreatment can never be corrected. The creature is now a wild animal, never again to be tamed. Most would rather die than face such harsh treatment again.

Table 16B:
Animal Reactions

Condition	Time	Morale Modifier*
Overloaded	2 days	0
Limited food	3 days	-1
No food	2 days	-3
Limited water	2 days	-2
No water	1 day	-5
Limited rest	4 days	-1
No rest	2 days	-3
Physical violence	1 day	-5

* You can use this to modify the creature's morale or treat the negative as a plus to the morale roll (thus increasing the chances of failing the check).

"**Overloaded**" means carrying so much weight that movement is reduced below 1/3 normal.

"**Limited**" means less than three-fourths normal requirements. In addition, after one week of less than normal requirements (say some cheapass player decides to go with 4/5 rations, or even 95%), the creature is considered to be on "limited" resources.

Pecking Order

Pack animals may be domesticated, but they do not change their basic natures. Dawgs and Pack Apes need to know who is in charge of the pack, even if it does now include humans and demi-humans. The bonding period (six weeks) covers this in terms of the beast adopting its new master as the alpha male of its pack, but the pecking order goes all the way down to the omega.



Table 16C:
Exotic Mounts and Beasts of Burden

Mount/Beast	Cost *	Base Availability * Hi	Med	Low	Base Move	Carrying Capacity 2/3 Move	1/3 Move	Max. Carry Weight **
Bull	20 gp	85	75	60	0-200	201-350	351-500	600 lbs.
Camel	50 gp	90	85	80	0-220	221-400	401-500	600 lbs.
Camel, Carrion	200 gp	50	40	30	0-300	301-500	501-600	900 lbs.
Centisteed	25,000gp	5	3	1	0-3,000	3001-6,000	6001-9,000	10,000 lbs.
Dawg	(variable)	(variable)	(variable)	(variable)	0-15	16-20	21-30	35 lbs.
Dolphin, mount	2,000 gp	40	30	20	0-100	101-160	161-250	300 lbs.
Dolphin, war	4,000 gp	30	20	10	0-90	91-150	151-250	300 lbs.
Donkey, mule or ass	8 gp	90	85	80	0-100	101-250	251-400	500 lbs.
Eagle, Gargantuan	8,000 gp	9	6	3	0-150	151-300	401-500***	600 lbs.
Eagle, Giant	1,600 gp	15	10	5	0-75	76-150	201-250***	300 lbs.
Elephant, club-trunked	2,000 gp	40	20	10	0-500	501-800	801-1,000	1,100 lbs.
Elephant, labor	200 gp	75	65	50	0-500	501-750	751-1,000	1,100 lbs.
Elephant, Sabre-Toothed	1,500 gp	30	25	15	0-400	401-650	651-900	1,000 lbs.
Elephant, War	500 gp	50	40	20	0-500	501-750	751-1,000	1,100 lbs.
Goat, Pack, trained	10 gp	70	50	40	0-20	21-35	36-50	60 lbs.
Griffin	2,000 gp	25	15	5	0-100	101-200	201-350	400 lbs.
Hippogriff	2,000 gp	12	6	3	0-140	141-225	226-400	500 lbs.
Horse, draft	200 gp	90	85	80	0-260	261-390	391-520	550 lbs.
Horse, Dwarven War	1,300 gp	30	20	10	0-200	201-350	351-450	500 lbs.
Horse, heavy	400 gp	70	50	40	0-260	261-390	391-520	550 lbs.
Horse, light	150 gp	70	50	40	0-170	171-255	256-340	375 lbs.
Horse, medium	225 gp	70	50	40	0-220	221-330	331-440	475 lbs.
Horse, riding	75 gp	90	85	80	0-180	181-270	271-360	400 lbs.
Horse, shirkmare	2,500 gp	40	30	20	0-250	251-400	401-550	600 lbs.
Killer whale, mount	4,000 gp	30	20	10	0-300	301-550	551-900	1,000 lbs.
Killer whale, war	6,000 gp	25	15	5	0-250	251-500	501-750	900 lbs.
Lizard, Red Bellied Armored	1,500 gp	40	30	20	0-600	601-1200	1201-1,700	2,000 lbs.
Llama	20 gp	60	50	40	0-165	166-250	251-335	350 lbs.
Moose, war	300 gp	50	40	30	0-220	221-360	361-480	560 lbs.
Oliphant, war	3,000 gp	40	20	10	0-450	451-900	901-1,200	1,400 lbs.
Ox	15 gp	95	90	85	0-220	221-330	331-440	500 lbs.
Pack Ape	1,500 gp	50	30	10	0-170	171-255	256-340	350 lbs.
Pegasus, Common	1,500 gp	6	3	1	0-75	76-150	151-250	300 lbs.
Pegasus, Greater	2,000 gp	3	1	1	0-100	101-175	176-300	400 lbs.
Pony	30 gp	95	90	85	0-150	151-250	251-400	500 lbs.
Pony, Elven	1,400 gp	25	15	5	0-170	171-255	256-340	400 lbs.
Unicorn	10,000 gp	2	1	0	0-200	201-350	351-400	450 lbs.
Yak	15 gp	75	60	35	0-220	221-330	331-440	475 lbs.

* Costs and availability numbers assume appropriate terrain. Prices can be 2-10 times higher in other regions, and some mounts are simply unavailable in some places: there are no killer whales in the desert.
** Movement rate of 1 *** These eagles can move at half their full rate for weights between the 2/3 and 1/3 movement ranges.

If there are several of the same type of animal in the pack, they will settle this at first opportunity. If somehow prevented from doing so, they will slip leashes and such at night to accomplish the task. The process also takes place every time a new animal is introduced – every other creature needs to see where it fits in.

Establishing or re-establishing a pecking order involves several fights. These are not to the death, though they can be quite fierce. You may choose to roll out combats between each animal involved, taking into account animal deaths and adjusting your notes. Alternatively, you may simply roll 1d6+4. That percentage of hit points has been lost in the pecking order fights. Adjust each animal's current hit points accordingly. Then roll percentile dice for each beast involved, the highest being the new alpha male (or female, perhaps). If any of these percentile rolls are below the total percentage of hit points lost, that beast was killed in the fights. In large packs, a few deaths are almost inevitable.

Lastly, make another percentile roll. If this is below the total percentage of hit points lost, some of the party's equipment (your choice) has been lost in the squabbling! Dawgs tend to go after food, but Pack Apes can get into anything a human or demi-human can make, use or lock.

The Encumbrance Audit

An encumbrance audit is a simple concept. The GM simply declares "Encumbrance Audit!" and the player involved must have his encumbrance totals ready. I also recommend hanging a sign that reads "Encumbrence Audit" on the outside of the GM shield while the audit is taking place as it adds a sense of seriousness to the proceedings. Aside from random audits, you may want to impose an audit when the player's character is about to perform an action in which his burden could be significant (such as jumping a chasm). If the player does not have his numbers ready, he automatically fails or simply cannot perform the action.

If he has his numbers ready but they are wrong, he loses 1d4 points of Honor. Deduct one additional point of Honor loss for every previous failed audit. Deduct one more for every increment of 10 pounds or more unaccounted for (weight the PC is carrying but the player has not included). In extreme cases, you may impose an experience point penalty of up to five EP per pound not included.

Remember that coins weigh one pound for every ten, and watch out for players whose characters have loaded up on torches or paper thinking it's too light to worry about. It is – unless you are carrying around a small library or enough for a dungeon expedition! You might want to have a calculator or adding machine handy for encumbrance audits, but be wary of letting players see it. If you do not always carry one, they will know an audit is coming!

Encumbrance audits can include a PC's henchmen, hirelings, torchbearers, mounts and beasts of burden. All of these are the player's responsibility!

Weight vs. Encumbrance

If encumbrance simply meant "weight carried," that's what it would be called. Some players forget that encumbrance involves more than simply the weight of an item. Some things are not too heavy but are quite bulky. Armor is heavy but designed for movement, so much of the effect cancels out and (for mundane armors, at least) the encumbrance penalty is equal to the weight. However, we must not forget that an item can count for more against encumbrance (or, very rarely, less) than its weight value. Think of a thick, expensive rug the PCs want to steal from the Duke's castle. It may be worth 500 gp and weigh only 20 pounds, but when rolled into a ten-foot long, one-foot diameter tube it will be considerably more cumbersome that a 20 pound backpack!

You need to consider an item's bulk when assigning an excess encumbrance value. A good guideline is twice the actual weight for bulky items and three times for very bulky ones (such as that rug). It adds up fast. Just be sure to announce that an item has an encumbrance rating higher than its actual weight at first opportunity. Otherwise, you've let it slip; the PCs have gotten away with something. You don't want to face the prospect of tap backs, especially when the players would have you dead to rights!

Equipment Maintenance

High on the list of things that players will forget to do is to maintain their equipment. Even with the clues regarding armor maintenance provided in the PHB, it is truly amazing what they think they can get away with. Do you think you can walk around in plate mail for ten hours a day, forcing your way through dense brush, in the rain, climbing cliffs and falling in mud puddles without a few dings? Pshaw!

Armor and weapons must be periodically tended even if not used in combat. Blades must be sharpened, working parts of crossbows need to be oiled and armor must be polished and have minor dents hammered out.

Weapon Maintenance

Weapons need to be tended at least once every seven days. Characters that are wealthy or powerful might pay others to do this, but most heroes want to make sure that their equipment does not fail them (especially on the road, where they need it). Failure to take care of a weapon results in a –1 penalty per week of neglect. That means that even a lowly dagger left in its sheath for 9 days will be at –1 to-hit and –1 to damage.

Before these penalties hit –5, simply spending some time working at it can salvage the weapon. Normal maintenance requires only five minutes for a small weapon, 15 minutes for a medium-sized weapon and 20 minutes for a large class weapon. So long as the penalty is 4 or less, simply multiply the penalty by that amount of time to restore the weapon to its fully functional state.

Weapons neglected for longer than that have a problem. The character can spend time maintaining it (multiply the penalty by the time as above), but he cannot remove all the rust or get the blade properly sharpened, etc. This weapon must be tended by a knowledgeable weaponsmith. The weaponsmith must spend one hour working with a small weapon, 3 hours with a medium one and 8 hours with a large class weapon. If he makes his skill check, the weapon has been returned to its normal state (no extra penalties). If he fails, the weapon is only partially fixed; it will have a permanent –1 penalty to hit and to damage after that. It can never be returned to its normal state. Sometimes the weaponsmith will buy such a weapon at a tremendous discount and try to pass it off on some other unsuspecting unfortunate. And of course, PCs may encounter such scoundrels trying to unload inferior goods when they are looking for new weapons, too.

Magic Weapon Maintenance

Enchanted weapons are sturdier but not immutable. Each "plus" of the weapon adds one month to the time before it begins to lose bonuses. Note that it still counts as a weapon of the full "plus" value for hitting certain monsters (a neglected +3 long sword is still a +3 long sword, even if it has a –2 penalty for six weeks of neglect).

A magic weapon with no "plus" value can last one extra day per magical power, without maintenance. (An item with pluses and specific powers does NOT add these times together.) Some items might have a specific enchantment that means they do not have to be maintained; this is noted in the item's description.

Table 16D:
Armor and Shield Maintenance

Armor Type	Maximum Time w/o Maintenance
Robes/garments	1 week
Leather	1 week
Padded	4 days
Ring mail	3 days
Studded Leather	4 days
Scale mail	6 days
Hide	5 days
Brigandine	1 week
Chain mail	1 week
Chain mail, elven	2 months
Bronze plate mail	2 days
Banded mail	5 days
Splint mail	4 days
Plate mail	5 days
Field plate	4 days
Full plate	3 days
Shield-buckler	2 weeks
Spiked buckler	1 week
Small Shield	5 days
Medium Shield	3 days
Body shield	2 days

Material	Adj. To Time w/o Maintenance
Adamantite	x12 months
Bronze	-3 days
Elven Steel	x8
Fine Steel	x2
Gold	x1/3
Iron	-1 day
Silver	x1/2
Mithril	x10
Dwarven iron	x20
Shield Materials	
Leather	-2 days
Wicker	-3 days
Wood	-1 day

Armor Maintenance

Armor maintenance depends on the type of armor, obviously. It is meant to be done every day, in which case required maintenance takes a number of minutes equal to (10-AC value) x 3. Thus, chain mail would require 15 minutes of care each day (or night).

However, in times of dire need, armor can last somewhat longer. It will still need maintenance eventually, though, and that maintenance will take as long as it would have had it been done every day that was missed. The maximum time armor can go without maintenance before incurring penalties is shown on Table 16D: Armor and Shield Maintenance.

For each day beyond its maximum time that the armor goes without maintenance, it loses one armor hit point. Can this reduce the armor's AC? DEFINITELY! Neglected armor rusts, rots, and generally falls into disrepair. If it didn't, imagine the scene when a group of intrepid explorers/craven scavengers came across an armory abandoned for a thousand years. Without armor maintenance rules, the party would now have a massive supply of perfectly good armor! That would not make any sense.

Table 16E:
Maintenance Materials Cost

Material	Cost	Weight	Base Availability Hi	Med	Low
Armor oil (leathers)	5 cp*	0.1 lbs.	99	95	90
Armor polish (metals)	1 sp*	0.1 lbs.	98	94	80
Shield and Weapon oil (wood)	1 cp*	0.1 lbs.	99	95	90
Weapon polish (metals)	2 cp*	0.1 lbs.	99	96	92
Maintenance tools**	2 cp	0.5 lbs.	96	94	92

* Cost per application: 1 application = 1 day's maintenance
** Armor and weapon tools.

Table 16F:
Material Expiration Rates

Material	Viable for:
Alcohol	1d10 years
Clothing	2d8 years
Lantern, beacon	2d4 years
Lantern, bullseye	1d6 years
Lantern, hooded	1d4 years
Book	2d100+2d20 years
Cloth	2d12 years
Canvas	2d8 years
Jewelry	1,000 years*
Musical instruments	3d12 years
Food, unpreserved	3d4 days
Food, preserved	1d4 weeks
Herbs	4d4 months
Dry rations	2 months
Iron rations	1 month
Standard rations	1d3 weeks
Chain	3d20 years
Chalk	2d12 years
Firewood	2d3 years
Fish hook	1d10 years
Hourglass	2d12 years
Ladder	1d6 years
Lock	4d10 years
Mirror	10d20 years
Perfume	2d8 weeks**
Rope	2d6 years
Tent	2d20 years
Religious (Holy Stuff)	4d100 years***
Ink	4d4 weeks
Paper	3d20 years
Papyrus	4d20 years
Parchment	2d12 years
Vellum	1d100 + 4d20 years
Tack & Harness****	4d20 years
Ships, carts, etc.	1d20 years

* Permanent without undue hardship, or with regular maintanence.
** Sealed = 2d8 months.
*** Unless consumable when used, such as incense: 2d12 years.
**** Excluding barding, which must be maintained as armor.

Table 16G:
Hit Points of Items

Item	Min AC	Effective armor hit points	Hit Point Range	Attack Modes
Chair	8	2	2-9	crushing, hacking
Common leather	8	1	2-8	hacking, puncturing
Glass Bottle	5	0	1-2	crushing
Glass pane or mirror	9	0	1	any
Ladder (10')	7	2	2-12	crushing, hacking
Metal Rod	0	5	12-24	crushing
Pottery	8	0	1-2	crushing
Rope (per 10')	6	0	2-5	hacking
Tent wall	8	2	2-7	puncturing, hacking
Wooden Door	10	3	30-50	hacking
Wooden Pole	7	1	2-12	hacking

Table 16H:
Lock Quality

Quality	O.L. Modifier*	Cost Modifier
Wretched	+30%	-
Poor	+15%	-
Good	0%	-
Excellent	-20%	+25%
Superior	-40%	+50-100%
Masterful	-60%	+100-200%
Impossible	-80%	x5-x10

* Open Locks check modifier.

Shields work in a similar manner, though the specifics of tending them are slightly different. For shields made of more primitive materials, the time may be 0 days. This means that the shield will lose hit points if not tended every single day. (You cannot make a body shield out of wicker.)

Tending Armor & Weapons

Armor and weapon repair is a simple task that can be learned by any class. However, this is not knowledge that is gained automatically. The players must purchase the skill (armor maintenance or weapon maintenance) either during the character creation process or during play. One player with the skill may tend to the weapons of other players, but he must pay the upkeep cost for each person whose weapons he maintains, including himself. As a result, this service does not normally come free. You should feel free to inform the player of the going rate for weapon and armor maintenance. No use in stealing from your players when they will do it for you.

The tools needed to tend armor and weapons generally come with the items when purchased. If they are lost, most craftsmen are willing to sell a new set for two copper pieces. The exception is for items that get used up in the tending, such as oil and polish.

Magic Armor & Shield Maintenance

Like magic weapons, enchanted armor and shields add one month to the minimum maintenance time for every "plus" value. They also add one day for every magical power – if and only if they do not also have official "pluses." (Though why someone would neglect magical armor is beyond me – frankly some of us supported penalizing such idiots with HARSHER maintenance rules for magical armor but we lost in a narrow vote. Anyway, in most campaigns combat will take out armor more quickly than lack of maintenance.)

Other Equipment

Thieves' picks, spell books, pouches, clothes…all these things are also tools of the adventurer's craft. The problem with them is that they cannot be maintained. There is no way to prevent the pages of a book from yellowing and turning brittle (aside from certain rare magicks). Torches burn. The best anyone can hope to do is delay the process. Thieves' picks break, eventually. Clothes fall apart after a few years. Characters can deal with individual rips and tears as they come, but eventually this stuff will need to be replaced. Maintaining these more mundane items is part of a character's living expenses (discussed in Chapter 13: Money & Treasure).

All you need to do is to keep track of how often the magic-user forgets to wrap his spell book when he is out in the rain and how often his clothes need to be washed. At any time (if such harsh treatment occurs frequently), announce that the item is on its last legs. This can throw quite an amusing scare into players who think something worse than an old tunic dissolving into dust is about to happen. It won't take them long to correct the problem.

The typical durations that certain items remain usable (assuming normal conditions, not jungle heat or frequent baths in seawater) are located on Table 16F: Material Expiration Rates.

Equipment & Honor

Walking around in rusty armor or dulled halberd blades is not only bad for your adventuring career when you face danger, it's embarrassing and dishonorable. For every penalty a player lets accrue to his weapons or armor, he loses one point of temporal Honor. The big burly fighter who picks up every weapon he can find from his enemy is in for a surprise if he cannot keep all his spoils in presentable condition. However, this does not apply to weapons (or armor) that are simply hauled around. Those items are considered loot. They will sell for half again normal resale value (one-quarter the listed value) or less, but if they are never used by the PCs and stored out of sight, there will be no Honor penalty.

Successful adventurers often would rather not be bothered with the minutiae of tending equipment and often choose to leave such tasks to their underlings (see Chapter 11: Non-Player Characters.)

Damaging Equipment

For the most part, specific damage is not applied to equipment under the HackMaster rules. Does this mean equipment cannot be damaged or broken? Of course not! There will be times when the player characters or your NPCs will want to cut a rope, snap a pole or slash out the bottom of a backpack. Specific damage can achieve a specific effect.

There are two ways such an attack can be made. The first is to attack a specific point with a weapon – slashing the rope that holds the heavy curtain up. For this type of effect, items need Armor Classes and hit points. The second is an attack that strikes everything in a given area with considerable force – a boulder landing on a backpack of a character or a Fireball. This type of attack uses a saving throw.

When a character tries to damage a specific part of an item, you will need to use common sense (your players won't!) to determine the effect the weapon will have against certain materials. Trying to cut open a sack or slice a rope with a mace is futile – it doesn't matter how much damage you do it won't work. Trying to chop down a door with a dagger is equally futile. Be sure you consider the hardness of the item and the amount of time the character has. A mace can be used to batter down a wooden door, but an ax will be faster. An ax won't do much of anything to a stone wall. Neither will a mace, for that matter. If the character has an appropriate weapon, determine the Armor Class of the item.

Characters have to roll to hit any thing smaller than the broad side of a barn. Some attacks require an attack roll (throwing a mug at a full-length mirror, for example). In cases like this, assign an Armor Class to the target, taking into consideration the size, movement and hardness of the object. Effective armor hit points are deducted as normal armor points, one from each die of damage dealt to the item. Once the armor points are gone, the item suffers all damage directly.

You must also decide how much damage the item can take before it is broken. Table 16G: Hit Points of Items gives standard ranges for some common items and materials. The final column on the table lists the types of attack most likely to cause damage to the item. Using these as guidelines, you can roll for or decide the number of hit points to assign to most materials.

Finally, when attempting to hit a very specific spot, an additional penalty for a called shot must be applied. Shooting at the bulls-eye of a target or slitting the backpack of an enemy in combat are difficult feats because of the precision needed. The called shot penalty approximates the area as described in Chapter 8: Combat. Hitting a bull's-eye on a target is equivalent to striking someone's eye and is thus –10 to hit. Striking an area about one foot in diameter would be –6, etc.

With boulders, spells or other special attacks items simply get saves. If they fail, they are appropriately destroyed (charred, shattered, disintegrated, etc.) See item saving throws in the Combat chapter for specific values of saves.

Quality of Equipment

Equipment prices are given for average work for the sensible reason that most of the equipment a character buys is of average quality. The PHB prices are for items that are neither cheap rush-jobs nor elaborate masterpieces. Thus, weapons are serviceable, with

Table 16I:
Horse Appearance
Roll (1d100) for each sub-category

Roll	Coat Color
1-9	Black
10-15	Dark bay*
16-25	Light bay*
26-29	Sorrel (deep red-brown)
30-39	Chestnut
40-45	Buckskin
46-49	Palomino
50-53	Strawberry roan (reddish-gray)
54-57	Blue roan (bluish-gray)
58-64	Piebald (black/white patches)
65-66	Skewbald (any colors/white patches)
67-68	Pinto (brown/white patches)
69-74	Appaloosa (white spots on rump)
75-79	Dapple gray
80-84	Flea-bitten gray**
85-92	Gray
93-97	White
98-99	False Albino ***
100	Albino ***

Roll	Face Markings
1-25	Blaze (wide stripe)
26-40	Snip (small stripe near nose)
41-60	Star****
61-90	Stripe (narrow stripe)
91-100	White (entire face)

Roll	Socks
1-20	Long
21-60	Short
61-80	White pastern
81-90	Short white pastern
91-100	Coronet

Roll	Eyes
1-10	Black
11-20	Blue
21-70	Brown
71-90	Gray
91-95	Green
96-99	Hazel
100	Gold

Roll	Markings
1-45	White
46-80	Black
81-90	Brown
91-100	None *****

Roll	Mane & Tail
1-29	Black
30-45	White
46-79	Brown
80-95	Blonde
96-100	Mixed

* Body is a shade of brown; mane, legs and tail are all glossy black.

** White with tiny flecks of gray.

*** True albino horses have poorer vision than normal horses due to their complete lack of coloring. Their eyes are pinkish (blood vessels in an uncolored iris), as are their skins. Their hair is white. True albinos are more sensitive to cold (-2 to saves) because they have trouble retaining heat, are susceptible to sunburn and prone to sickness. False albinos are white with a tinge of pink, and often (60%) have one blue eye (called a "wall eye") and one brown.

**** (star-shaped mark in center of forehead)

***** A horse with no markings is considered a pure color. In some areas, traders will charge two to five times as much for a horse that is pure in color, especially one that is pure white or black. Some believe these horses to be special or even "touched by the gawds." Horse traders can get away with this because the most frequent customers for such steeds are vain noblemen and egotistical adventurers. Some breeders might attempt to combine certain colors for a specific result, but no one in Garweeze Wurld has figured out how to develop exactly the colors and patterns desired.

stout hafts and sturdy blades. Swords will not break (not too easily, anyway) and their waterskins lack holes. However, quality can vary from item to item. For items than can affect game mechanics, you need to know the quality. Three items where quality is very significant are locks, horses and weapons. This is not to say that issues of quality do not affect other items, but typically, these can be dealt with quickly and without sucking up valuable Hack time. (Usually this involves overcharging ostentatious PCs.)

Lock Quality

Thieves like to pick locks. They like to practice all the time so they can sit around in their thief-bars bragging about how they've opened a device that was thought to be un-pickable. While they are usually lying, the fact is that the quality of a lock can significantly affect its chances of being picked. Some locks are so well constructed that only a master thief need even bother attempting to pick them, while some are so poor a drunken monkey can pop them open with a good slap.

In HackMaster, we assume that a lock is of good quality unless noted otherwise. People with valuables to protect are not going to stand for lower quality locks, and better ones are much more expensive and difficult to make. The PHB lists only good and poor lock qualities (PCs might get desperate enough to purchase a poor lock, especially when paranoid), but there are several other categories. The higher the quality of the lock, the harder it is for the thief to pick. Poor and wretched locks are generally only useful in halting the casual untrained thief like that bastard kid down the road. (I want my hood ornament back you hooligan! I know you took it.)

The quality of a lock cannot be discerned by merely looking at it. Indeed, a master craftsman might house some of his best work in a cheap-looking case. A thief learns the quality of a lock by attempting to pick it. Unless he critically fails (96-00), he knows how good the lock is. Of course, he need not reveal the truth about this to the others ("Gee, this lock must be a really superior job. It's a lot harder than it looks.")

Horses

Horses don't all come in one identical shape, size or color. They each have distinct appearances and behavioral traits. Not only do these add some flavor to your game, they quickly become memorable elements of your campaign.

Once you know a horse is available, you need to determine what it looks like. Players cannot just walk into a stable and say, "I like that brown one, but do you have one that's black?" Or rather, they can but they'll probably be laughed out of town. Use Table 16I: Horse Appearance to flesh out the description of a horse.

For instance, piebald, skewbald, pinto and appaloosa horses are often sought out for their broad, flashy patterns of white markings. Piebalds are black and white, pintos are brown and white, while skewbalds can be any color with white markings. Appaloosas are easily recognized by the "blanket" of white spots on their rump and flanks. These horses are bred for this showy appearance, so sit back and watch as the players fight over a certain horse with odd markings because they are "good luck" or a "sign" of the animal's quality. Specific details might even make the players think there is something special about the creature. "Why is my GM telling me my horse has bright green eyes? Did he mean anything when he mentioned its lightning-bolt shaped blaze? It must be a clue." (heh. heh. – Old GM trick.)



Table 16J:
Horse Quality
Roll (1d100)

Roll	Quality	Movement Modifier	Carrying Capacity Modifier	Cost Modifier
1-10	Nag	x50%	x25%	(1 cp)
11-25	Broken-down	x75%	x50%	(x1/10)
26-80	Average	-	-	-
81-95	High spirited	x133%	x125%	x2
96-100	Charger	x150%	x133%	x4

Table 16K:
Horse Traits
Roll (1d100)

Roll	Nag, broken-down or average	High spirited or charger
1-7	Bites	Bucks
8-14	Kicks	Bone jarring
15-21	Steps on feet	Bites
22-28	Will not gallop	Single rider
29-35	Chews fences	Rears
36-43	Stops occasionally	Headstrong
44-51	Rubs against fences	Kicks
52-58	Bucks	Leaper
59-65	Untrained	Knows trick
66-73	Skittish	Gentle
74-80	Dislikes race*	Sure footed
81-88	Just plain mean	Robust (Max hit points)
89-95	Insane	Fearless (Morale 19)
96-99	Use high spirited column	Use nag column
100	**	**

* Roll 1d12 on Table 16L: Horse Racial Dislikes

** Roll twice- once on each column. If this repeats, the player in question has been conned into buying an untrainable animal – he must buy a new animal and start over.

Table 16L:
Horse Racial Dislikes
Roll (1d12)

Roll	Race Disliked
1	dwarves
2	elves
3	gnomes
4	gnomelings
5	half-elves
6	halflings
7	half-orcs
8-9	half-ogres
10	humans
11	pixie fairies
12	Roll twice*

* Each additional roll of 12 adds one more race – if this continues to include six or more races, assume the beast in question dislikes all bipeds. Player must buy a new animal and start over.

Horse Quality

Buying a horse is more like going to a slick used car salesman than a general store. There is a world of difference between a high-spirited, battle-tested stallion and a broken-down nag. While any mope can tell a proud dwarven war horse from a scrawny, sway-backed old mare, appearances can be deceiving to the untrained eye. Experienced horse riders know how to find the best horseflesh. (Experienced horse traders also know how to disguise a horse's flaws.) Unscrupulous horse merchants are always ready to pull a fast one on PCs, and even the few honest traders in the Wurld sometimes have to recoup losses when they get duped. All horses need to be assigned a quality. Of course, the vast majority of horses are considered average.

The movement rate modifier is the adjustment applied to the base movement rate for that type of horse. A broken-down light horse would have a movement rate of 18, 75% of the normal 24. A high spirited light horse would have a movement rate of 32, one-third more than normal. Round fractions down.

The carrying capacity modifier is the percentage of the base weight the horse can carry at each encumbrance category. A nag can only carry 50% as much as a normal horse of the same type, while a charger can carry one-third more. Again, round fractions down.

The cost modifier gives a general idea of the markup that should be applied to the horse. The modifiers for broken-down horses and nags apply only when PCs try to pawn off such a beast on a poor horse trader. (Of course, he might not even take it if offered for free.) Merchants stuck trying to sell such a horse will always try to get at least the average price. In this case, it is the job of the player to talk down the price. Never let the player know a horse is of sub-par quality unless he initiates the examination (and succeeds at a riding or similar skill check, at the very least).

Horse Traits

Horses are not bright animals, but they frequently have "personalities." They may be ornery or just dislike gnomes. These irritating traits can make them less than pleasant to be around. They also make useful flavor text and reminders for PCs who think they might have gotten a "bargain" this time.

Each horse has 0-2 (1d3-1) little annoying traits. Even high quality horses can have unpleasant quirks. For each horse, determine the traits on Table 16K: Horse Traits using the column appropriate to the quality of the horse. You may select the trait you prefer, rather than rolling randomly, since each of these traits can really enhance the humor and color of your campaign.

Biters tend to take nips at their riders or those leading them, an uncomfortable but not dangerous habit. Kickers never lash out on command, only when a character doesn't want it to happen. It's best not to follow a kicker too closely. Fence-chewers are similar to biters except that they seem to have a taste for wood instead of riders. While fence-chewing may be caused by a bad diet, it's a hard habit to break. Some horses have a seemingly malicious tendency to step on feet as they are being saddled, groomed or led.

Some refuse to gallop unless forced (by taking at least one hit point of damage, doing this twice in one day counts as mistreatment). Some stubborn horses just stop in the middle of a march – usually at the least opportune time for the players' characters – and almost have to be dragged forward. Others resent their riders and take an almost nefarious pleasure in rubbing against fences, walls and trees, attempting to scrape them off. Bucking horses are always unpleasant and tempermental, though at least the rider can usually feel the horse tense up just before it happens.

Untrained horses, even those broken for riding, have not learned the basic commands of horsemanship – left, right, speed up or slow down. They do what they think they are supposed to, but it isn't usually the right move. Some, while trained, are just plain headstrong and, figuring they know more than their riders, follow their own whims. Single-rider horses have been trained too well, recognizing only a single master. On rare occasions, a horse may actually know a minor trick, one learned without special training. These tricks are very simple – to come when whistled for, to rear on a tug of the reins or to stamp its right foreleg until it receives a very subtle signal to stop.

Particularly lively horses have their own special quirks. Some just cannot seem to move at a slow steady pace. Every step is a jolting, bouncing bone-jarring ride. Others are born with a strong desire to leap any barrier, making it difficult to corral or fence them in. An ill-tempered few rear suddenly at the most surprising moments, especially in the midst of combat. When the horse does this, it is not attacking so much as reacting in fear and surprise. Many a rider has been dumped on his arse in the dust by this sudden move.

Dislike for a particular race means the horse will avoid that race if at all possible. If forced into contact, it may actually attack. Skittish horses are always looking for a reason to panic. They are just as likely to get nervous at the scent of a fast-moving rabbit as at a lurking Orc. Sure-footed horses rarely slip even in muddy conditions or steep inclines. Insane horses are unlikely to be of any use, though merchants who can get them to calm down for brief periods like to get rid of them by selling them to rubes.

And, like people, some horses are just plain mean. These crotchety equines do not like anything or anybody. They will bite, kick, run away and do everything they can to be left alone. Sometimes these steeds make good war horses, as they might direct their anger at the rider's enemies for a time.

Horses can also be conditioned even without actually being trained. This always means picking up bad habits; if a rider always kicks a horse in the hip, it will associate riders with pain and become difficult to mount. If jumping a barrier always leads to a painful mouth jab, soon it will refuse to jump. Like many animals, it does not take too many repetitions to learn to avoid a behavior; three or four is usually enough. In this way steeds (or potential steeds) can pick up further annoying habits. Training a horse out of these habits is difficult; it takes more time to correct a behavior than it takes to teach an animal a new one. A trainer must work with the animal for 4d4 weeks before making his skill check (only at the end of that time). If the trainer fails, he can try again but this time he will need 5d4 weeks of work. After two failures, the behavior is permanent, and chances are fairly good the horse has picked up some new bad habits (40%, roll for an additional 1d3-1 traits on Table K: Horse Traits).

Risks of Horse Buying

First of all, most horse traders refer to all horses as "destriers" or "chargers" (whether it is truly a charger or not – a neat trick to use on players who have just discovered the rules for horse quality). Using unsophisticated terms can be insulting or even mark the PCs as uneducated rubes. Moreover, beyond the issue of quality and quirks of horses, there are other reasons to be careful when buying a horse. Local noblemen and knights do not take kindly to strangers buying up all the finest battle-trained steeds and may feel the need to step in. Horse theft has always been a popular pastime, and punishments are often equally severe for both the thief and the buyer. Death by hanging is a common punishment for horse theft in many kingdoms. Unscrupulous merchants often try to pass horses off as what they are not ("Yeah, sure, I got yer dwarven war horse!") Horses may not be trained, although merchants always claim they are. While it is easy to spot a horse not broken to the saddle, it's not so simple to tell if a horse has been trained for war. There is no such thing as a "test ride" in Garweeze Wurld.

Characters with the riding skill can avoid many of the hazards of horse buying on a successful skill check. The character must choose to use the skill. A successful roll will reveal a horse's true quality and perhaps an obvious quirk. Naturally, there is no way to ascertain the origin of the mount, unless you decide the horse has been branded or marked in some way. (Even this might not be foolproof, since clever thieves can find ways to alter virtually any marking.)

Weapon Quality

Not all swords are created equal. Some weapons are of exceptionally fine craftsmanship and some are made by first year apprentices. A blade may be forged from the finest steel for flexibility and sharpness or contain a hidden flaw. The swordsmith may have carefully folded, hammered and tempered the steel to a superb edge or someone could have forgotten to sharpen the thing.

Careful craftsmanship and high quality can give a weapon a bonus on the chance to hit or a bonus to damage, but this bonus must never be more than +1. Such a bonus on the chance to hit means that the weapon is exceptionally well balanced, light or quick. It is not at all magical. Weapons of perfectly tempered steel or carefully hammered blades might gain the bonus to damage. The metal retains its razor sharpness, cleaving through armor like a hot needle through wax. Because they rely on mass and impact, crushing weapons rarely gain a bonus to damage. Those that do have carefully shaped and balanced heads.

Table 16M:
Armor Bulk Ajustments

Armor Bulk	Movement Rate
Non-	Normal
Fairly	x3/4
Bulky	x2/3

The average schmoe off the street is not going to notice the subtleties of different weapon qualities. While anyone using the weapon gets the quality bonus (even if they don't realize it), only those skilled in using or making the weapon can recognize the true craftsmanship that went into making it. Even then, the character must handle the weapon to appreciate its true value. For some reason, however, merchants almost always seem to know the value of their goods (at least the successful merchants do). Thus, weapons of quality cost from 5 to 20 times more than normal.

Certain NPCs or regions may be known for creating fine quality weapons. For example, it is widely known that the dwarves of Praxtor make excellent battle axes. The mark of a specific smith and his apprentices (preferably located in a remote, dangerous area) can be a sure sign of quality. Such well-known work always commands higher prices, but the mark alone does not mean it truly IS a weapon of quality. Proficient characters will need to use a weapon for at least four days before being certain whether it has a bonus or not. Obviously, no merchant is going to allow this before completing the sale.

Ornamentation

Players often get it in their heads that their characters have certain styles or statements to make. They try to do this through acquiring items that they deem appropriate. You should encourage this. Ornamentation has no effect on the function of an item, but it does increase the cost. Ornamented items can also enhance the status of the owner as a man of wealth and influence. Of course, it also marks the character as a target for thieves and robbers. Furthermore, it can make enemies out of people you don't even know, especially nobles and wealthy merchants.

Jeweled mountings, engraving, embossing, inlaying, painting, plating, chiseling, chasing, etching, enameling, lacquering, carving and gilding are just some of the more popular types of ornamentation. Common items also can be made from rare and fantastic materials – perhaps as simple as silk or the wonderfully rare and incredibly supple hides of baby dragons (using this type of item can draw a lot of attention from certain interested parties…). The cost of such items depends on the difficulty and skill of the work. Ten times the base cost is a good starting point, though baby dragonhide cloaks could easily go for a hundred times the base cost of a fur cloak or more.

Items that cost two or three times normal can raise a character's temporal Honor by one point per day until he is in the Honor bonus window (25% chance per day per item). Wearing something up to four or more times normal price can cost one Honor point per day – nobody likes an garish twit.

Armor & Encumbrance

The encumbrance factor for armor does not consider solely weight; it also takes into account the distribution of the weight of the armor and the relative mobility of the individual wearing the protective material. Therefore, a very strong character that can easily carry the weight of his plate mail armor may still be hampered in movement.

Helmets

A suit of armor includes head protection appropriate to its type. This allows uniform protection, but a character may choose to protect his head to a greater degree. Wearing of a "great helm" adds the appropriate weight and restricts vision to the front 60 degrees only, but it gives the head AC 1. Characters can also go without a helmet, in which case their heads are AC 10. (See the called shots section in Chapter 8: Combat.)

Magic Armor

Magic armor weighs as much as its non-magical counterpart. However, when worn (as it is meant to be) it only counts as half its actual weight against encumbrance. Furthermore, it allows movement as if its bulk were one category less than it actually is. For example, +2 chain mail would provide AC 3, be considered non-bulky and only count as 20 pounds against a character's encumbrance if worn. If it were stuffed in his pack, the full 40 pounds would count against the encumbrance of the character. (You see why we can't discuss this sort of thing in the Player's Handbook?) Of course, some magical armors do not have this quality, but those are exceptions.

Dexterity and Armor Class Bonus

The type of armor worn by the character with a Dexterity bonus to Armor Class does not adversely affect this bonus, for his physical conditioning and training compensate. (This is particularly applicable with regard to magic armor, which is more flexible due the enchantments upon it.) The penalty for wearing armor is already subsumed in the overall defensive benefit given for it (its final AC value). Further penalizing a character by denying Dexterity Armor Class adjustments would be invalid and needlessly cruel.

Table 16N:
Unusual Metal Armors

Metal	AC Adj.	Armor Pts.	Weight Adj.	Cost Adj.*	Maint. Adj.
Adamantite	+1	+3	-25%	x500	x12
Bronze	-1	-	0	X2/3	-3 days
Elven Steel	0	+1	-50%	X2	x8
Fine Steel	0	+1	-10%	X1.5	x2
Gold	-4	-1	+100%	Weight x3	x1/3
Iron	0	0	+25%	0	-1 day
Silver	-2	0	0	Weight x2	x1/2
Mithril	+2	+1	-33%	X50	x10
Dwarven iron	+1	+2	+25%	X100	x20

*The character must provide the amount of metal needed to make the suit (determined by weight). In addition, the character must multiply the normal cost of the armor by the multiplier listed and pay this as fabrication cost. So a suit of gold field plate weighing 60 pounds would require 1800 gp just for the materials. The total cost of the armor would be (at least) 13,800 gp (1800 + 4000 x3).

Armor Made of Unusual Metals

Aside from bronze plate mail, all metal armors are made from a fairly common yet sturdy form of steel. However, this need not always be the case. Powerful NPCs are likely to have special armors (and if the PCs survive, they may acquire it in a slightly more damaged form). Different metals have different properties to take into account when such armors are used. Table 16N: Unusual Metal Armors lists several different types of metals and the effects they have on Armor Class, encumbrance and cost.

The AC adjustment does NOT mean that the armor has magical properties, only that the material is better or worse than the standard steel version described in the PHB. Thus, no bonuses are gained for saving throws, etc.

Armor Points indicate the additional armor points at each AC category. Thus, adamantite full plate could absorb 39 points before being reduced in AC (from AC 0 to AC 1, in this

Table 16O:
Shield Hit Points

Item	AC modifier +4	+3	+2	+1	+0
Leather, buckler	-	-	-	1	1
Leather, small	-	-	2	1	1
Leather, medium	-	2	1	1	1
Leather, body	2	1	1	1	1
Wicker, small	-	-	-	1	-
Wood, buckler	-	-	-	2	1
Wood, small	-	-	3	2	1
Wood, medium	-	3	2	2	1
Wood, body	3	3	2	2	1

Table 16P:
Shield Cost and Related Information

Item	Cost	AC	HP	Weight	Bulk	Base Availability Hi	Med	Low
Leather, buckler	2 sp	+1	1	.5 lbs	non	50	30	20
Leather, small	1 gp	+2	2	1 lbs	non	50	30	20
Leather, medium	15 sp	+3	2	3 lbs	non	60	40	20
Leather, body	5 gp	+4	2	9 lbs	fairly	50	30	20
Wicker, small	1 sp	+1	1	.5 lbs	non	20	10	5
Wood, buckler	2 gp	+1	2	3 lbs	non	60	40	30
Wood, small	10 gp	+2	3	5 lbs	non	70	50	40
Wood, medium	15 gp	+3	3	10 lbs	fairly	80	60	50
Wood, body	50 gp	+4	3	25 lbs	bulky	70	50	40

Table 16Q:
Shield Hits

# needed to hit	AC bonus of shield +1	+2	+3	+4	+5	+6	+7	+8	+9	+10
20	19	18	17	16	15	14	13	12	11	10
19	18	17	16	15	14	13	12	11	10	9
18	17	16	15	14	13	12	11	10	9	8
17	16	15	14	13	12	11	10	9	8	7
16	15	14	13	12	11	10	9	8	7	6
15	14	13	12	11	10	9	8	7	6	5
14	13	12	11	10	9	8	7	6	5	4
13	12	11	10	9	8	7	6	5	4	3
12	11	10	9	8	7	6	5	4	3	2
11	10	9	8	7	6	5	4	3	2	1
10	9	8	7	6	5	4	3	2	1	1
9	8	7	6	5	4	3	2	1	1	1
8	7	6	5	4	3	2	1	1	1	1
7	6	5	4	3	2	1	1	1	1	1
6	5	4	3	2	1	1	1	1	1	1
5	4	3	2	1	1	1	1	1	1	1
4	3	2	1	1	1	1	1	1	1	1
3	2	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1

case). At its new AC of 1, it could absorb 27 points of damage before being degraded to AC 2.

The Maintenance Adjustment indicates the modifier to the maximum length of time (see Armor Maintenance- this Chapter) that the armor can go without being tended before losing some protective value.

Note that there are no availability ratings for these unusual metal armors. Constructing such items is a special task that requires deliberate effort. They should never appear at random. PCs desiring such things need to quest first for someone willing to make them the armor and secondly for a supply of the materials.

Magic shields made of metals that give them a better AC are also no less weighty than their non-magical counterparts, but are considered non-bulky with respect to encumbrance. Also, they count their full weight against a character's encumbrance.

Shields

A shield is basically a small barrier between its wielder and his opponent. It is used to catch blows or missiles, but only from directions they can reach. Shields can only be fully employed to the left or front of the individual. Attacks from the right flank or rear negate their benefits. They can be used offensively to strike at or push at an opponent, but this is unlikely to do more than annoy him.

The shields described in the Player's Handbook are assumed to be made of a durable metal such as steel. However, they can be made out of other materials as indicated above. It is also possible to make shields out of other, less effective materials (often because of lack of funds, time or technical knowledge). One common material often used before metal shields became prevalent was wood. Leather and even tightly bound wicker are also possible. Using shields made from these inferior materials are often a source of ridicule. One should carefully consider how it might affect one's Honor before being so desperate as to use or attempt to trade in these primitive items. Table 16O: Shield Hit Points shows the AC modifiers and hit points associated with non-metal shields and Table 16P: Shield Cost and Related Information shows related information. For the weight of wooden shields, note that while the density of wood is less than that of iron, wooden shields are thicker, so that the weights work out to be the same.

In all the excitement of having NPCs and monsters swing at the PCs, the sense of disappointment on a missed to-hit roll can be distracting. As such, with the damage rules defined for shields in the Player's Handbook, it sometimes becomes difficult to keep track of when a shield hit is made. Keeping diligent track of shield hits and damage can be satisfying for even the most battle-weary GM and is an essential part of the realism designed into the HackMaster role-playing experience. With this in mind, Table 16Q: Shield Hits can be used to help one keep track of when a shield hit occurs. The table cross-references the number needed to hit against the AC bonus of the shield in question. The resulting table shows the modified to-hit roll needed to score a shield hit. If the modified to-hit roll is less than that, the attack is a total miss. That is, the attack hits neither the victim nor his shield. This is also called a whiff, a fan or an air ball.

For example, let's say Gigorian the fighter needs a 17 to hit his opponent who is using a small shield (+2 AC modifier). He rolls a modified to-hit roll of 15. Checking Table 16Q: Shield Hits for a number needed to hit with a +2 AC bonus for his opponent's shield shows that he needs a 15 to hit his opponent's shield. Thus, he does so with a resounding thwack! The shield takes the full damage from his blow.

Expanding the Equipment Lists

The equipment lists in the Player's Handbook include almost anything an adventurer is likely to need or want during his career, but they are not comprehensive. Eventually some player is going to have some bright idea for a new piece of equipment that he thinks will help him circumvent rules and ignore his own ineptitude. As GM, you will have to step in, rule on what is available and how much it costs.

When adding an item to the lists, first consider the reasonableness of its presence. Players will ask for ridiculous items (for example, sub-machine guns), but some requests might fall within the bounds of reason. You need to decide what is considered reasonable in your game. No competent GM will allow M-16s into his campaign, but some might allow DaVinci's wheeled cart with scythe blades and some will not.

Once you decide that a new item is reasonable, you must assign it a cost. In the first approximation, the cost of an item is that of the raw material and the labor involved in fashioning the item. An item typically sells for 30-100% more than that amount. Prices are driven up by many factors: rarity of materials, intricacy of the work, time to master the skills needed to construct it and reputation of the craftsman. Taking all this into account, you should be able to assign an appropriate price. If, later on, you discover you made the item too cheap and all the characters are buying one, raise the price (suppliers can't keep up with the demand). In the unlikely event that you need to make an item LESS expensive, no one will complain except the poor saps who paid too much for the item in the first place.

Table 16R:
Poison Table

Class	Delivery	Damage	Per	For	Cost per dose	Hi	Med	Low
A	Injected	1/0	Round	1-3 rounds	5 gp	80	60	40
B	Injected	2d4/1d4-1	Round	2-12 rounds	12 gp	75	55	35
C	Injected	3d4/1d4	Round	2-5 rounds	18 gp	70	45	25
D	Injected	4d6/2d6	Round	1-2 rounds	36 gp	60	30	5
E	Injected	Death/2d20	Immediate	-	100 gp	30	15	1
F	Injected	Death/0	Immediate	-	75 gp	40	20	5
G	Ingested	1d4/1d4-2	Turn	2-12 turns	15 gp	70	50	30
H	Ingested	2d4/1d4	Turn	1-4 turns	20 gp	70	50	25
I	Ingested	1d6/1d2	Round	2-12 rounds	40 gp	60	40	20
J	Ingested	Death/Debilitating	Round	1-6 rounds	50 gp*	30	20	10
K	Contact	1d6-2/0	Round	2-8 rounds	120 gp	65	40	15
L	Contact	1d4/0	Round	2-8 rounds	130 gp	50	25	4
M	Contact	3d6/1d4-1	Round	1-4 rounds	175 gp	40	20	2
N	Contact	Death/4d10	Round	1 round	200 gp	30	15	1
O	Injected	Paralytic/0	-	2-24 rounds	90 gp	50	25	3
P	Injected	Debilitating/0	-	1-3 turns	100 gp	55	25	5
Q	Ingested	Debilitating/0	-	1-4 turns	90 gp	50	25	2
R	Ingested	Paralytic/0	-	3-30 rounds	74 gp	60	30	5
S	Injected	Sleep/0	-	1 round	50 gp	65	50	20

* Withering Blue is an example of a type J poison. If it is administered in small doses of approximatlely one ounce, it causes a debilitiating effect with no saving throw. A dose of a full eight ounces can cause death as described in the table (saving throw applies).

HackMaster is set in Garweeze Wurld, which has essentially medieval technologies, a fact reflected in the equipment lists. No tournament would accept more advanced items (there are no guns in HackMaster!) Should you choose to set your campaign in a specific time period (for example, the equivalent of ancient Sumeria or the Italian Renaissance), you would have to adjust the equipment lists to reflect differences in availability and price. Some items would not be available at all in a pre-medieval campaign and a few would be mere novelties in later days. For example, flails as an agricultural instrument have existed for time immemorial. However, they were not commonly used as weapons in most time periods, except in cases of emergency. Many weapons have ancestors that were farm implements, but by this period in the history of Garweeze Wurld, they have been refined into their current deadly forms.

No details are presented in this book for gaming in other time periods, as the further away your own campaign gets from the medieval era, the further your campaign strays from what HackMaster is meant to be. GMs who choose to do this do so at their own risk. If this is what you are interested in, you should look to the Cattlepunk and SpaceHack systems for complete details.

Poison

There are many cruel surprises in store for the unaware player character. Bites, stings, deadly potions, drugged ale and bad food all await characters at the hands of vengeful magic-users, evil assassins, frequently encountered monsters, incompetent innkeepers and pretty much anyone they meet. Spiders, snakes, centipedes, scorpions, Wyverns, and certain giant frogs all have poisons deadly to characters. Wise PCs quickly learn to respect and fear such creatures. Unwise PCs quickly go into convulsions and die.

Players will often overestimate the intensity of poison (if they are using it), and characters will often underestimate its power in Garweeze Wurld (when they get hit). The strength of different poisons varies wildly. The bite of the greatly feared black widow spider kills a victim in the United States only once every other year. Only about 2% of all rattlesnake bites prove fatal. At the other extreme is the Australian box jellyfish, whose sting is fatal within 30 seconds. These are natural poisons of intense lethality. Creatures such as the golden arrow-poison frog, the western taipan snake and the stonefish all produce highly deadly poisons. Once you add in the numerous venomous beasts of HackMaster, you have a distinct need to understand rules for dealing with poison effects.

The first facet of a poison's effects depends on how it is delivered. Most poisons must be injected into the bloodstream. Other poisons are only effective if swallowed (assassins favor these for doctoring food, innkeepers usually use drinks). A few extremely deadly poisons need only touch the skin to be effective. Once the poison is in a creature's system, it begins to do its work. Most poisons can be sorted into categories:

For most poisons, a single ounce of the stuff comprises one dose.

Damage for poison is determined after the victim has rolled a saving throw. Whether it saves or not, the character will take damage over a period determined according to Table 16R: Poison Table. If he fails his save, use the value to the left of the slash in the "Damage" column. If he succeeds at a save vs. poison use the value to the right of the slash. Ongoing poison damage is applied at the beginning of each round (or turn) in which it occurs. Damage begins on the round AFTER the creature is struck.

For example, Gwardo the Glutton eats three fried pheasants and drains two casks of cheap wine, one of which was dosed with Class I poison. He will suffer damage for 2-12 rounds (the roll is 7). After failing his save, Gwardo is in store for 1d6 points of damage each round for seven rounds.

Table 16S:
Acid Table

Acid Type	Cost (per dose)	Damage per round**	Time to dissolve 1 cu. in. of*: Soft Organic (flesh, veg.)	Leather, rope, etc.	Wood	Bone	Stone, crystal	Gems	Metal	Mithral, Adamantite
A	25 gp	1d4	5 min.	1 hr.	1d3 hrs	2d3 hrs	2d12 days-	--	--	--
B	50 gp	2d4	10 min.	40 min.	1d2 hrs	1d3 hrs	2d10 d.	2d12 d.	--	--
C	100 gp	3d4	5 min.	20 min.	1 hr.	1d3 hrs	1d12 hrs	3d12 hrs	2d10 d.	--
D	200 gp	3d6	1 min.	10 min.	20 min.	40 min.	1d2 hrs	2d6 hrs	1d4 d.	2d12 d.

	Digestive Acid: Creature size	Damage	Soft Organic	Leather, etc.	Wood	Bone	Stone, etc.	Gems	Metal	Mithral,etc.
	Tiny	1d6-4	6 hrs.	13 hrs.	1d3 days	3d4 d.	--	--	--	--
	Small	1d6-4	3 hrs.	7 hrs.	1d2 d.	1d6 d.	4d4 wks	--	--	--
	Man-sized	1d6-3	1 hr.	4 hrs.	3d12 hrs.	1d4 d.	2d8 d.	--	--	--
	Large	1d4-1	30 min.	1 hr.	1d8 hrs.	3d4 hrs.	4d12 hrs.	8d4 wks	--	--
	Huge	1d4	15 min.	30 min.	1d3 hrs.	2d4 hrs.	2d10 hrs.	6d4 wks	8d4 wks	--
	Gargantuan	2d4	5 min.	15 min.	1 hr.	1d3 hrs.	1d8 hrs.	4d4 wks	6d4 wks	8d4 wks

* Assumes complete or nearly complete immersion.
** Direct damage. Splash damage occurs within a 1-foot diameter. A typical acid attack (throwing a breakable vial) continues to inflict damage on a creature for 1d6 rounds (though the vial must FAIL its save and break).

Paralytic, sleep and debilitating poisons are slightly different. They take longer to work their way through a creature's system. Thus, the time given in Table 16R: Poison Table indicates how long it takes for the effects of the poison to be realized. Paralytic poisons leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition can lead to quite a few problems for him and his companions.

Sleep poisons cause a creature to go into a deep slumber for 2d4 hours unless somehow awakened.

Debilitating poisons weaken the character for 1d3 full days and bring on symptoms much like the common cold in the early stages. All of the Ability Scores of the character are effectively reduced by half during this time. Make sure to adjust attack rolls, damage, Armor Class, saving throws, etc., for these lowered Ability Score values. Furthermore, the character can only move at one-half his normal movement rate. Finally, the character cannot be healed by normal or magical means until the poison is neutralized or the duration of the debilitation has elapsed.

PC Herbalists

PCs with the herbalism skill are going to try to ruin your game by brewing up deadly poisons. Let them try; brewing poison is difficult. While you can simply decide how effective an NPC herbalist is, PCs need to make skill checks whenever they attempt to delve into such areas better left for NPCs and assassins. The character must first find and gather the basic elements for such an endeavor. He must build a lab to prepare poisons at a cost of 200 to 1,200 gp. Establishing the lab will require the collection of a wide variety of animal, vegetable, and mineral material and various tools. Once established, he may use his lab to try to develop poisons and antidotes at a cost of 75% of the cost per dose identified herein. (The cost of an antidote is assumed to be the same as the cost of the poison.) Check the availability to see if the necessary supplies for each type are even available in the area being searched. Even if they can be found, the PC must make an herbalism check to see if he can find them. Then he can try to prepare his venom, requiring another skill check. First off, a 96-00 is a critical failure. This means that during the process, the PC has poisoned himself! He will suffer the full effects of whatever type of poison he was trying to concoct. Otherwise, the PC must succeed at a skill check AND roll higher than the gold piece cost of a single dose on the chart above. For poisons that cost more than 90 gp per dose, the character must have a base herbalism skill above 100% and roll 01-10 on his herbalism check.

If the PC succeeds at his check, the result is a poison of the appropriate Class. If he fails, the result is a mess. Whether he knows this or not depends on a second skill check (rolled by the GM). You need not inform the player of what class of poison his character has made even if he did succeed. Get in the habit of rolling dice any time a PC tries to make poison, after the player has rolled this check.

Other Poisons

Not every poison fits neatly into these classes. The Hacklopedia describes the effects of many individual creature's poisons. These are special cases. Many of those poisons begin damaging victims immediately, (unless specifically stated otherwise) and may have other effects described. Consult the Hacklopedia of Beasts for more details.

Buying Poison

Shopping for poison is not like buying tent pegs; poison is illegal in many civilized lands and suspicious everywhere. Make the PCs do some legwork to find the appropriately seedy types who deal in various venoms. It will take at least two days to make connections to buy even the weakest poison, and even if it can be found, no one is going to sell more than eight doses at a time.

Using Poison on Weapons

Characters can try to apply poison to weapons in an attempt to turn the tables. Only assassins are free to do this without much risk. It takes one full round to apply poison to a weapon and any non-assassin who attempts this has a 5% chance of misapplying it. If using contact poison or rolling a 01, the character applying the poison has dosed himself with it! Misapplied poison is simply wasted, while dosing oneself means suffering the full effects.

Smearing poison on a weapon can apply up to two active doses on a small weapon or four on a medium or large weapon. Once these doses afflict victims, only traces of the poison remain. Whether the poison activates or not, it dries up and becomes useless after 3d6 minutes.

In civilized areas, using poison on a weapon is considered very bad form. All non-assassins within 10 feet of the bared weapon have a 10% cumulative chance each per melee round of noting the poison and attacking the poison-using character and/or calling for the city watch. If any onlooker does see the poison, roll percentile dice: 01 to 20 indicates attack, 21 to 70 indicates a hue and cry for the watch, and 71 to 100 indicates



both. The character using the poison also loses five points of Honor (even if he is not an assassin, people think he is, and if he is, he's not supposed to be so obvious about it).

Assassin onlookers have a 50% chance +1% per assassin level to notice when someone is using poison (with a +10% cumulative bonus each round of combat), though they are less likely to call for the watch. (Percentile result 0-50: careful observation, 51-95: careful attack, 96-00: cry for the watch and flee before it appears.)

Example: An assassin draws a dagger with a poisoned blade. Two persons can see it the first melee round it is out. The percentile dice are rolled for each, but unless 10 or less is rolled, they do not notice the venom. The next melee round the two first seeing the weapon have a 20% chance of noticing the poison, and any others seeing it for the first time have but a 10% chance.

Treating Poison Victims

Alas, there are many ways a character can be treated for poison. The surest are spells that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. The second level cleric spell Slow Poison prevents any further damage to the character for the spell's duration, but it does not eliminate the poison. If not cured, the poison will begin affecting the creature again as soon as the spell wears off. (Note that if the poison is Slowed for 7 hours or more, it simply wears off.) For example, if Gwardo gets his resident 4th level cleric to cast Slow Poison on him after the second round he takes damage, he will not suffer poison damage for 4 hours. Unfortunately for him, if he is not cured of the poison in that time he will take 1d6 points of damage for five rounds after the magic fades.

Healing spells that restore lost hit points can only recover hit points that have actually been lost; they cannot be used as a hedge against future losses. This includes even the deceptively named sixth level cleric spell Cure-All, which neither eliminates poison nor halts its progress (though the seventh level cleric spell Restorative Cure-All will do both). Neutralize Poison does not recover hit points already lost to the effects of poison but it does completely eliminate the poison from the system (until the character jumps back into the pit of vipers).

Annoying characters with the healing skill can delay the start of poison damage if and only if they reach the poisoned individual the round after the poisoning occurs (the round in which the poison would normally begin damaging the victim). The healing character must tend to the poison victim for five full rounds, during which time any poison damage is suspended. At the end of the fifth round, the victim makes a save vs. poison at +2. At that point, damage applies as above. Remember that the healing skill alone can only be used against injected poisons! Contact and ingested poisons are not affected unless the healer also has the herbalism skill (and some herbs).



Death from Poison

A character that dies as a result of poisoning may still have active venom in his system. Poisons remain effective for 2d6 hours after the death of the victim. If the character is raised during this time, some method must be found to neutralize the poison before the character is restored to life. Otherwise, if the character rolls a successful resurrection survival check, he must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in his body anew, as per the normal rules. A new duration must be determined and new damage applied as if the character has taken an entire second dose. Characters can actually be raised and promptly die again!

Acid Types

Acid has been found to be a fairly effective means of destroying items, people and evidence. Acid dissolves just about anything, though it takes longer on some materials than others. Once an item fails its save, the acid begins doing its work. Table 16S: Acid Table applies to one full dose (8 oz.) of acid. For lesser or greater amounts, adjust appropriately. For example, 12 ounces of Type A acid would dissolve 1 cubic inch of soft organic matter 1.5 times as fast as 8 ounces. Each acid has a distinct type, with its own damage rating and varying strengths. (The acid described in the Combat chapter is Type B.)

Digestive acids apply mostly to objects and creatures caught in a creature's stomach. Note that magic items add 1 day to dissolution time per plus (or effective plus) in something's stomach. Should an item be "rescued" before it is completely dissolved, it may still be used (if enough of it remains) but it is no longer magical. (Since a save applies each round, the item is assumed to fail a save eventually.)

Certain creatures are unable to digest certain items (Green Slime is slow to digest wood). In addition, some creatures have unusually powerful (or conversely, weak) acids for their size. These factors are noted within the creature's description in the Hacklopedia of Beasts.

Artifact Vendors

These are often former adventurers or sponsors who were extremely successful during their active careers. Despite their name, such artifact vendors rarely deal in true artifacts but have been known to sell magic items – even some rather powerful ones. Artifact vendors prefer to deal in substantial items that have a definite value – weapons, armor and miscellaneous magic such as cloaks, cubes, etc. rather than the more subjective power and value of potions or scrolls.

Because kings, counts and mayors dislike the idea of someone on their lands selling +5 swords to the highest bidder, artifact vendors tend to travel a lot. They can sometimes even be found at the roadside, especially on traditional routes used by adventuring parties to find danger (after all, that's where there is a demand). Artifact vendors charge AT LEAST as much for a magic item as indicated in Appendix A: Magic Item Tables and Appendix B: Magic Item Descriptions in this volume.

About 35% of all artifact vendors are, in fact, charlatans out to make a fast silver piece. Many of these vendors are even possibly Arcane Merchants (see the Hacklopedia of Beasts Volume 1). With ubiquitous applications of Gabal's Magical Aura and various illusion spells they have been known to cheat even seasoned adventurers out of piles of gold. Charlatans move even faster and more often than the legitimate vendors do. Once they make a sale, they are virtually impossible to find again. Of course, legitimate vendors hate such cads even more than the charlatans' customers – it's just bad for everyone's business. An authentic artifact vendor might even show interest in sponsoring a party willing to go after such a scoundrel.

Chapter 17

Magical Research

Players love to find and use magical items, but eventually they will begin to wonder where all these magical weapons come from. The answer, of course, is through magical research. When the question comes up, and believe me, it will, you will be able to use this chapter to find answers. This will inevitably lead to any magic-users wanting to start their own research, and again this chapter will prove to be invaluable. Herein, I will give you the specifics for the creation of holy/unholy water, for spell research and for the construction of magic items. Pay attention, because your players will ask. They always do.

Creation of Holy/Unholy Water

Only clerics (NOT druids nor paladins nor anybody else!) are able to prepare holy water - or unholy water in the case of evil clerics. As a third level spell is involved, it requires a cleric of not less than 5th level of experience to create such fluid. The process is as follows:

A specially blessed/cursed basin of fine workmanship and precious metal (copper, silver, electrum, gold or platinum) must be fashioned for the cleric. This vessel must be engraved with the holy/unholy symbols of the cleric's gawd or gawds, and it must be within a special repository of finely crafted and carefully worked rare wood, with a base, pedestal, chest-like holder and lid - the whole being known as a font. The basin is placed within the font, and the cleric then casts the following spells in succession, while robed in formal vestments appropriate to his religious persuasion:

Create Water, Purify Food & Drink (on the water) or its reverse, Bless or its reverse, Chant (1 full turn) and Prayer.

Table 17A:
Holy/Unholy Water Receptacles

Metal	Capacity For Creation	Minimum-Maximum Basin Cost	Font Cost
Copper	6 vials	130 - 180 gp	200 gp
Silver	10 vials	1,900 - 2,400 gp	500 gp
Electrum	18 vials	8,000 – 12,000 gp	1,000 gp
Gold	32 vials	19,000 – 22,000 gp	1,500 gp
Platinum	50 vials	110,000 – 200,000 gp	2,000 gp

The amount of water created depends upon the metal of the receptacle, as is seen in the table below. Also included are some average costs for the various parts of the font. Once created, the holy/unholy water cannot leave the font for more than a turn without losing its efficacy unless it is placed within specially blessed/cursed vials of crystal - either rock or special leaded glass. Each empty vial is worth 2-5 gold pieces.

Combination metal vessels are allowed with capacity according to the ratio of the composition. For example, a copper basin chased with silver and set with silver rim and handles (50% copper, 50% silver) would hold 8 vials and cost 50% of the copper vessel plus 50% of the silver vessel price. Fonts and basins must be designed and constructed on special order, the process taking 2d4 + 2 weeks.

Limits for Creation

Holy water or unholy water may be made only once per week. The ritual takes a full day of prayers and meditation, followed by the actual ritual. Afterwards, the cleric needs at least 8 hours of uninterrupted rest and repose. Only one holy/unholy water font per temple is possible, as the gawds look upon anything other as unworthy and excessive.

Defilement of Fonts

If any non-believer blesses/curses an unholy/holy font, or uses less refined means such as excreting waste into a font or basin, the whole font is absolutely desecrated, defiled and unfit. It must be smelted down and remade in to a new font. The cost will be 20% to 50% of the figures shown above, and the whole process will take from 4 to 6 weeks. Note that either method of defilement requires actual contact with the font and its vessel. Any blessing or cursing from a distance will be ineffectual and wasted. Relics might either defile by touch or prevent defilement by being encased within the font or receptacle, at your option.

Drinking Holy/Unholy Water

Ingesting or bathing with holy water will have the beneficial effect of slowing the onset of lycanthropy or of becoming undead. For each vial so used, the process is slowed by 1d4 turns, determined secretly by you. Drinking holy water will also instantly remove the effects of alcohol, whether still intoxicated or recovering. Upon drinking a vial of holy water, the drinker instantly loses any penalties (or benefits) associated with drunkenness and is considered to have consumed zero drinks.

Drinking unholy water leaves the drinker with a horribly foul taste in his mouth. He has bad breath (-1 to Charisma) for one hour per vial drunk. He will also suffer a severe bout of diarrhea.

Spell Research

Whether from the desire to create a new spell or from dissatisfaction with a lack of power, it is certain that the magic-users in your campaign will eventually get around to inquiring about the procedures necessary to research and create a spell. Whether the spell is new or a listed spell which the character has been unable to locate during the course of his adventuring, the process is nearly the same. You must be very wary when this happens. Many players will try to use magical research to make spells that simulate or duplicate the effects of other spells, only improved. This should be watched very carefully. Every spell in HackMaster 4th edition has been painstakingly hand crafted to be perfectly balanced in terms of game effects. Changing the parameters of a spell will make it unbalanced, so beware.

If you decide to proceed with your player's spell research, there are a few important things you must determine. First, does the character's Intelligence allow him to know another spell of that level? Second, is the character of a high enough level to learn and cast a spell of the desired spell level? The character will not be successful in his research if the answer to either of these questions is no. However, regardless of the answers the information should not be passed to the inquirer. He should be allowed to continue the spell research process. This indicates a lack of good judgment on the character's part, which will be evidenced by lack of success realized only after fruitless research.

Determining the Spell Level

New spells might pose a small problem, as they will require some study on your part, but most of the burden can be shifted to the player. When the desire to research a new spell is stated, inform the player that his character must carefully draft the details of the spell. They should submit to you a typed copy of the spell in the same format as used in the Players Handbook. Only when this is in your hands should you consider the power of the spell. Meanwhile, do not discuss the matter with the player - at least as GM to player; it might be necessary to take the part of a sage and discuss the spell with the player character, for example, but that is entirely different. Once you have the details of the spell, compare it to existing spells in order to determine its level and any modifications and additions you find necessary in order to have it conform to "known" magic principles. Spells that simply improve already existing spells should be watched, as mentioned earlier. Any super-powerful, absolute killer or like spell must be thrown out immediately. Be certain to consider all of the ramifications of a spell and the entire descriptive wording, to weed out spells that give the user some extraordinary, undeserved and/or unwarranted power. Anything better than the 9th level spells (or 7th level with respect to clerics and druids) is in the category of impossible. Allow the character to attempt the research, but it will always be useless.

Check the range, duration, area of effect and saving throw in particular to see that the spell has limits and restrictions. You will want to place more rigid restrictions than are shown, because the player certainly is not going to voluntarily create a balanced spell. Similarly, you should probably add components and/or lengthen the casting time. After analysis of the spell and adjustment of its parameters, you will be in a position to assign it a level. If the spell is a variation of an existing spell, with only minor differences, improvements or extended effects, it will probably be only one level higher. If it is superior in two categories, place it two levels higher, and so forth. If it is a spell that is markedly different from all others, find the spell or spells which most closely resemble it, and then set its level according to the relative power of those covered in the book compared to the new spell. Spells with combination functions are at least equal in level to the sum of the spell functions plus a level, i.e. a spell which combined Audible Glamer with Phantasmal Force would be at least 6th level (a 2nd level plus a 3rd level plus 1 level for combining spells).

Cost of Research

The basic cost for spell research is only 200 gold pieces per spell level per week. Note, however, that this assumes that the researcher has a laboratory (or shrine in the case of a cleric, or sacred grove in the case of a druid) and library at hand (personal or commu-

nal). To the base cost must be added a weekly variable of 100 to 400 gold pieces per level of the spell. This variable accounts for additional materials needed, and is at your discretion. You may select a value each week based on your assessment of the spell or you may roll randomly. If no library of materials is owned by the researcher, the base cost increases by a factor of 10 (2,000 gold pieces per spell level per week), the researcher being assumed to be acquiring arcane texts and scrolls, thus creating a library. The player must establish the amount to be spent, based on his appraisal of the level, without any assistance from you. If he does not allocate enough money, you may inform him. Or you may not. However you feel. It goes almost without saying, but a character cannot allocate more money than he has to spell research. During the researching period, he has no time to make money. Note that the player character must also eat, so if a player did not allocate enough money for food, he will need to spend an additional 4 gp a day on food. If this causes him to fall short of the cost of the research, he fails.

Length of Research

Initial preparations and research will consume a number of weeks equal to the level of the spell being researched. After this initial period there is a weekly chance of success. Research therefore will last a minimum number of weeks equal to the level of the spell plus one. Research expense accrues each and every week. There is no limit to the time it takes to research, although in practice an additional six weeks of research time beyond the preparations is usually sufficient.

Table 17B:
Suggested Special Ingredients for Potions

Type of Potion	Suggested Special Ingredient(s)
Animal Control	organ or gland from representative type or types to be controlled
Clairaudience	human or simian thalamus gland or ear from an animal with keen hearing
Clairvoyance	human or simian thalamus gland or eye from an animal with keen sight
Climbing	gorilla blood, insect legs (giant), cat's paw
Delusion*	Doppleganger flesh, Rakshasa ichor, Gremlin or Cantankerous Babbler blood, Gibbering Mouther heart
Diminution	powdered Kobold horn, Firbolg hair, Wererat or Quickling blood
Dragon Control	brain of the appropriate dragon type
ESP	Mind Flayer brain
Extra-Healing	Troll blood, Phoenix feathers or hair of a saint**
Fire Breath	six Firenewt tongues
Fire Resistance	Fire Elemental phlogiston or Salamander scales
Flying	Hippogriff or bird feathers, Gargoyle horn, Avianderthal blood
Gaseous Form	Vampire dust or Ogre Magi teeth
Giant Control	brain of appropriate giant type
Giant Strength	drops of sweat from appropriate giant type
Glibness	Talking Owl vocal cords
Growth	Ogre Magi gland, Leviathan blood
Healing	Powdered beetle, Centipus flesh or thread of saint's garment**
Heroism	heart of lion, Giant Badger, boar, Minotaur
Human Control	Vampire eye or Nixie blood, Corpse Crab brain, brain or appropriate humanoid to be controlled.
Invisibility	Invisible Stalker ichor
Invulnerability	Gargoyle horn or lycanthrope skin, Night Hag blood
Levitation	Beholder Eye (from stalk), Lurker Above gland or Will-O-Wisp essence
Longevity	dragon, Dryad or elf blood, Treant sap, Cave Chameleon heart
Oil of Etherealness	Shedu fat or demon brain
Oil of Slipperiness	Purple Worm gland or liver of Giant Pike
Philter of Love	Dryad hair, Leucrotta saliva or swan heart
Philter of Lust	kiss of a Nereid or Nymph
Philter of Persuasiveness	Harpies' tongues, dragon tongue or devil tongue
Plant Control	Shrieker spores, Umber Hulk eye, Orange Tailed Plant Squaller brain
Polymorph Self	Mimic ichor, Succubus hair, Attention Getter blood, Bolter glands
Polymorph to Gnome	Doppelganger of Doppelganger-kin flesh
Polymorph to Insect	Doppelganger of Doppelganger-kin flesh
Polymorph to Primate	Doppelganger of Doppelganger-kin flesh
Polymorphing	Doppelganger of Doppelganger-kin flesh
Speed	Pegasus heart, Giant Horsefly legs, Giant Weasel, Quickling or Trow Bogle blood
Super-Heroism	Giant Wolverine blood and Minotox heart, Giant Boar heart
Sweet Water	Water Elemental eye, Jurynday liver or Triton blood
Treasure Finding	Gold Dragon scale and six different powdered gem stones
Undead Control	dust of freshly destroyed Spectres or Vampire brain or Ghost ectoplasm or Lich tongue, Dracolich powder, Insidious Ichor
Venus Elixir	Mynx blood
Vitality	Corpse Skink, Bison Vyder heart, Jarvin-taur horn
Water Breathing	Water Naga blood, Enslaver slime or Nixie blood

*Alternatively, a 5% to 20% failure percentage can be assigned to all potion manufacture, and those which are failures become delusion potions of the sort which was being attempted, i.e. Animal Control, Flying, etc.
**Possible only if a cleric compounds the potion.

Necessary Conditions for Spell Research

The researcher must be of sound mind and body and have privacy and seclusion, and be free from interruption during the course of his spell study. This necessity precludes any adventuring or general interaction during the period of research. Research requires about 8 hours per day of work, and only an hour or two per day can be spent doing other things - instructing underlings, disbursing funds, etc. Any interruption of research will result in a setback. Each day of rest will translate into one full week of lost time. Also, as noted above, a library must be at hand, and this means that either the researcher must have a stronghold or highly private quarters, or obtain them prior to beginning the project. If a personal library is not possessed, the research must be carried on within a one-day's journey of a town or city in which the research materials can be obtained.

Research Materials

The acquisition of proper research materials includes not only texts and scrolls, but also various components for the material needs of the spell. Written works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he wishes to use. Thus, works on history, geography, astrology, alchemy, etc. must also be obtained.

Chance of Success

The unmodified chance of success is 10%. Added to this is the Intelligence score of the researcher (Wisdom with respect to clerics and the average of Wisdom and Charisma for druids), plus the level of the character researching the spell. This value is the base chance of success. It is modified by subtracting twice the level of the spell being researched. This base chance is further modified by +10% increments for every additional 2,000 gold pieces spent per spell level. Thus, an expenditure of base cost + variable + 2,000 gp on a per spell level basis increases base chance from 10% to 20%, and 4,000 gp additional per spell level increases base chance from 10% to 30%, and so on, to a maximum base chance of 50% (expenditure of 8,000 extra gold pieces per spell level). Insufficient expenditure means a 0% success chance.

Determination of Success

After the initial research period (equal to the level of the spell in weeks), find the base chance, adjust by Intelligence (or relevant Ability Scores), character level and spell level, and secretly roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check each successive game week for success as long as research is uninterrupted and proper funding for the work continues. Remember, if a spell that is impossible for the character is being researched, this procedure remains the same, but there will NEVER be success, and the dice roll is simply frosting. (Eventually, even the most determined player character will begin to understand that his aim is fruitless.)

Confidentiality of New Spells

Once a player succeeds in researching a new spell, it is his character's alone. Only that character has the proper formula and you should make no mention of the spell in your adventures.

Creating Magic Items

It is an obvious premise of the game that someone or something makes magic items. A wise player character will realize that it would be very profitable to be that someone. Do not tell players how this is to be accomplished! In order to find out, they must consult with a knowledgeable character of the proper profession.

Magic items are made by high level magic-users, except for those items that are restricted to clerics, special racial items and books, artifacts and relics. Books (including tomes, librams and manuals), artifacts and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin, thus books, artifacts and relics cannot be made by players and come only from you. Use that power wisely. Dwarven and elven manufactured items – those with the race name in the title - are likewise beyond the ken of player characters of these races. Only exceptional members of the race are able to properly forge, fashion and/or make these items.

This still leaves an incredible range of magic items that player characters can aspire to manufacture. However, these aspirations must be unsatisfied until the player character achieves a certain level of ability. That is, a player character must be at least an 11th level cleric, a 13th level druid, a 12th level magic-user, specialist or battle mage, or an 11th level illusionist in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter). Furthermore, a player character may manufacture only those items particular to his profession or items that are usable by professions not able to make magic items. Thus, a cleric is unable to fashion a wand usable by magic-users or illusionists, a magic-user cannot manufacture a clerical magic item, etc. In addition, a cleric may not make an item that is of opposite alignment or cannot be used by his profession. Thus, clerics cannot manufacture magic swords, though magic-users can.

Manufacture Of Potions

Because of their relative simplicity (and lesser effects), potions are easier for magic users to create. However, they are still powerful tools of the players, and you should not go easy on a magic-user or cleric that wishes to make one. The key to dealing with "home-made" potions is that you should never tell the player how it is made or whether he succeeds or not. Just like the character, the player must figure the information out for himself. Potions can be made by any magic-user or cleric of 7th level or above if he enlists the aid of an alchemist. At levels above the 11th, such assistance is no longer mandatory, although it will reduce the amount of money and time the player character must spend making the potion by 50%.

In order to begin the manufacture of a potion, the magic-user must have a proper laboratory with fireplace, workbench, brazier and several dozen alembics, flasks, dishes, mortar and pestle, basins, jugs, retorts, measuring devices, scales and so forth! In addition, only one potion may be made at a time. Such implements are not easily obtained, being found only at alchemical shops or produced upon special orders by stone masons, potters, glass blowers, etc. Initial outlay for the creation of a workshop, assuming that the place already has a fireplace, would cost between 200 and 1,000 gp. This cost is based on the relative availability of the tradesmen and goods necessary to complete the work room and stock it properly. You should adjust the price according to the nature of your adventure. In addition, upkeep of the laboratory requires a further monthly outlay of 10% of the total cost of creation, exclusive of any special provisions or protections, in order to stock basic fuel and supplies, replace broken equipment and so on. This upkeep is necessary only when the lab is in use. If the player character has an alchemist in his employ, the lab is considered to always be in use.

In order to avoid the length and complication of separate formulae for each type of potion, the following simple system should be used. Feel free to concoct a separate formula for each potion, but be aware that it will be very difficult and that your creation will lack Hard Eight quality. Both the cost in gold pieces and the days of compounding and infusing are determined by use of the experience points award (as shown on the list of magic items). If no experience points are shown, then the potion has a 200 gp base for cost and time determination. The experience point value for a given potion is also the amount of gold pieces the magic-user must pay in order to concoct the basic formula. This is only the cost for the basic ingredients. You should feel free to add any extra costs you deem appropriate, based on how powerful or useful you think the potion will be. The number of days required to brew the potion is equal to the cost in gold pieces divided by 100, rounded up. So a potion that costs 250 gp to make takes three days.

However, the most important part of the manufacture of a potion is the substance of its power, the special ingredient. The list of potions and special ingredients possible is given as a guide only; you should also consult the Hacklopedia of Beasts for further ingredients. You should choose a special ingredient that is rare and difficult to get. This is necessary for two reasons. One, if the item is easy to get, why hasn't everyone tried to make the potion? Second, the harder the creation process, the more valuable to the character the potion will be. It will also prevent them from spending their time sitting in the lab cranking out potions for profit.

Manufacture of Scrolls

Similar to potions are scrolls. Both are ways to store spells without using memorization slots. However, spell scrolls can only be used by spell casters (magic-users or clerics and sometimes high level thieves and bards). Protection scrolls can be used by anyone able to read. The result is that potions and scrolls are of approximately equal value. Because of this you should be equally wary of scrolls as you are of potions. Clerics, magic-users and illusionists (and other specialists) inscribe scrolls with spells applicable to their particular professions. Protection scrolls are scribed by either magic-users or clerics, the determination being as shown on Table 17C: Protection Scrolls.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to cast, i.e. a 9th level magic-user could not place a 7th level spell on a scroll.

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment or vellum - the latter being the most desirable. Any mistake upon the parchment will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a Griffon, Harpy, Hippogriff, Pegasus, Roc, sphinx of any sort, and any other creature you choose (demons, devils, Lammasu, etc.). These materials should be difficult to find in your adventure and costly when they are found. Like the rare ingredients for potions, it is this element of scrolls that can best be controlled. The material upon which the scroll of spells is to be written can be purchased at the cost guidelines shown on Table 17D: Scroll Materials.

Table 17C:
Protection Scrolls

Clerical Protection Scrolls	Magic-User Protection Scrolls
–	Acid
–	Cold
Devils**	Demons**
Fire	Dragon Breath
Plants	Electricity
Poison	Elementals
Possession	Fire
–	Gas
Undead	Lycanthropes
–	Magic
–	Petrification
–	Water

* Curse scrolls can be made by any sort of spell user noted above.

** Rumors exist of a Scroll of Protection from Daemons, but no one has successfully scribed one for at least two thousand years.

Table 17D:
Scroll Materials

Material	Cost	Modifier
papyrus, per sheet	2 gp and up	+5% chance of failure
parchment, per sheet	4 gp and up	0% chance of failure
vellum, per sheet	8 gp and up	-5% chance of failure

The type of material used will affect the likelihood of successful transcription, as listed in the table. Papyrus and parchment cost more for use as scrolls because they require special treatment. Special quills cannot normally be purchased, for only common goose or similar feather instruments are available in most shops. The inscriber must make his own arrangements for the acquisition of special writing tools as he can. At this point you should try to swindle and cheat the player as much as possible. If they want to create a magical scroll, they should have to pay through the nose. They will be more reluctant to use the scroll afterwards, and that will reduce its effectiveness.

Ink is also very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The spell caster cannot use the same ink for their spell book and for scrolls. The basic medium should be sepia from a Giant Squid or ink from a Giant Octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, preparations concocted from parts of monsters, and so on. An example of a formula for the ink required to scribe a Scroll of Protection from Petrification is shown below:

- 1 oz. Giant Squid sepia
- 1 Basilisk eye
- 3 Cockatrice feathers
- 1 scruple of venom from a Medusa's snakes
- 1 large peridot, powdered
- 1 medium topaz, powdered
- 2 drams holy water
- 6 pumpkin seeds

Harvest the pumpkin in the dark of the moon and dry the seeds over a slow fire of sandalwood and horse dung. Select three perfect ones and grind them into a coarse meal, husks and all. Boil the Basilisk eye and Cockatrice feathers for exactly five minutes in a saline solution, drain and place in a jar. Add the Medusa's snake venom and gem powders. Allow to stand for 24 hours, stirring occasionally. Pour off liquid into bottle, add sepia and holy water, mixing contents with a silver rod, stirring widdershins. Makes ink sufficient for one scroll.

You should use this recipe as a sample for ink ingredients and methods. Each spell should have unique ink. The object when creating these recipes is to make them as exacting and difficult as possible. Scroll creation is only for the dedicated, and weak players who are not willing to fulfill the requirements do not deserve to make scrolls. The ingredients should suit the overall purpose of the ink. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood and so forth from rare and dangerous creatures are all ideal components.

Once material, quill and ink are ready, the spell scriber must actually write the magical runes, glyphs, symbols, characters, pictograms and words upon the surface of the scroll. Transcription must be from his spell books or upon an altar (for clerics). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and made a special sacrifice to their gawd, while magic-users must have drawn a magic circle and remained uninterrupted. Preparation requires one full day for each level of the spell being scribed on the scroll. Thus, a 1st level spell would take one day, a 2nd level spell would take two, etc. Time so spent must be continuous with interruptions only for rest, food, sleep and the like. If the inscriber leaves the scroll to do anything else, the magic is broken, and the effort is ruined.

Failure

There is a base 20% chance that a mistake, smudge or flaw in the scroll will make the spell useless. To this is added 1% per level of the spell being inscribed, so that total failure chance is from 21 % to 29%. When rolling, subtract the inscribing character's level from the base chance for the final failure percentage. Thus, if a 14th level cleric is attempting to write a 7th level spell on a parchment scroll, the failure chance is 20% + 7% - 14% = a 13% chance. After the requisite materials and preparations have been taken care of, the player character must then spend the full time necessary to inscribe the scroll. Thereafter, a percentile dice roll greater than the percentage chance of failure equals success. When the roll indicates success, the magic-user then inscribes his name and scribing location on the scroll, and it is complete. Note that only in a case where a writer misses his failure check by 10% or more will he realize that the scroll is no good. (i.e. in the above example, the cleric would need to roll a 03% or less on a d100 to realize his scroll is no good). If the result is within 5% to 9% of the failure chance, a spell mishap will immediately occur. If the result is within 0-4% of the failure chance the scroll will appear to be successfully inscribed but will actually result in a spell mishap

when used. Approximately 5-10% of scrolls found in random treasure hoards will result in spell mishap instead of the intended effect.

If multiple spells are being scribed, a known failure of one means that no further spells may be placed upon the scroll. If an unknown failure occurs, any subsequent spells will automatically result in spell mishap when used. No more than seven spells may be written on a single scroll. As a spell is read from the scroll, its letters and figures writhe and glow, the magic is effected, and then the lines fade and are gone forever. In order for a magic-user or illusionist to transcribe a heretofore unknown spell from a scroll into his spell book, a Read Magic spell is required. This takes an amount of time equal to the time to create the scroll, not including preparation. Once the spell is transcribed, the writing disappears from the scroll.

The scriber of the spell does not need a Read Magic spell to use his own scroll spells, just as clerics never need the aid of magic to read appropriate scroll spells.

Fabrication of Other Magic Items

With the exception of clerical items, all other magic items must be created with the spell Enchant an Item. This is the general enchantment spell that prepares the item to be enchanted with other spells. See the description of the spell in the Player's Handbook for more specifics.

When dealing with a magic-user, you must determine which spells and ingredients are necessary to the manufacture of each specific magic item. For example, a player character magic-user of 15th level desires to make a Ring of Spell Storing. He commissions a platinumsmith to fashion a ring of the finest quality, and pays 5,000 gp for materials and labor (only items of the finest construction can be made magical). He then casts the Enchant an Item spell according to the Player's Handbook instructions. As GM, you must now inform him what the necessary ingredients are. In this case, you might tell him that in order to contain and accept the spells he desires to store in the device, a scroll bearing the desired spells must be scribed. Then a Permanency spell must be cast upon the scroll, and then the scroll must be merged with the ring by some means (typically a Wish spell). This must be completed before the duration of the magic of the Enchant an Item spell expires, or the item must be prepared again.

The above-mentioned Ring of Spell Storing could be made without the benefit of a Permanency spell, and spells could be stored within, but they could only be called forth once, and then the ring would be useless. Wands and other chargeable items do not require Permanency, and of course they are used up when all the charges are gone. Items with a permanent dweomer (such as weapons, armor, most rings and miscellaneous magic items) do require a Permanency spell to be made continuously operational.

A cleric or druid making an item that is applicable to their profession must spend a week in retreat, meditating in complete isolation. Thereafter, he must spend three days fasting. Finally, he must pray over and purify the item for a day. Of course, the item must be of the finest quality just as detailed in the magic-user Enchant an Item spell description. Thereafter the cleric or druid must place the item upon his altar and invoke the direct favor of his gawd to instill a special power into the item. There is a 1% per day cumulative chance that the item will then be empowered as desired, providing the cleric or druid has been absolutely exemplary in his faith and alignment requirements, and has great Honor. Furthermore, if the item is one with charges, the cleric or druid must then take it into seclusion and cast the requisite spells upon it, doing so within 24 hours of its being favored by the gawd. In other cases, the item need only be sanctified to the appropriate gawd in order to complete its manufacture.

In all cases, the manufacture of any magic item other than a potion or scroll will be so debilitating that the maker must rest for one day for each 100 EP of the item's experience point value. During this period, the character can do nothing except eat, rest, undertake mild exercise and sleep - all in relative isolation. No adventuring or spell use is possible during this period!

Fabrication of Magic Items by Charmed or Enslaved Magic-Users

You should take note that any sort of charmed, magically persuaded or otherwise enslaved magic-user will be totally unable to fabricate or assist in the fabrication of any type of magic item in any way - scroll, potion or otherwise. The discipline and concentration that is demanded by such activity absolutely precludes individuals of this sort from manufacturing magic items. If a player character should attempt to have such a character fabricate items, allow the usual amounts of time and money to be expended, and then inform him that the results are negative. If the player character opts to have the enslaved individual continue, say nothing, but the attempts will continue to be fruitless. Feel free to imply that an item has been successfully crafted but when used it is guaranteed to result in spell mishap.

Non-Standard Magic Items

There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected. While we do not recommend you try to do this, we understand that it will happen. If you must modify magic items, the safest thing to do is to tweak an existing item. Creating entirely new items is very difficult because you must consider game balance carefully. For us here at Hard Eight, this is something we have years of experience with, so we can be trusted to do a good job. You, on the other hand, really are not qualified. If you must create a new item, at least try your best to make it balanced. You will not succeed, but it will be better than nothing. Items that are expended after a single use, those with limited usage and those with variable effects are most desirable.

The second consideration involves other GM's campaigns. They will generally not know what special powers or restrictions such items have. Thus, non-standard items will not be usable in other campaigns, HMA tournaments or official games. You, as GM, should simply cause any such items brought into your campaign to disappear. Never, ever take a player's word for any item. They are always trying to destroy you, and this gives them the perfect weapon. Do not allow its use in your campaign unless you get a full explanation in writing from that player's GM that details the properties of the item. And then, only if the player and his GM are HMA certified must you accept the item. Do not allow a player to bulldoze you in any manner regarding this. Simply inform the person that he must have left the item in his former area, as it is not around in yours! This solves the problem of having a possible imbalance brought into your carefully designed campaign.

Note: An altered form of a standard HackMaster item is not a new or non-standard item, i.e. a cap which causes its wearer to be invisible is the same as a Ring of Invisibility.

Use Of Magic Items

Command Words

In order to use a rod, staff or wand, it is usually necessary to know the proper command word. There are several possible ways to acquire this knowledge. If the item is/was in the possession of an opponent, it may be possible to learn the appropriate word or phrase directly, either by noting what he says when using the item, or by causing the possessor to divulge the information through force or trickery. It is common for spell casters to keep such information recorded among their hidden scrolls and spell books, in case their memories should somehow become impaired (or simply prove insufficient) and the words be forgotten.

If none of these sources should fit the situation, and the item was not found with an accompanying scroll explaining its use and history, it may be necessary to resort to informational spells such as Contact Other Plane, Legend Lore or Speak to the Dead.

Crystal Balls & Scrying

Various devices for seeing and/or hearing at a distance (such as Crystal Balls, various scrying devices such as dishes, pans of water or mirrors, and spells such as Clairaudience) are detectable. If the creature being observed in this manner is a spell user, then consult Table 9A: Detection Of Invisibility in Chapter 9. Find the creature's level/Hit Dice and Intelligence, and then use the table as if an invisible creature were to be detected, checking each round.

If scrying is detected by the observed, then it can be stopped by the use of Darkness or Dispel Magic. The observed simply notes the small disturbance in the air caused by the magical viewing and casts the spell upon that spot, thus causing the scrying to cease for the length of the Darkness spell or for a full day in the case of Dispel Magic. (And obviously Clairaudience can be countered by Silence 15' Radius.) As a GM, this is one of your powerful weapons to help limit the effect of scrying devices in your campaign.

Destroying Magical Items

Occasionally characters may find it desirable, useful or vitally necessary to destroy a magical item. Magical items are more resistant than ordinary ones, but they are hardly indestructible.

Characters who possess a device and are determined to destroy it can do so at will. They need only snap the blade of a magical sword or burn a cloak or whatever. Exactly how long this takes depends on how long you decide they need to force a saving throw (usually it takes one round to attempt to break a blade or cast a Fireball at an offensive item). Then the item simply rolls saving throws until it is destroyed. It is no longer a magic item, just a bunch of pieces on the ground.

Characters can target specific magic items held by others, but it is very difficult. Attempting to destroy an enemy's magical item requires attack rolls (likely called shots at –2 to –10 to-hit depending on the size), any applicable saving throws and item saving throws. The character must successfully strike the item or the NPC must fail a save (if he succeeds at his saving throws, all items on his person also succeed) and finally the item must save or be destroyed.

Destroying a magic item results in something more dramatic than the breaking of a vase or a windowpane. Typically, such activity releases a small explosion, puffs of smoke, a small whirlwind, a shower of colors or whatever you deem appropriate. It may result in damage to those nearby, but this should be mostly for effect (not enough to kill or badly injure people). A magic item inflicts no more than a d4 or possibly 2d4 points of damage within a ten-foot radius when destroyed, unless its description specifically states otherwise. For instance, certain staves bind up dangerous energies and can have devastating effects when broken. If you want to randomly determine the effect of breaking a magic item, use Table 7E: Spell Mishaps with appropriate modifiers (positive or negative) depending on the power of the item.

Appendix A
Magical Item Tables

Magical items are fabulous treasure items – sought out by even the most wet-behind-the-ears 1st level characters as they search every nook and cranny of a dungeon. They horde every commonplace item they find, hoping that a Detect Magic spell will reveal astonishing and powerful abilities. Whenever possible, the GM should carefully consider each and every magical item he gives out in his campaign. The addition of a powerful relic or artifact can throw off the balance of power in any campaign. Sometimes, however, the GM has more pressing game matters on his mind and must leave things to chance.

Table A1:
Magical Items
Roll (1d100)

Roll	Category
1-20	Potions and Oils (A2)
21-35	Scrolls (A3)
36-40	Rings (A4)
41	Rods (A5)
42	Staves (A6)
43-45	Wands (A7)
46	Misc. Magic: Books, etc. (A8)
47-48	Misc. Magic: Jewels, etc. (A9)
49-50	Misc. Magic: Cloaks, etc. (A10)
51-52	Misc. Magic: Boots, etc. (A11)
53	Misc. Magic: Girdles, etc. (A12)
54-55	Misc. Magic: Bags, etc. (A13)
56	Misc. Magic: Dusts, etc.(A14)
57	Misc. Magic: Household (A15)
58	Misc. Magic: Musical (A16)
59-60	Misc. Magic: Weird (A17)
61-75	Armor and Shields (A18)
76-99	Weapons (A21)
100	Artifacts (A24)

To determine randomly what magical item has been found, roll on Table A1: Magical Items. This table directs you to one of the more specific categories shown in Tables A2-A24. Once the general item category is determined, the GM can choose a specific item from that table or roll randomly again to find an item appropriate to any given situation.

Items followed by a class name are usable only by characters of that general class, abbreviated in the tables as follows:
F = fighter,
C = cleric,
M = magic-user,
D = druid,
T = thief.

Note: EP Value is the number of experience points a character is awarded for using potions and scrolls. Weapons, armor and long-term miscellaneous items are awarded 1/10th the EP Value listed, per use or per week.



Table A2:
Potions and Oils
Roll (1d100)

Roll	Potion Name	EP	GP
1	Animal Control	250	400
2–3	Attitude Adjustment	600	2000
4	Clairaudience	250	400
5	Clairvoyance	300	500
6	Climbing	300	500
7–9	Delusion**	–	150
10–11	Diminution	300	500
12–13	Dragon Control*	700	5000-9000
14–15	Elixir of Health	350	2000
16–17	Elixir of Madness**	–	–
18–19	Elixir of Youth	500	10,000
20	ESP	500	850
21–23	Extra-healing	400	800
24	Fire Breath	400	4000
25	Fire Breath Protection	750	1200
26–27	Fire Resistance	250	400
28–29	Flying	500	750
30–31	Gaseous Form	300	400
32	Giant Control*	600	1000-6000
33–34	Giant Strength* (Fighter)	550	900-1400
35	Gibberish, Gnome	150	500
36	Growth	250	300
37–40	Healing	200	400
41	Heroism (Fighter)	300	500
42–43	Human Control*	500	900
44–45	Invisibility	250	500
46–47	Invulnerability (Fighter)	350	500
48–49	Levitation	250	400
50	Longevity	500	1000
51	Oil of Acid Resistance	500	5000
52	Oil of Disenchantment	750	3500
53	Oil of Elemental Invulnerability*	500	5000
54	Oil of Etherealness	600	1500
55	Oil of Fiery Burning	500	4000
56	Oil of Fumbling**	–	1000
57	Oil of Impact	750	5000
58–59	Oil of Slipperiness	400	750
60	Oil of Timelessness	500	2000
61	Philter of Glibness	500	2500
62–63	Philter of Love	200	300
64–65	Philter of Lust	150	250
66	Philter of Persuasiveness	400	850
67–68	Philter of Stammering and Stuttering**	–	1500
69	Plant Control	250	300
70–71	Poison**	–	–
72–73	Polymorph Self	200	350
74–75	Polymorph to Gnome	650	900
76–77	Polymorph to Insect*	350	500
78	Polymorph to Primate	275	400
79–80	Polymorphing*	800	1000
81–82	Rainbow Hues	200	800
83–85	Sleep	250	400
86–87	Speed	200	450
88	Super-heroism (Fighter)	450	750
89–90	Sweet Water	200	250
91	Treasure Finding	600	2000
92–93	Undead Control*	700	2500
94	Ventriloquism	200	1200
95–96	Venus Elixir	750	1200
97–98	Vitality	300	2500
99	Water Breathing	400	900
100	GM's Choice	–	–

*The type of creature can be determined by die roll (see the specific item description in Appendix B: Magic Item Descriptions for more information).
** The GM should not reveal the exact nature of the potion.

Table A3:
Scrolls
Roll (1d100)

Roll	Item* Level Range	EP Value	GP Value
1-3	1 spell 1-4		
4-5	1 spell 1-6		
6-7	1 spell 2-9 (2-7**)		
8-9	2 spells 1-4		
10-11	2 spells 2-9 (2-7**)		
12-13	3 spells 1-4		
14-15	3 spells 2-9 (2-7**)		
16-17	4 spells 1-6		
18-19	4 spells 1-8 (1-6**)		
20-21	5 spells 1-6		
22-23	5 spells 1-8 (1-6**)		
24-25	6 spells 1-6		
26-27	6 spells 3-8 (3-6**)		
28-29	7 spells 1-8		
30-31	7 spells 2-9 (2-7**)		
32-33	7 spells 4-9 (4-7**)		
34-36	Protection – Acid	1500	7500
37-39	Protection – Cold	1000	5000
40-41	Protection – Demons	1500	7500
42-43	Protection – Devils	1500	7500
44-46	Protection – Dragon Breath	1000	5000
47-49	Protection – Electricity	500	2500
50-53	Protection – Elementals	500	2500
54-56	Protection – Fire	1000	5000
57-59	Protection – Gas	1000	5000
60-62	Protection – Lycanthropes	500	2500
63-65	Protection – Magic	1000	5000
66-68	Protection – Petrification	1000	5000
69-71	Protection – Plants	500	2500
72-74	Protection – Poison	500	2500
75-77	Protection – Possession	1000	5000
78-80	Protection – Undead	750	3750
82-84	Protection – Water	750	3750
85-91	Cursed	–	–
92-95	Stupendous Scroll of Briefs and Writs	1000	5000
96-100	GM's Choice		

* See the Scrolls section in Appendix B: Magic Item Descriptions to determine whether a cleric scroll or a magic-user scroll is found.
** Level Range lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine cleric spells.
The EP Value (experience point value) for spell scrolls is equal to the total spell levels contained on the scroll x 100. Any scroll sold or traded in the open market commands three times its EP value. Protection scrolls sell for five times their EP value.



Table A4:
Rings

Roll (1d100)	Item	EP	GP
1–2	Acid Plumes	1000	4000
3	Animal Friendship	1000	5000
4	Bad Bargain Sense	–	1000
5	Berserk Strength	500	3000
6	Blinking	1000	5000
7	Breaking Curses*	900	5000
8	Cataclysmic Avoidance	1500	10,000
9	Chameleon Power	1000	5000
10	Cloaking	750	1000
11–12	Clumsiness	–	3000
13	Combination – Invis./DSS*	3000	20,000
14	Constant Thunder	700	5000
15–16	Contrariness	–	1000
17	Death and Reincarnation*	2000	10,000
18–19	Delusion	–	2000
20–21	Diminished Scars*	500	3000
22	Dire Straits	2000	20,000
23	Djinni Conjuring*	3000	20,000
24	Elemental Command	5000	25,000
25	Fall Softly (aka Gently Fall)	1000	5000
26–27	Fast Scabbing*	1000	3000
28	Fire Resistance	1000	5000
29	Free Action	1000	5000
30	Friendship	1200	3000
31	Gentle Persuasion*	1000	3000
32	Giant Might	1500	3000
33	Good Omens	2000	5500
34	Grawdyng's Ring of Servitude	–	1000
35	Hefty Damage	1500	10,000
36–37	Hefty Healing	1000	10,000
38–39	Hefty Recovery	7500	50,000
40	Hefty Spell Casting	1500	50,000
41	Hindsight*	1000	40,000
42	Human Influence	2000	10,000
43	Hyptor's Pronged Ring*	750	2000
44	Illumination*	750	2000
45	Invisibility	1500	7500
46	Jumping	1000	5000
47	Mammal Control*	1000	5000
48	Many Deaths*	2000	10,000
49	Martyrdom	1000	5000
50	Mending	1500	4000
51–52	Mercy Killing*	1000	3500
53	Mind Shielding	500	5000
54–55	Nose Ring of Load Easement	900	6000
56–57	Nose Ring of Viscid Globs*	900	8000
58	Pass Through Walls*	900	5000
59–60	Perpetual Mo-Jo	1000	7000
61–62	Protection	1000**	5000**
63	Quick Escapes*	1500	8000
64	Ram, the*	750	7500
65	Regeneration	5000	40,000
66	Scrying*	2000	5000
67	Shocking Grasp	1000	5000
68	Shooting Stars	3000	15,000
69	Sincerity	1500	5000
70	Spell Storing	2500	22,500
71	Spell Turning	2000	17,500
72	Split Stone*	1200	5000
73	Stasis	2000	7000
74–75	Stone Passage*	2000	5000
76	Suggestion*	1000	4000
77	Sustenance	500	3500
78	Swimming	1000	5000
79	Talk With Plants	750	2000
80	Telekinesis*	2000	10,000
81	Tele-location	500	3000
82	Teleportation*	3000	20,000
83–84	Truth	1000	5000
85–86	Undead Aggravation	1000	4000
87	Undead Utilities	2000	10,000
88	Warmth	1000	5000
89	Water Siphoning	1200	4000
90	Water Walking	1000	5000
91–92	Weakness	–	1000
93–94	Wicked Kicks	900	12,000
95	Wishes, Multiple*	5000	15,000
96	Wishes, Three*	3000	25,000
97	Wizardry	4000	50,000
98	X-Ray Vision	4000	35,000
99–100	GM's Choice		

*The power of these rings is limited by the number of charges.
**Per +1 of protection

Table A5:
Rods
Roll (1d20)

Roll	Item	EP Value	GP Value
1-2	Absorption (C, M)	3500	40,000
3-4	Alertness	3000	50,000
5	Beguiling (C, M, T	2000	30,000
6	Cancellation	5000	15,000
7	Gender Bending	2000	18,000
8	Demon Turning	3000	50,000
9	Flailing	1000	20,000
10	Lordly Might* (F)	3000	20,000
11	Passage	2000	50,000
12	Rod of Plane Breaching	5000	50,000
13	Resurrection (C)	5000	35,000
14	Rulership	3000	35,000
15	Scepter of Demon Control	2000	50,000
16	Security	1500	30,000
17	Smiting (C, M)	2000	15,000
18	Splendor	1500	25,000
19	Terror	2000	15,000
20	GM's Choice		

* aka: Scepter of Lordly Might

Table A6:
Staves
Roll (1d100)

Roll	Item	EP Value	GP Value
1-5	Command (C, M)	3000	15,000
6-12	Curing (C)	4000	15,000
13-14	Staff of the Dark Mage	5000	50,000
15-18	Devastation	3000	40,000
19-20	Hail and Brimstone	4000	45,000
21-27	Indignation	2000	15,000
28-32	Lordship	3000	20,000
33-38	Mace	500*	4000
39-40	Staff of the Magi (M)	5000	45,000
41-44	Phantasmal Fireballs	4000	25,000
45-51	Power (M)	5000	25,000
52-57	Serpent (C)	3000	15,000
58-63	Slinging (C)	1000	5000
64-68	Spear	500*	4000
69-75	Striking (C, M)	3000	20,000
76-82	Swarming Insects (C, M)	100**	2000
83-86	Thunder & Lightning	4000	40,000
87-90	Weather Control	2000	28,500
91-94	Withering	4000	35,000
95-98	Woodlands (D)	4000	30,000
99-100	GM's Choice		

*Per +1 of protection
**Per charge

Table A7:
Wands
Roll (1d100)

Roll	Item	EP Value	GP Value
1-3	Aneurisms	3000	25,000
5-7	Conjuration (M)	3000	30,000
8-15	Earth and Stone	500	5000
16-21	Enemy Detection	1000	10,000
22-27	Fear (C, M)	750	10,000
28-30	Fire (M)	1000	15,000
32-36	Flame Extinguishing	750	5000
37-39	Frost (M)	3000	20,000
40-43	Illumination	1000	15,000
44-48	Illusion (M)	1500	15,000
49-53	Lightning (M)	2000	25,000
54-57	Magic Detection	1000	20,000
58-60	Magic Missiles	2000	25,000
62-66	Metal and Mineral Det.	750	15,000
67-70	Negation	1500	25,000
71-74	Paralyzation (M)	1500	25,000
75-78	Polymorphing (M)	1500	25,000
79-82	Repel Attack	3500	30,000
83-85	Scrying	2000	40,000
86-88	Secret Door and Trap Loc.	1000	25,000
89-91	Size Alteration	1500	20,000
92-94	Volcanic Fire	5000	50,000
95-98	Wonder	3500	40,000
99-100	GM's Choice		



Table A8:

Miscellaneous Magic: Books, Librams, Manuals, Tomes

Roll (1d20)

Roll	Item	EP Value	GP Value
1	Boffo's Blessed Book (M)	2500	20,000
2	Book of Exalted Deeds (C) *	1500	20,000
3	Book of Infinite Spells	2000	30,000
4	Book of Vile Darkness (C)	2500	25,000
5	Libram of Gainful Conjuration (M)	1500	25,000
6	Libram of Ineffable Damnation (M)	2000	30,000
7	Libram of Legalese	500	5000
8	Libram of Silver Magic (M)	2000	15,000
9	Manual of Bodily Health	2000	15,000
10	Manual of Gainful Exercise	2500	20,000
11	Manual of Golems (C, M)	1500	20,000
12	Manual of Puissant Skill at Arms (F)	3000	25,000
13	Manual of Quickness in Action	1000	15,000
14	Manual of Stealthy Pilfering (T)	1000	35,000
15	Tome of Clear Thought	2000	30,000
16	Tome of Leadership and Influence	1500	30,000
17	Tome of Understanding	2000	30,000
18	Vacuous Grimoire	2500	25,000
19-20	GM's Choice		

Table A9:

Miscellaneous Magic: Jewels, Jewelry, Phylacteries

Roll (1d100)

Roll	Item	EP Value	GP Value
1-2	Accessories of Corporeality	1000	15,000
3	Amulet of Dynai (aka Amulet of Denny's)	2000	35,000
4-5	Amulet of Inescapable Location	1500	18,000
6-7	Amulet of Life Protection	2000	25,000
8	Amulet of the Planes	2000	30,000
9-10	Amulet of Proof Against Detection and Location	1000	15,000
11-12	Amulet Versus Undead	200*	1000
13-14	Ankle Bracelet of Gender Bending	–	2500
15-17	Anklets of Levitation	1000	10,000
18-19	Beads of Force	200***	1000***
20-21	Brooch of FireBall Backblast Protection	800	5000
22-23	Brooch of Shielding	1500	8000
24-25	Earring of Clairaudience	1000	15,000
26-27	Gem of Brightness	1000	10,000
28-29	Gem of Insight	1500	15,000
30-31	Gem of Seeing	1000	12,000
32-33	Jewel of Attacks	1000	8000
34-35	Jewel of Flawlessness	1000	7000
36-38	Medallion of ESP	1500	12,000
39-40	Medallion of Thought Projection	1000	5000
41-42	Moss-Stone Necklace	1500	15,000
43-44	Necklace of Adaptation	1000	10,000
45-46	Necklace of Jaded Peril	2000	20,000
47	Necklace of Missiles	100***	1500***
48-49	Necklace of Prayer Beads (C)	500***	2000***
50-51	Necklace of Strangulation	800	2000
52-53	Pearl of Power (M)	200*	1000*
54-55	Pearl of the Sirines	900	5000
56-57	Pearl of Wisdom (C)	500	2500
58-59	Periapt of Foul Rotting	1000	6000
60-61	Periapt of Health	1000	6000
62-63	Periapt of Proof Against Poison	1500	10,000
64-65	Periapt of Wound Closure	1000	10,000
66-67	Phylactery of Faithfulness (C)	1000	8000
68-69	Phylactery of Long Years (C)	1000	15,000
70-71	Phylactery of Monstrous Attention (C)	2500	14,000
72	Scarab of Death	1800	5000
73-74	Scarab of Enraging Enemies	1000	5000
75-76	Scarab of Insanity	1000	5000
77-78	Scarab of Protection	2500	15,000
79-80	Scarab Versus Golems	2000	15,000
81	Star of the Blind Mage	4000	50,000
82-84	Stud of Many Tongues	500	2000
85-86	Talisman of Pure Good (C)	2500	30,000
87-88	Talisman of the Sphere (M)	100	1000
89-90	Talisman of Ultimate Evil (C)	1500	15,000
91-92	Talisman of Zargosa	1000	10,000
93-94	Tie Tac of Ward Off Charm	500	1000
95-96	Tongue Stud of Oration	600	2000
97-98	Zarba's Ruby	800	3000
99-100	GM's Choice		

*Per level **Per die of damage ***Per special bead ****See item description

Table A10:

Miscellaneous Magic: Cloaks and Robes

Roll (1d100)

Roll	Item	EP Value	GP Value
1-4	Cape of Many Tapestries	1000	25,000
5-8	Cape of Shadow Weaving	1000	20,000
9-11	Cloak of Arachnida	1500	30,000
12-16	Cloak of the Bat	800	15,000
17-19	Cloak of Displacement	1500	30,000
20-27	Cloak of Elvenkind	800	10,000
28-31	Cloak of Fairy Kind	1000	20,000
32-38	Cloak of the Manta Ray	1500	20,000
39-42	Cloak of Poisonousness	1000	18,000
43-49	Cloak of Protection	1000*	5,000*
51-56	Cloak of Stalking	800	15,000
57-60	Dark Cloak	1500	20,000
61-62	Robe of the Archmagi (M)	2000	34,000
63-65	Robe of Blending	1500	20,000
66-68	Robe of Deep Pockets	2500	35,000
69-71	Robe of Eyes (M)	1500	30,000
72-73	Robe of Many Pockets	2500	40,000
74-77	Robe of Powerlessness (M)	–	5000
78-82	Robe of Scintillating Colors (C, M)	1250	15,000
83-85	Robe of Shielding	1000	25,000
86-87	Robe of Shun Suspicion	2000	22,000
88-90	Robe of Stars (M)	1000	20,000
91-93	Robe of Useful Items (M)	1500	10,000
94-97	Robe of Vermin (M)	1000	5000
98-100	GM's Choice		

* Per +1 of protection

Table A11:

Miscellaneous Magic: Boots, Bracers, Gloves

Roll (1d100)

Roll	Item	EP Value	GP Value
1-3	Boots of Contempt	3500	30,000
4-7	Boots of Dancing	1000	15,000
8-10	Boots of Earnestness	1500	10,000
11-13	Boots of Elvenkind	1000	15,000
14-15	Boots of Groin Kicking +5	1500	15,000
16-17	Boots of High Kicking	1000	10,000
18-19	Boots of Levitation	2000	15,000
20-21	Boots of the North	1500	15,000
22-23	Boots of Speed	2500	20,000
24-25	Boots of Stealth	1000	10,000
26-28	Boots of Striding and Springing	500	20,000
29-30	Boots of Varied Tracks	1500	15,000
31-32	Boots of Water Walking	1000	15,000
33-34	Boots, Winged	2000	20,000
35-36	Bracers of Archery (F)	1000	15,000
37-40	Bracers of Brachiation	1000	10,000
41-42	Bracers of Defense	500*	5000*
43-44	Bracers of Defenselessness	1000	15,000
45-46	Bracers of Dimensional Shift	2500	15,000
47-48	Bracers of Giant Strength	2000	25,000
49-51	Bracers of Girding	–	45,000
52-53	Bracers of Judgment	2500	20,000
54-55	Bracers of Mapsense	**	20,000
56-57	Gauntlets of Dexterity	1000	15,000
58-62	Gauntlets of Fumbling	–	5000
63-64	Gauntlets of Ogre Power (C, T, F)	1000	10,000
65-67	Gauntlets of Swim. and Climb. (C, T, F)	1000	5000
68-69	Gauntlets of Wuss-Slapping	2000	15,000
70-73	Gloves of Digging	1000	10,000
74-76	Gloves of Missile Snaring	1500	15,000
77-78	Gloves of Striking +5	750	5000
79-80	Gnarly Gloves of Trans. Stone to Mud	2500	20,000
81-83	Hipwaders of Protection +5	*	15,000
84-85	Kneepads of Levitation	2000	15,000
86-88	Leggings of Speed	**	10,000
89-91	Sandals of Indifference	2000	15,000
92-94	Slippers of Spider Climbing	500	10,000
95-96	Thigh High Boots of Quick-Cadence	1500	15,000
97-98	Yurdon's Thigh-High Boots of Plane Walking	2000	25,000
99-100	GM's Choice		

* Per AC of protection less than 10
** See description of item.

Table A12:
Miscellaneous Magic: Belts, Girdles, Hats, Helms
Roll (1d100)

Roll	Item	EP Value	GP Value
1-4	Belt Buckle of Holding	4000	30,000
5-8	Belt Buckle of Soul Stealing	3500	35,000
9-12	Belt of Diminished Size	1500	20,000
13-14	Belt of Dragon Might	3000	40,000
15-20	Belt of Ladder Weaving	1500	25,000
21-25	Beret of Fairy-Kin	*	25,000
26-29	Collar of Iron Skin	1200	15,000
30-35	Corset of Free Action	1000	15,000
36-38	Girdle of Dwarvenkind	2500	30,000
39-42	Girdle of Femininity/Masculinity (C, T, F)	1000	15,000
43-47	Girdle of Giant Strength (C, T, F)	1000	25,000
48-51	Girdle of Many Pouches	800	10,000
52-56	Hat of Disguise	1000	15,000
57-61	Hat of Stupidity	–	8000
62-64	Helm of Brilliance	1500	25,000
65-68	Helm of Comp. Languages and Magic	1000	10,000
69-72	Helm of the Dragonfly	1750	33,000
73-77	Helm of Opposite Alignment	1000	15,000
78-81	Helm of Telepathy	2000	25,000
82-85	Helm of Teleportation	2500	25,000
86-90	Helm of Underwater Action	1000	15,000
91-94	Hood of Misty Shadows	1500	25,000
95-98	Zarba's Collar of Rings	2500	30,000
99-100	GM's Choice		

*See item description.

Table A13:
Miscellaneous Magic: Bags, Bottles, Pouches, Containers
Roll (1d100)

Roll (1d100)	Item	EP Value	GP Value
1-2	Alchemy Jug	2000	22,500
3-5	Backpack of Hefty Capacity	3500	30,000
6-13	Bag of Beans	500	10,000
14-16	Bag of Devouring	3000	35,000
17-18	Bag of Endless Storage	5500	45,000
19-20	Bag of Hefty Storage Capacity	5000	75,000
21-25	Bag of Holding	3000	35,000
26-28	Bag of Many Tomes	2000	35,000
29-30	Bag of Replication	2000	40,000
31-32	Bag of Transmuting	2500	25,000
33-35	Bag of Tricks	1500	20,000
36-37	Beaker of Plentiful Potions	1500	15,000
38-39	Bolt of the Month Pouch	1000	5000
40-42	Buford's Everfull Purse	*	40,000
43-46	Chest of Massive Volume	2500	22,500
47-50	Decanter of Endless Water	1000	10,000
51-52	Efreeti Bottle	4000	55,000
53-57	Eversmoking Bottle	500	5000
58-60	Fanny Pack of Holding	1000	9500
61-63	Flask of Curses	1200	8000
64-66	Flask of Ever-Flowing (blank)	1500	15,000
67-68	Frikey's Flask of Interminable Appeals	1000	5000
69-70	Hewitt's Handy Haversack	2000	20,000
71-73	Iron Flask	1800	10,500
74-76	Never Empty Flask of Healing	1500	40,000
77-81	Never-Empty Mead Tankard	1500	10,000
82-84	Never-Full Cargo Pouch	3000	55,000
85-86	Portable Hole	2000	35,500
87-89	Pouch of Accessibility	1500	15,000
90-92	Pouch of Plenty	*	18,500
93-95	Saddlebags of Hefty Capacity	4000	55,000
96-98	Waterskin of Daze and Confusion	1000	10,000
99-100	GM's Choice		

* See item description

Table A14:
Miscellaneous Magic:
Candles, Dusts, Ointments, Incense, and Stones
Roll (1d100)

Roll (1d100)	Item	EP Value	GP Value
1-4	Candle of Invocation (C)	1000	10,000
5-8	Dust of Appearance	1000	10,000
9-12	Dust of Disappearance	2000	20,000
13-16	Dust of Dryness	1000	10,000
17-20	Dust of Fairy Kin	2000	15,000
21-24	Dust of Illusion	1000	15,000
25-29	Dust of Sneezing and Choking	1000	10,000
30-32	Dust of Tracelessness	500	10,000
33-36	Gut Stones	1000	***
37-40	Incense of Meditation (C)	500	1000
41-44	Incense of Obsession (C)	600	1500
45-48	Ioun Stones	300*	25,000
49-52	Karnaac's Ointment	500	3000
53-56	Marble of Eagle Vision	2500	25,000
57-60	Mushrooms of Delusion	500	2000
61-64	Nulur's Marvelous Pigments	500*	5000
65-68	Philosopher's Stone	1000	15,000
69-74	Smoke Powder**	1000	30,000
75-80	Sovereign Glue	800	10,000
81-83	Stone of Controlling Earth Elementals	1500	20,000
84-86	Stone of Good Luck (Luckstone)	2000	25,000
87-89	Stone of Weight (Loadstone)	1500	20,000
91-94	Universal Solvent	1000	15,000
95-98	Whetstone of Enchantment	2000	30,000
99-100	GM's Choice		

*Per stone or pot of pigment
**This item is optional and should not be given unless the arquebus is allowed in the campaign.
***See item description.

Table A15:
Miscellaneous Magic: Household Items and Tools
Roll (1d100)

Roll (1d100)	Item	EP Value	GP Value
1-4	Brazier of Commanding Fire Elementals (M)	2000	25,000
5-9	Brazier of Sleep Smoke (M)	1000	10,000
10-13	Broom of Animated Attack	1000	10,000
14-17	Broom of Flying	2000	20,000
18-20	Carpet of Flying	3500	45,000
21-24	Hoe, +5	1500	20,000
25-28	Mattock of the Titans (F)	2500	30,000
29-32	Maul of the Titans (F)	2000	35,000
33-37	Mirror of Life Trapping (M)	1500	20,000
38-40	Mirror of Mental Prowess	3000	40,000
41-44	Mirror of Opposition	1500	20,000
45-52	Murgain's Spoon	750	1500
53-57	Pick Axe of Breaching	2000	20,000
58-61	Pick Axe of Tunnel-Ease	3000	25,000
62-69	Rope of Climbing	1000	5000
70-74	Rope of Constriction	1500	5000
75-79	Rope of Entanglement	1500	5000
80-84	Rug of Smothering	2500	20,000
85-86	Rug of Welcome (M)	1500	35,000
87-90	Saw of Mighty Cutting (F)	2000	20,000
91-96	Spade of Colossal Excavation (F)	1000	15,000
97-98	Tapestry of Dream Catching	3000	40,000
99-100	GM's Choice		

Table A16:
Miscellaneous Magic: Musical Instruments
Roll (1d20)

Roll	Item	EP Value	GP Value
1-4	Chime of Hunger	500	10,000
5-8	Chime of Interruption	500	5000
9-11	Chime of Opening	1000	15,000
12-15	Drums of Deafening	1500	20,000
16-18	Drums of Panic	1800	25,000
19-21	Gnomish Mandolin	1000	20,000
22-24	Harp of Charming	1500	25,000
25-28	Harp of Discord	1500	20,000
29-33	Horn of Blasting	1500	15,000
34-37	Horn of Bubbles	800	10,000
38-41	Horn of Collapsing	1500	15,000
42-47	Horn of Fog	400	5000
48-53	Horn of Goodness (Evil)	750	2500
54-57	Horn of Salutation	500	5000
58-60	Horn of the Tritons (C, F)	2000	15,000
61-64	Horn of Valhalla	800*	10,000
65-68	Hurdy Gurdy of OwlBear Summoning	–	20,000
69-70	Lyre of Building	2000	30,000
71-74	Pan Flute of Luring	1500	20,000
75-78	Pan Flute of Water Dancing	1500	25,000
79-84	Pipes of Haunting	500	5000
85-89	Pipes of Pain	800	10,000
90-94	Pipes of Sounding	800	10,000
95-98	Pipes of the Sewers	1000	15,000
99-100	GM's Choice		

* Only if used by character of appropriate class.

Table A17:
Miscellaneous Magic: The Weird Stuff

Roll (1d100)	Item	EP Value	GP Value
1-6	Bedwarmer of Restful Sleep +4	**	15,000
7	Boat, Folding	5000	50,000
8-9	Bowl Commanding Water Elementals (M)	2000	25,000
10-11	Bowl of Watery Death (M)	1000	2000
12-13	Censer Controlling Air Elementals (M)	2000	25,000
14-15	Censer of Conjuring Hostile Air Elementals (M)	1000	15,000
16-20	Crystal Ball (M)	500	5000
21-22	Crystal Hypnosis Ball (M)	800	10,000
23-24	Cube of Force	1500	20,000
25-26	Cube of Frost Resistance	2000	20,000
27-28	Cube of Opulent Lodging	3000	35,000
29-30	Cubic Gate	3500	40,000
31	Darax's Instant Fortress	4000	50,000
32-35	Deck of Illusions	1000	15,000
36	Deck of Many Things	–	90,000
37	Deck of Wondrous Things	–	80,000
38-39	Eyes of Charming (M)	1000	20,000
40-41	Eyes of the Eagle	2500	30,000
42-43	Eyes of Minute Seeing	1000	20,000
44-45	Eyes of Petrification	1500	25,000
46-48	Figurine of Wondrous Power	100*	1000*
49-50	Fortuitous Disk of Dimension	1500	25,000
51-52	Goggles of Detect Magic	2000	30,000
53-55	Gold Tooth of Purify Beverage	1000	15,000
56-57	Handkerchief of Healing	1500	25,000
58-60	Holy Symbol of Protection	800	10,000
61-62	Horseshoes of Silence	500	5000
63-64	Horseshoes of Speed	1000	15,000
65-66	Horseshoes of a Zephyr	1500	10,000
67-68	Iron Bands of Munari	750	5000
69-70	Lens of Detection	250	5000
71	Orb of Prosperity	3000	45,000
72-73	Pen of Fine Print	500	5000
74-77	Quetzaalytochtipli's Feather Token	800	5000
78-79	Quiver of Ehlonna	1500	10,000
80	Sacred Spatula of Harfang	800	5000
81-82	Salimic Acid	1500	20,000
83-84	Sheet of Smallness	1000	10,000
85-86	Spectacles of Methane Detection	800	7500
87	Sphere of Annihilation	3000	35,000
88-89	Spurs of Speed +4	2000	25,000
90-91	Stone Horse	1500	20,000
92	Well of Many Worlds	3000	45,000
93-94	Wind Fan	500	1000
95-96	Wings of Flying	750	2500
97-98	Zarba's Enchanted Saddle	2000	30,000
99-100	GM's Choice		

*Per Hit Die of the figurine. **See item description.

Armor and Shields

To determine the magical item found, roll for the type of armor on Table A18 and then the magical adjustment on Table A19. If a Special armor is found, roll for the type on Table A20.

Table A18:
Armor Type
Roll (1d20)

Roll	Armor
1	Banded mail
2	Brigandine
3-5	Chain mail
6	Field plate
7	Full plate
8	Leather
9-12	Plate mail
13	Ring mail
14	Scale mail
15-17	Shield
18	Splint mail
19	Studded leather
20	Special (roll on Table A20)

Table A19:
Armor Class Adjustment
Roll (1d20)

Roll	AC Adj.	EP Value
1-2	-1	–
3-10	+1	500
11-14	+2	1000
15-17	+3	1500
18-19	+4	2000
20	+5	3000

Table A20:
Special Armors
Roll (1d20)

Roll (1d20)	Armor Type	EP Value	GP Value
1	Armor of Blending	500	5000
2	Armor of Command	1000	15,000
3	Armor of Missile Attraction*	*	1500
4	Armor of Rage*	*	2000
5	Chain Mail Bikini of Remote Eye Gouging	500	2000
6	Elven Chain Mail	1000	5000
7	Elven Chain Mail of Astral Projection	**	5000**
8	Great Helm of Fear	2500	28,000
9	Grieves of Trollkin Control (halfling sized)	3500	50,000
10	Plate Mail of Etherealness	3500	40,000
11	Plate Mail of Fear	2000	35,000
12-13	Platemail +10 (Gnome Sized)	2500	70,000
14	Plate Mail of Vulnerability	*	2000
15	Shield of Command Weather	1000	40,000
16	Shield of Far Reaching Defense	2000	30,000
17	Shield of Missile Attraction -1	*	2000
18	Shield of Missile Defense +1/+4	400**	4000
19	Shield of Provocation +3	*	1000
20	GM's Choice		

* No experience points are gained, regardless of the amount of additional AC protection the item provides.
** Per point of AC

Table A21:
Weapon Type

Roll (1d100)	Weapon
1-5	Arrow (2d6)
7-10	Arrow (3d6)
12-14	Arrow (4d6)
15-19	Axe
20-23	Battle axe
24-27	Bolt (2d6)
28-30	Bolt (2d10)
31-34	Bullet, Sling (3d4)
35-46	Dagger
47-50	Dart (3d4)
51-54	Flail
55-58	Javelin (1d2)
59-63	Knife
64-66	Lance
67-71	Mace
72-74	Military Pick
75-77	Morning Star
78-80	Pole Arm
81-83	Scimitar
84-87	Spear
88-92	Sword
93-95	Trident
96-98	Warhammer
99-100	Special (roll on Table A23)

Magical Weapons

To determine the type of magical weapon found, roll once on Table A21: Weapon Type. Then roll on Table A22: Attack Roll Adjustment to determine the plus (or minus) of the weapon. If a Special result is rolled, roll on Table A23: Special Weapons to determine the exact weapon found. A range of numbers in parentheses represents the number of items found.

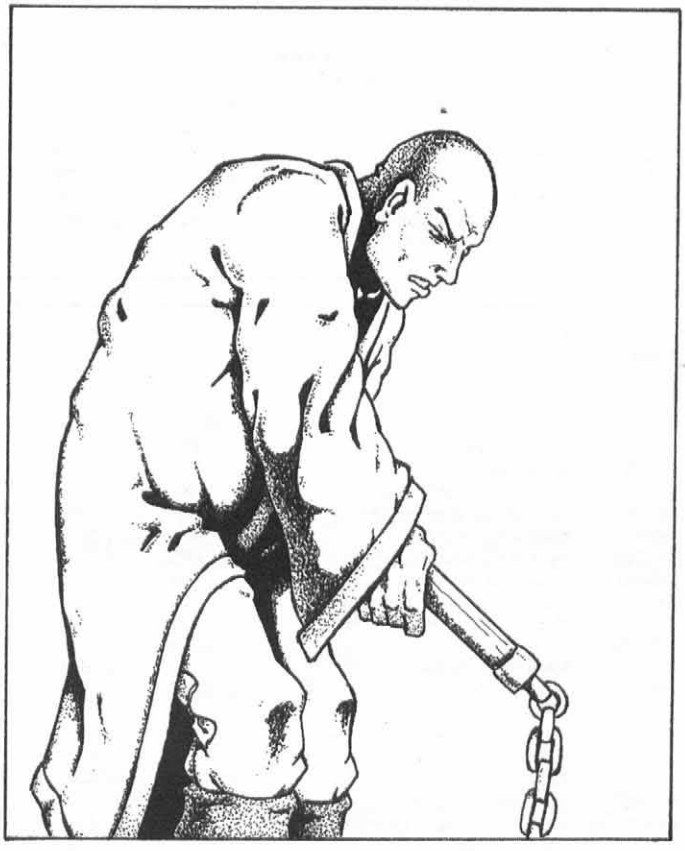
Table A22:
Attack Roll Adjustment
Roll (1d20)

Roll	Sword Adj.	EP Value	Other Wpn Adj.	EP Value
1-2	-1	–	-1	–
3-10	+1	400	+1	500
11-14	+2	800	+1	500
15-17	+3	1400	+2	1000
18-19	+4	2000	+2	1000
20	+5	3000	+3	2000

Table A23:
Special Weapons
Roll (1d1000)

Roll (1d1000)	Item	EP Value	GP Value
1-9	Arrow of Barbarian Slaying	100	400
10-15	Arrow of Direction	2500	18,500
16-22	Arrow of Slaying	250	1000
23-31	Arrow of Smiting	100	400
32-52	Axe +2, Dwarven Hand	800	4000
53-63	Axe +2, Throwing	750	3000
64-66	Axe +5, Vorpal	8000	50,000
67-82	Axe of Doom +3	3000	15,000
83-89	Axe of Hurling	*	4000
90-94	Axe of Mighty Hewing +5	500	3000
95-103	Axe of Rapid Whacks +2	1000	6000
104-111	Bang Stick of Annihilation	3000	30,000
112-118	Black Thorns of Throwing +5	300	3000
119-125	Blood Thorn Stiletto +4	200	2500
126-134	Bolt of Battering	100	400
135-143	Bolt of Bluntness	50	1000
144-148	Bolt of Demon Slaying +3	75	3500
149-152	Bolt of Despair +6	750	3000
153-155	Bolt of Devastation +8	100	400
156-164	Bolt of Grappling	75	300
165-175	Bolt of Hellacious Pain +2	100	400
176-182	Bolt of Multiple Wounds	100	600
183-192	Bolt of Reaving +6	100	600
193-197	Bolt of Rend Flesh +8	100	800
198-104	Bolt of Return-Upon-Command +4	100	400
105-109	Bolt of Skewering +5	100	500
110-118	Bolt of Slaying +3	75	300
119-127	Bolt of Stone Shattering	75	300
128-136	Bolt of Thermal Fury	100	400
137-144	Bolt of Thrashing	100	400
145-152	Bolt of Throat Seeking +1	100	400
153-161	Bolt of Withering +2	150	500
162-167	Bolt of Woe +4	150	500
168-171	Boomerang of Cleaving +5	500	1000
172-183	Bow (+1)	500	1000
184-191	Crossbow of Accuracy +3	2000	20,000
192-209	Crossbow of Distance	1500	15,000
210-217	Crossbow of Doom +3	1000	10,000
218-226	Crossbow of Speed	1500	15,000
227-335	Crossbow, Rapid-Fire +1	2000	10,000
336-342	Crystal Blade +3	500	3000
343-353	Dagger +1, +2 vs. Tiny or Small creatures	300	1000
354-363	Dagger +2, +3 vs. larger than man-sized	300	1500
364-372	Dagger +2, Longtooth	300	2000
373-379	Dagger of Dancing Lights (+1/+4 dirk)	500	5000
380-385	Dagger of Far-Reaching Vengeance (+3/+6)	700	4500
386-393	Dagger of Flesh Devouring +2	500	3000
394-400	Dagger of Grief Reaping +3	500	4000
401-407	Dagger of Hindsight	600	4500
408-414	Dagger of Interrogation +5	600	4000
415-425	Dagger of Throwing +6	*	5000
426-438	Dagger of Venom	350	2000
439-459	Dagger of Vital Organ Seeking +3	500	3000
460-469	Dagger, Gold +4	600	3500
470-484	Dart of Dainty Demolition +1	500	1000
485-493	Dart of Homing	450	2000
494-503	Fae Slayer +2	100	400
504-506	Gynzu Blade of Sharpness +6	500	4000
507-514	Hammer +3, Dwarven Thrower	1500	25,000
515-520	Hammer of Thunderbolts	2500	35,000
521-532	Homing Bolt of Serpent Slaying	500	4000
533-542	Hornblade	*	1500
543-545	Javelin of Lightning	250	1000
546-555	Javelin of Piercing	250	1000
556-583	Knife, Buckle	*	1000
584-590	Loki's Bracelet of Missiles	1000	4000
591-596	Long Bow of Strumming +1	1000	4000
597-591	Mace of Bashing +5	2000	20,000
592-598	Mace of Disruption	2000	15,000
599-605	Machete of Reaving +2	100	500
606-611	Matched Daggers of Dwarven Kind +3	600	4000
612-618	Mattock of Ogre Kind (+5/+6)	2000	12,000
619-625	Morning Star of Glory +4	1500	15,000
626-631	Net of Ensnarement +5	*	20,000
632-637	Net of Entrapment	1000	10,000
638-643	Net of Snaring	1000	10,000
644-650	Nunchucks of SunWyrm Slaying	250	2500
651-660	Pain Giver +2	300	5000
661-673	Poisoned Dagger of Hives +1	350	3000
674-687	Quarterstaff, Magical	*	5000
688-696	Reaver +2 (+5 vs. GnomeKind)	500	1500
697-704	Scimitar of Speed	*	2000
705-712	Self-Loading Bow +1	1000	8000
713-722	Shape-changers	700	10,000
723-734	Sling of Seeking +2	700	10,000
735-741	Spear of Impalement +3	3500	20,000
742-748	Spear, Cursed Backbiter	–	1800
749-753	Suicide Bolt	–	500
754-766	Sword +1, +2 vs. magic-using & enchanted creatures	800	15,000
767-778	Sword +1, +3 vs. lycanthropes & shape changers	800	15,000
779-789	Sword +1, +3 vs. regenerating creatures	800	15,000
790-804	Sword +1, +4 vs. reptiles	1000	15,500
805-817	Sword +1, Cursed	–	2000
818-824	Sword +1, Flame Tongue	900	15,000
825-831	Sword +1, Luck Blade	1000	20,000
832-836	Sword +2, Cursed Berserking	–	2800
837-838	Sword +2, Dragon Slayer	900	18,500
839-845	Sword +2, Giant Slayer	900	17,000
846-850	Sword +2, Nine Lives Stealer	1600	30,000
851-855	Sword +2/+4, Sun Blade	2000	28,500
856-860	Sword +3, Frost Brand	1600	35,000
861-864	Sword +3, Vorpal	10,000	45,000
865-868	Sword +4, Defender	3000	40,000
869-872	Sword +5, Defender	3600	50,000
873-876	Sword +5, Holy Avenger	4000	55,000
877-879	Sword +6, Banesmith	2000	25,000
880-882	Sword +7, Holy Reaver	4000	25,000
883-893	Sword -2, Cursed	–	1000
894-898	Sword of Dancing	4400	35,000
899-904	Sword of Infinite Sharpness +7	5000	40,000
905-909	Sword of Life Stealing	4000	40,000
910-913	Sword of the Planes	2000	30,000
914-924	Sword of Quickness +2	1000	17,500
925-930	Sword of Sharpness +5	4000	38,000
931-936	Sword of Wounding +1	2500	35,000
937-955	Tracer Bolts	25	200
956-962	Trident of Fish Command	500	5000
963-969	Trident of Submission	1500	10,000
970-975	Trident of Warning	1000	9000
976-984	Trident of Yearning	–	6000
985-996	Troll Slapper (short sword) +2 (+5 vs. Trolls)	1000	5000
997-1000	GM's Choice		

* See description of item



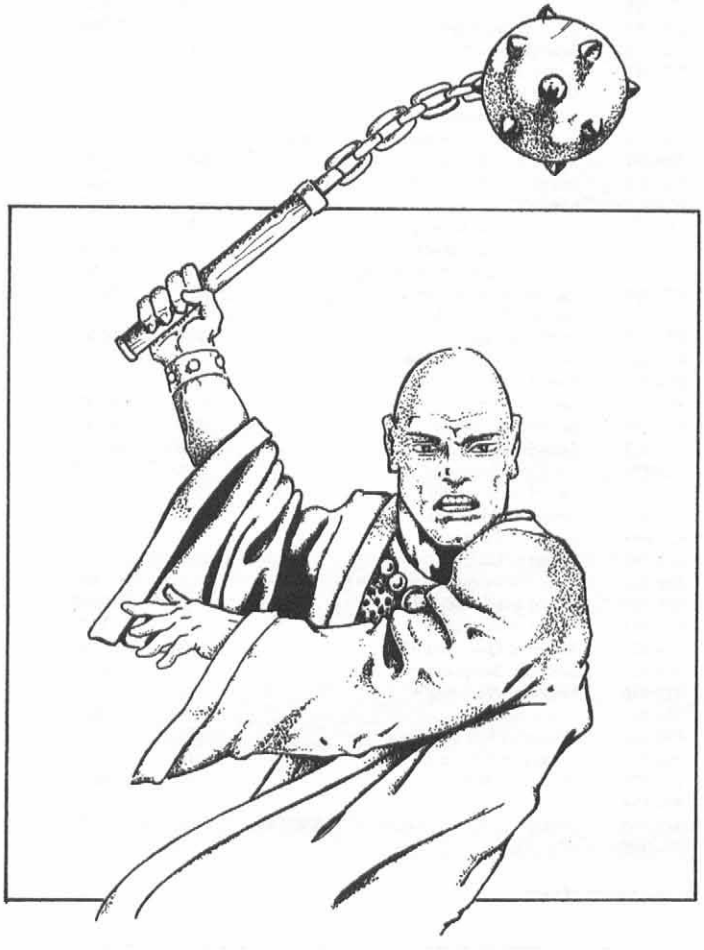


Table A24:
Artifacts
Roll (1d100)

Roll	Artifact	EP Value	GP Value
1-2	Alena's Mask	4,000	80,000
3-4	Axe of the Dwarvish Lords	3,500	75,000
5-6	Bronze Conch of Aarnz	5,000	95,000
7-8	Chooney's Quill	3,000	47,500
9-10	Codex of the Infinite Planes	3,500	62,500
11-12	Crown of Might*	4,000	70,000
13	Crown of Thrain*	4,000	65,000
14	Crystal of the Ebon Flame	5,000	75,000
15-16	Cup and Talisman of Gan'Don*	6,000	85,000
17-18	Dark Orb of Monfyr	–	60,000
19-20	Death Wand of Kandeer*	–	75,000
21-22	Door Knocker of Pestilence	–	2,000
23-24	Drayton's Dancing Hut	5,000	90,000
25-26	Drayton's Tome of Magick	3,000	65,000
27-28	Eye of Vectra	10,000	55,000
29	Feet of Vectra	8,000	60,000
30	Flaming Sword of Soul Devouring	5,000	65,500
31	Golden Laurel of Odin	–	105,000
32	Golden Vest of Kenwit Mon	–	95,000
33	Gudrun's Hammer of the Crippled Mage	10,000	45,000
34	Haarpang's Mystical Organ	6,000	55,000
–	HackMaster Class long swords	–	–
35	HackMaster +13* (Thadius)	15,000	125,000
36	HackMaster +12* (Atticus, Tremble Rydylus, Ravager)	13,000	105,000
37	HackMaster +10* (Carvin' Marvin)	11,500	85,000
38	HackMaster +8* (Shyra, Kaylee, Doomsaker)	9,750	70,000
39-40	HackMaster +6* (Dicer, Slicer, Vixen)	7,000	60,000
–	HackMaster Companion Relics	–	–
41	Pommel Stone of Vlad'Neer*	3,000	35,000
42	Scabbard of the Ages*	–	35,000
43	Hand of Vectra	9,000	60,000
44	Head of Vectra	12,000	90,000
45	Heart of the Clan Lord	–	75,000
46	Helm of Lordship	4,000	60,000
47-48	Horn of Change	3,000	40,000
49-50	Invulnerable Coat of Karnaac	4,000	67,500
51-52	Iron Flask of Steevi the Merciless	3,500	60,000
53-54	Jacinth of Inestimable Beauty	7,500	100,000
55-56	Mace of Burkob	3,000	55,000
57-58	Machine of Mar-Klem the Mad	5,000	82,500
59-60	Mighty Servant of Mankol	–	185,000
61-62	Orb of the Dragonkind	1000-12,000	10-120,000
63-64	Orb of Might	–	100,000
65-66	Peg Leg of Wondrous Power	–	120,000
67-68	Princess Kristina's Marvelous Nightingale	8,000	112,500
69-70	Recorder of Kinscot	6,000	80,000
71-72	Ring of Darkblaze	6,000	37,500
73-74	Robar the Judger	3,500	75,000
75	Rod of Seven Parts	–	45,000
76	Ruby of Wun-Kai	4,000	60,000
77-79	Rudyar's Bow of fury	3,500	50,000
80-81	Sceptre of Might	–	150,000
82	Sturm Pyre's Crossbow of Slaying	9,000	85,000
83-84	Sword of Dar-Kang	8,000	97,000
85-89	Teeth of Matea'Kar	800**	5,000**
90	Throne of the Gawds	–	–
91-92	Vocal Cords of Chauncey Yohm	3,000	50,000
93-94	Wand of Dread	4,000	70,000
95-96	Warhammer of Dragon Smiting	5,000	60,500
97-100	GM's choice		

*HackMaster Class Relic
**Per tooth

Appendix B
Magical Item Descriptions

Potions

Potions are typically found in ceramic, crystal, glass or metal flasks or vials. Unless otherwise noted, flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described below. The effects of a potion last for four complete turns plus d4 additional turns (4+d4), unless the description states otherwise. Opening and drinking a potion has an initiative modifier of one, but the potion does not take effect until an additional initiative modifier delay of 1d4+1 segments has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately; this action takes 1d4+1 segments.

Potions can be concocted by magic-users at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Magical Research rules.

Identifying Potions

As a general rule, potion containers should bear no identifying marks, so player characters must sample from each container to determine the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, might smell, taste and appear different when created in different labs.

Combining Potions

The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions is tested whenever two potions are actually intermingled or a when a creature consumes a potion while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If a character drinks another potion within one turn of drinking one with Permanent duration, check on Table B1: Potion Miscibility. The exact effects of combining potions cannot be calculated, because of differences in formulae, fabrication methods and component quality employed by various magic-users. Therefore, it is suggested that Table B1: Potion Miscibility be used, with the following exceptions:

1. A Potion of Delusion will mix with anything.
2. A Potion of Treasure Finding will always yield a lethal poison.

Secretly roll 1d100 for potion compatibility, giving no clues until necessary. The effects of combining specific potions can be pre-set as a plot device, at the GM's option.

Table B1:
Potion Miscibility

Roll (1d100)	
1	Explosion. If two or more potions are swallowed together, internal damage is 6d10 hit points. Anyone within a five-foot radius takes 1d10 points of damage. If the potions are mixed externally (in a beaker, say), all within a ten-foot radius suffer 4d6 points of damage, no saving throw.
2-3	Lethal poison* results. Imbiber is dead. If externally mixed, a poison gas cloud with a ten-foot diameter results. All within the cloud must roll successful saving throws vs. poison or die.
4-8	Mild poison causes nausea and the loss of one point each of Strength and Dexterity, no saving throw. (This will last for one day.) One potion is cancelled and the other is at half strength and duration. (Determine randomly which potion is cancelled).
9-15	Potions cannot be mixed. Both potions are totally destroyed – one cancels the other totally.
16-25	Potions cannot be mixed. One potion is cancelled, but the other remains normal (random selection).
26-35	Potions cannot be mixed. Both potions function at half normal efficacy.
36-90	Potions can be mixed** and work normally, unless their effects are contradictory (for example, Diminution and Growth, which will simply cancel each other).
91-99	Compatible result. One potion (randomly selected) has 150% its normal efficacy. The GM can rule that only the duration of the augmented potion is extended.
100	Discovery. The mixing of the potions creates a special effect – only one of the potions will function, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the GM's discretion.)

* A Potion of Treasure Finding always yields a lethal poison in combination with any other potion.
** A Delusion potion can be mixed with all other potions.

List of Potions

Animal Control

This potion enables the imbiber to empathize with and control the emotions of animals of one type – cats, dawgs, horses, etc. The number of animals controlled depends upon size: 5d4 animals the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about a half-ton or more. The type of animal that can be controlled depends upon the particular potion, as indicated in Table B2: Potion of Animal Control. Animals with Low Intelligence (5-7) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives, unless some form of communication is possible. Note that monsters cannot be controlled by the use of this potion, nor can humans, demi-humans or humanoids (see Ring of Mammal Control).

Table B2:
Potion of Animal Control

Roll (1d20)	Animal Type
1-4	mammal/marsupial
5-8	avian
9-12	reptile/amphibian
13-15	fish
16-17	mammal/marsupial/avian
18-19	reptile/amphibian/fish
20	all of the above

Attitude Adjustment

The imbiber of this potion is immediately Teleported to another plane. There he stands before a committee of various gawds and immortals who will perform a quick and merciless alignment audit. Since these powers resent being forced to participate in what they consider to be an unpleasant and inconvenient duty, they are certain to find Alignment Infraction Points (everyone's guilty of something...). The guilty individual is then stripped of all his possessions, severely beaten and Teleported back to his party with one hit point remaining. The entire procedure lasts only a few minutes on the other plane, though the "defendant" (as he is sometimes called) is only away from his party for one round.

Clairaudience

This potion empowers the creature drinking it to hear distant sounds as the 3rd-level magic-user spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

Clairvoyance

This potion empowers the individual to see as the 3rd-level magic-user spell, Clairvoyance. It differs from the spell in that unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

Climbing

Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A Potion of Climbing is effective for one turn plus 5d4 rounds. The base chance of slipping and falling is one percent. Make a percentile check at the halfway point of the climb – 01 means the character falls. For every 100 pounds carried by the character, add one percent to the chance of slipping. If the climber wears armor, add the percentage shown in Table B3: Armor Chance to Fall, to the falling chance.

Table B3:
Armor Chance to Fall

studded leather 1%	banded or splinted armor 8%
ring mail 2%	plate mail 10%
hide or scale mail 4%	field plate 10%
brigandine 5%	full plate 12%
chain mail 7%	magical armor, any type 1%

Delusion

This potion affects the mind of the character so that he believes the liquid is some other potion. Healing, for example, is a good choice - damage is "restored" by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to think he was healed. If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (of whatever type the GM announces or hints at).

Diminution

After drinking this potion, the individual (and everything he is carrying and wearing) diminishes in size – to as small as five percent of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the total volume is swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

Dragon Control

This potion enables the individual drinking it to cast what is, in effect, a Charm Monster spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for five to 20 (5d4) rounds. There are various dragon potions, as shown in Table B4: Potion of Dragon Control.

Elixir of Health

This potion cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, rot, hangnails and problem dandruff. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will

cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (GM's choice).

Elixir of Madness

A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level magic-user spell Confusion, until a Cure-All, Restorative Cure-All, Restoration, Limited Wish or Wish spell is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

Elixir of Youth

Quaffing this rare and potent elixir reverses aging. Taking the full potion at once reduces the imbiber's physical age by 1d4+1 years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid. Thereafter, drinking the lower-potency liquid reduces age by only 1d4-2 (1 minimum) years.

ESP

The Potion of ESP bestows an ability that is the same as the 2nd-level magic-user spell of the same name, except that its effects last for 5d8 rounds.

Table B4:
Potion of Dragon Control
Roll (1d100)

	Dragon Type
1-3	Albino Scoria
4-9	Black
10-12	Blue, Horny Ridged
13-17	Blue, Spiny Backed Blue Ridged
18-24	Blue, Spiny Horned
25-30	Brass
31-33	Bronze
34-36	Cloud
37-39	Copper, Slag-scaled
40-45	Copper, Standard
46-48	Gold
49-51	Green
52-54	Mist
55-57	Mottled
58-63	Onyx
64-66	Red Crested, Amber Bellied
67-69	Red, Standard
70-72	Shadow
73-75	Silver
76-77	Slag-scaled Titanium
78-80	Speckled
81-86	Spiny
87-92	Swack Iron
93-98	White
99	Evil-aligned Dragon
100	Good-aligned Dragon

Extra-Healing

This potion restores 3d8+3 hit points of damage when wholly consumed or 1d8+1 hit points of damage for each one-third that is drunk.

Fire Breath

This potion allows the imbiber to spew flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire ten feet wide a the base and up to 20 feet long that inflicts 1d10+2 points of damage. Drinking two draughts in a row doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a ten percent chance that the flames erupt in the imbiber's system, inflicting 1d10 damage upon him, with no saving throw allowed.

Fire Breath Protection

Drinking this potion completely protects one creature (man-sized or smaller) from fire breath weapons for 2d4+4 rounds. It has no effect against other types of breath weapons nor against other sources of fire, magical or otherwise. A single vial contains one dose.

Fire Resistance

This potion bestows magical invulnerability to all forms of normal fire (such as bonfires, burning oil or even huge pyres of flaming wood) upon the person drinking it. It also gives resistance to fires generated by molten lava, a Wall of Fire, a Fireball spell, fiery dragon breath and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage (minimum 1 per die), and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

Flying

A Potion of Flying enables the individual drinking it to fly in the same manner as the 3rd-level magic-user spell Fly.

Gaseous Form

By imbibing this magical liquid, the individual causes his body, as well as anything he is carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3 per round. (A Gust of Wind spell, or even strong normal air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and cannot be harmed except by magical fire or lightning, which inflict normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight – even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

Giant Control

A full potion of this draught must be consumed for its effects to be felt. It will influence giants and giant-kin in the same manner as a Charm Monster spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a –4 penalty; if two are influenced, each saves vs. spell at a –2 penalty. The type of giant subject to a particular potion is randomly determined using Table B5: Potion of Giant Control.

Table B5:
Potion of Giant Control
Roll (1d20)

	Giant Type
1	Cloud
2	Firbolg
3-4	Fire
5	Fog
6-7	Fomorian
8	Frost
9	Gorge
10-11	Hill
12	Mist
13	Mountain
14	Prairie
15	Scorn
16-17	Stone
18	Storm
19-20	Verbeeg

Giant Strength

This potion can be used only by fighters. When a Potion of Giant Strength is consumed, the individual gains great Strength bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on Table B6: Potion of Giant Strength. Note that the type of Giant Strength gained by drinking the potion is randomly determined using the same table.

Gibberish, Gnome

This potion causes any creature that imbibes it to speak a special type of incomprehensible gibberish that sounds distinctly like the gnomish tongue. Though some words and phrases are understandable, they are strung together into meaningless sentences. An affected character cannot stop talking except to breathe normally, nor can he speak anything but gnome gibberish for 3d12 minutes. Potions of Gnome Gibberish are easily mistaken for Healing potions. Gnomes are immune to this potion's effects.

Growth

This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes six feet of height growth – in other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height.

Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

Table B6:
Potion of Giant Strength
Roll (1d20)

	Strength Equiv.	Weight Allowance	Damage Bonus	Rock Hurling Range	Base Damage	Bend Bars/ Lift Gates
1-6	Hill Giant	200	+7	80 yd.	1-6	50%
7-10	Stone Giant	400	+8	160 yd.	1-8	60%
11-14	Frost Giant	600	+9	100 yd.	1-8	70%
15-17	Fire Giant	800	+10	120 yd.	1-8	80%
18-19	Cloud Giant	1000	+11	140 yd.	1-10	90%
20	Storm Giant	1200	+12	160 yd.	1-10	97%



Healing

An entire potion must be consumed in a single round. If this is done, the potion restores 2d4+2 hit points (but cannot raise a character's current hit point total above his maximum).

Heroism

This gives the imbiber a temporary increase in levels (hit points, combat ability and saves) if he has fewer than ten levels of experience. When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Refer to Table B7: Potion of Heroism. Damage sustained is taken first from magically gained Hit Dice and bonus hit points. This potion can only be used by fighters.

Table B7:
Potion of Heroism

Level of Imbiber	Additional Levels Bestowed	Temporary Hit Dice
0	4	4d10
1st-3rd	3	3d10+1
4th-6th	2	2d10+2
7th-9th	1	1d10+3

Human Control

A Potion of Human Control allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids and demi-humans as he had cast a Charm Person spell. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g. 1+2 = 1, 2+6 = 2, etc.). This potion lasts for 5d6 rounds. The type of human or humanoid that can be controlled is randomly determined using Table B8: Potion of Human Control.

Table B8:
Potion of Human Control
Roll (1d20)

	Human/Humanoid Controlled
1-2	Dwarves
3-4	Elves/Half-elves
5	Gnomelings
6	Gnomes
7-8	Halflings
9	Half-ogres
10	Half-orcs
11-16	Humans
17-19	Humanoids (gnolls, orcs, goblins, etc.)
20	Elves, Half-elves, and Humans

Hurting

This potion appears identical to a Potion of Healing, but instead deals 2d4+2 points of damage instead of restoring them.

Invisibility

This potion confers invisibility in a fashion similar to the 2nd-level magic-user spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp – equal to 1/8 of the contents of the container – to bestow invisibility for three to six turns.

Invulnerability

This potion confers immunity to non-magical weapons upon the imbiber. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th level character without a magical weapon could not harm the imbiber of a Potion of Invulnerability.

The potion also improves Armor Class rating by two classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. These effects are realized only when the entire potion is consumed and last for 5d4 rounds. Only fighters can use this potion.

Levitation

A Potion of Levitation enables the consumer to levitate in much the same manner as the 2nd-level magic-user spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

Longevity

A Potion of Longevity reduces the character's physical age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks. Each time one drinks a Potion of Longevity, there is a one percent cumulative chance that the effect will be the reverse of what the consumer wants – all of the aging removed by previous drinks will be restored!

Oil of Acid Resistance

When this oil is applied to skin, cloth or any other material, it confers virtual invulnerability to acid. The oil wears off, but slowly – one application lasts for a whole day (1440 minutes). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many minutes as points of damage the acid would have caused to exposed flesh. Thus, if a Black Dragon breathes for 64 points of acid damage, a person protected by this oil would lose one hour and four minutes of protection (64 minutes – 32 if a saving throw vs. breath weapon was successful).

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours; or a portion of the oil may be used to protect any combination of creatures and duration between these extremes.

Oil of Disenchantment

This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed onto a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10+20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

Oil of Elemental Invulnerability

This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods and so forth. There is a ten percent chance that each such flask will also be effective on the appropriate Elemental Plane – this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly using Table B9: Elemental. There are rumors of oil which protects against Periodic Elementals, but as yet none have been discovered.

Table B9:
Elemental
Roll (1d4)

1	Air
2	Earth
3	Fire
4	Water

Oil of Etherealness

This light oil is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass through solid objects in any direction – sideways, upward, downward – or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect three rounds after application, and it lasts for 4+1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield and miscellaneous gear). Ethereal individuals are invisible on the Prime Material Plane.

Oil of Fiery Burning

When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage on any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask automatically breaks on impact. Any creature within ten feet of the point of impact (up to a maximum of six creatures) will be affected.

The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as Trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless the bearer makes a successful Dexterity check, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

Oil of Fumbling

This oil will seem to be of a useful type – acid resistance, slipperiness, etc. – until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holds – weapon, shield, spell components and so forth. Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off (in 2d6 days).

Oil of Impact

This oil has beneficial effects on blunt weapons and missiles, both magical and non-magical. When applied to a blunt weapon such as a club, hammer or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4+8 rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect lasts until the missile is used once. One application will treat four to five sling stones or two larger weapons. A flask of Oil of Impact holds 1d3+2 applications.

Oil of Slipperiness

Similar to the Oil of Etherealness described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped or hugged by any opponent, or constricted by snakes or tentacles. (Note that a Roper could still inflict weakness, but that the monster's tentacles could not entwine an opponent coated with Oil of Slipperiness.) In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such as ropes, manacles and chains can be slipped free.

Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

Oil of Timelessness

When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only one day had passed. The coated object has a +2 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

Philter of Glibness

This potion enables the imbiber to speak fluently – even tell lies – smoothly, believably and undetectably. Magical investigation (such as the 4th-level cleric spell Detect Lie) will not give the caster the usual results. (Instead, the spell has a 50% chance of getting no reading at all or otherwise not revealing the lie.)

Philter of Love

This potion causes the individual drinking it to become charmed (as per a Charm Person spell) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a Dispel Magic spell is cast upon the individual.

Philter of Lust

A Philter of Lust works as a Philter of Love in all respects save that all of the effects wear off the next morning.

Philter of Persuasiveness

When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction rolls. The individual is also able to Suggest (as the 3rd-level magic-user spell Suggestion) once per turn to all creatures within 30 yards of him.

Philter of Stammering and Stuttering

When this liquid is consumed, it will seem to be beneficial – a Philter of Glibness or Persuasiveness, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed – nothing can be said properly (-1 to the speaker's Honor), and the reaction of creatures hearing such nonsense will be at a -5 penalty.

Plant Control

A Plant Control potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi and even molds and Shambling Mounds – within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their physical limitations. Vegetable monsters with Low Intelligence (5-7) or higher are entitled to a saving throw vs. spell. Plants within a 20-foot by 20-foot square area can be controlled, subject to the limitations above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see Charm Plants spell). Control range is 90 yards.

Poison

A Potion of Poison is a highly toxic liquid in a potion flask. Typically, poison potions are odorless and they can be of any color. Ingestion, introduction of the poison through a break in the skin or, in some cases, simple skin contact, will cause death. Poison can be weak (+4 to +1 bonus to the saving throw), average or deadly (-1 to -4 penalty or greater on the saving throw). Some poison can be so toxic that a Neutralize Poison spell will simply lower the toxicity level by 40% – say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The GM selects the strength of poison desired, although most are Class J (see Table 16R: Poison Table). The GM might allow characters to hurl poison flasks (see Combat, "Grenade-Like Missiles").

Polymorph Self

This potion duplicates the effects of the 4th-level magic-user spell of the same name.

Polymorph to Insect

Drinking this potion causes the user to become an insect of some kind, as if subject to a Polymorph Other spell. The GM can choose the insect form or roll randomly using Table B10: Polymorph to Insect.

Note that the imbiber becomes a normal version of the indicated insect, not one of the giant variety. Larger creatures may be slightly larger as insects, but do not acquire giant forms. A single flask contains one dose, which can affect a creature of any size.

Table B10: **Polymorph to Insect**

Roll (1d100)	
1-7	Ant
8-9	Ant, army
10-11	Ant, red
12-26	Beetle, dung
27-30	Bumblebee
31-40	Cricket
41-45	Dragonfly
46-68	Housefly
69-71	Mosquito
72-75	Preying mantis
75-84	Stick insect
85-95	Stink bug
96-98	Tsetse fly
99-100	Wasp

Polymorph to Gnome

This potion transforms the user into a gnome. The new form resembles the old as much as possible. Except for a permanent duration, the potion is similar to a Polymorph Self spell in that no system shock roll is required and the imbiber's mentality and personality remain. It has no effect on those who are already gnomes (-2 to Honor for non-gnomes).

Polymorph to Primate

The drinker of this potion is affected exactly as if a Polymorph to Primate spell had been cast upon him.

Polymorphing

When imbibed, this potion causes any creature to randomly polymorph according to the following table. A new change takes place every turn thereafter until the potion duration expires. The GM determines the specific type of the new creature using Table B11: Polymorphing (see the Hacklopedia of Beasts for subcategories of the types shown in the table.)

The standard dose affects one creature of man size or smaller, while a large creature needs two doses to be affected, a huge creature requires four and a gargantuan creature is unaffected by less than seven normal doses. There will be one to eight doses available in a single flask. The potion functions just as a Polymorph Other spell, so the affected creature must make a system shock roll to survive the transformations. Its personality and mentality may become that of the new forms. When the duration expires, the creature will revert to its true form and personality.

Table B11: **Polymorphing**

Roll (1d100)	
1-4	Aardvark
5-9	Bird
10-12	Cat
13	Crocodile
14-16	Dolphin
17-25	Dawg
26-28	Dwarf
29-30	Eel
31-33	Elf
34-36	Fish
37-44	Frog
45-46	Gnoll
47-50	Goblin
51	Gummy Fiend
52-54	Halfling
55	Half-elf
56	Half-ogre
57-58	Half-orc
59	Hobgoblin
60	Human
61-62	Lizard man
63	Minotaur
64-67	Monkey
68-71	Newt
72	Pack Ape
73-74	Ogre
75-79	Orc
80-84	Pixie Fairy
85	Nefarian: Quasit
86-89	Snake, constrictor
90-94	Snake, venomous
95-99	Snake, garter
100	Dragon

Rainbow Hues

This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one hour duration each.

Sleep

A Potion of Sleep is a thick white liquid, preferably served warm, that quickly puts the imbiber into a deep state of dreamless slumber. No matter how much rest he has had, he will sleep for a full eight hours unless interrupted. He can be awakened by extremely loud noises, shaking, cold water, etc. (any method that would normally wake up someone in a deep sleep). Typically these potions are made in large quantities for medicinal use or to quiet rowdy soldiers or sailors. Some magic-users have been known to make and use it by the gallon. Each dose is about one-half of a pint, so there are 16 doses to the gallon.

Speed

A Potion of Speed increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spell casting time, however. Use of a Potion of Speed ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

Super-Heroism

This potion gives the individual a temporary increase in levels (see Potion of Heroism) if he has fewer than 13 levels of experience. It is similar to the Potion of Heroism, but more powerful, and its effects last just 5d6 melee rounds. Consult Table B12: Potion of Super-Heroism. Only a fighter may use this potion.

Table B12: **Potion of Super-Heroism**

Level of Imbiber	Additional Levels Bestowed	Temporary Hit Dice
0	6	5d10
1st-3rd	5	4d10+1
4th-6th	4	3d10+2
7th-9th	3	2d10+3
10th-12th	2	1d10+4

Sweet Water

This liquid is not actually a potion to be consumed (though it tastes good). Sweet water is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the changed liquid may be again contaminated after an initial period of 5d4 rounds.

Treasure Finding

A Potion of Treasure Finding empowers the drinker with a location sense, so that he can point to the direction of the nearest large mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces, or 100 gems, or any other combination.

Note that only valuable metals (copper, silver, hard silver, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items that don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance.

Intervening substances other than special magical wards or lead-lined walls will not interfere with the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

Undead Control

This potion gives the imbiber the ability to charm Ghasts, Ghosts, Ghouls, Shadows, Skeletons, Spectres, Wights, Wraiths, Vampires, and Zombies. The charm ability is similar to the 1st-level magic-user spell, Charm Person. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions down to the lowest die (e.g., 4+1 equals 4 Hit Dice). The undead are enti-

Table B13: **Undead Control**

Roll (1d12)	
1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies
11-12	GM's choice

tled to saving throws vs. spell only if they have Intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d12 and consult Table B13: Undead Control.

Ventriloquism

This allows the user to make his voice sound as if it were issuing from someplace other than where he is – from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make (as per Throw Voice spell). To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the GM may rule greater penalties or disallow an independent saving throw against this effect – the combined illusion may be perfect! The imbiber can use the ventriloquism ability up to six times within the duration of the potion.

Venus Elixir

This elixir is very similar to the Philter of Love, except that the character who drinks it will give his heart and undying devotion to the first person he sees that happens to be of similar race and opposite gender. For purposes of this potion, humans and demi-humans are considered similar races, and humanoid races are generally considered similar to each other. As for whether humanoids are considered similar to humans (and demi-humans), that depends on how the GM interprets the situation.

The effects are permanent and stronger than a mere Charm spell and can only be broken by a Break Hex spell. As the love truly is "undying," the infatuation persists if either (or both) individual is raised from death.

Vitality

This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user immune to poison and disease while it is in effect, and the user will recover lost hit points at the rate of one every four hours.

Water Breathing

It is 75% likely that a Potion of Water Breathing contains two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d12 minutes variable. Thus, a character who has consumed a Potion of Water Breathing could enter the depths of a river, lake or even the ocean and not drown while the magical effects of the potion persist.

Scrolls

Scrolls are generally found in cylinders – tubes of ivory, jade, leather, metal or wood. Some tubes are inscribed with magic runes or writing PCs must read in order to open the container. This is up to the GM. Taking this approach encourages players to blow a spell slot or two in order to select and use Read Magic or Comprehend Language spells. (It is always nice for the GM when your players have fewer Fireballs and cures at their disposal. More importantly, it also makes it possible to protect powerful scrolls with traps such as Symbols, Explosive Runes and curses.) Each scroll is written in its own magical cypher. To understand what type of scroll has been found, the ability to read magical writing must be available. Once a scroll is read to determine its contents, a Read Magic spell is not needed at a subsequent time to invoke its magic. Even a scroll map will appear unreadable until the proper spell (Comprehend Languages) is used. Reading a scroll to find its contents does not invoke its magic unless it is a specially triggered curse. A cursed scroll can appear to be a scroll of any sort. It radiates no evil or special aura beyond being magical. A Protection Scroll can be read by any class of character even without a Read Magic spell. If a scroll isn't immediately read to determine its contents, there is a 5-30% chance that it will fade. The GM sets the percentage or rolls 1d6 (x5%) to determine this for each scroll. Go ahead and make your players aware of this since it should encourage them to read all the scrolls they find. When a spell scroll is examined, Table B14: Scroll Type can be used to find its nature.

Table B14:
Scroll Type

Roll (1d10)	
1-5	Magic-user
6-10	Cleric

Druids cannot use written items such as scrolls. Only the indicated class of character can use the scroll, except thieves and bards, who can use any scroll, as explained in the Player's Handbook.

Spell Level of Scroll Spells

All scroll spells are written to make use as quick and easy as possible for the writer. The level of the spell and its characteristics (range, duration, area of effect, etc.) are typically one level higher than that required to cast the spell, but never below 6th level of experience. Thus, a 6th-level magic-user spell is written at 13th level of ability, a 7th-level spell at 15th level, etc. The GM can make scroll spells more powerful by increasing the level at which they are written. This will, however, affect the chance of spell failure or mishap.

Magical Spell Failure

If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell – the chance of failure or mishap is five percent per level difference between the character's present level and the level at which the spell could be used.

Table B15:
Spell Failure

Caster Level Difference	Total Failure	Spell Mishap
1-3	95%	5%
4-6	85%	15%
7-9	75%	25%
10-12	65%	35%
13-15	50%	50%
16 and up	30%	70%

For example, a 1st-level magic-user finds a scroll with a Wish spell inscribed upon it. The chance of failure is 85%, as Wish is a 9th-level spell attained at 18th level: 18-1 = 17; 17x5% = 85%. A percentile die roll of 85 or less indicates a failure or mishap of some sort, and Table B15: Spell Failure, is consulted. In this case, the spell is 30% likely to fail without effect, while the chance for a spell mishap is 70%. If a spell mishap occurs, consult Table 7E: Spell Mishaps in Chapter 7 – Magic and Spell Use.

Use of Scroll Spells

When a scroll is copied into a spellbook, or read to release its magic, the writing completely and permanently disappears from the scroll. The magic content of the spell is bound up in the writing, and use releases and erases it. Thus, reading a spell from a scroll of seven spells makes the item a scroll of six spells. No matter what a player may try, each spell on a scroll is only usable once, and no new spells can be inscribed upon a finished scroll. Exceptions should be made very rarely and only when the GM has a very special magical item in mind – perhaps a scroll that can be read once per week. This would be potent magic indeed.

Casting Scroll Effects

The initiative modifier of a scroll is its reading time. For scroll spells, this is equal to the casting time of the spell. For protection scrolls, the reading time (in segments) is given in the explanation of the scroll effects. The only requirements for using a scroll are sufficient light to read by and the actual verbalization of the writings. If the reading of a scroll is interrupted, the scroll effect is lost and that spell fades away and is lost. Spell components are unnecessary for the scroll reader, and no adverse effects associated with proper casting the spell are suffered – these requirements or penalties have been fulfilled or suffered by the creator of the scroll.

Protection Scroll Effects

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible – a corner, for example – and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears completely. There is no way in which a protection scroll can be used as an offensive weapon.

Who Can Use Scroll Spells?

Ability to use scroll spells does not permit a cleric to use a magic-user spell or a magic-user to use a cleric spell. Likewise, it does not extend the ability of spell use to non-spell-using characters except with respect to protection scrolls. Anyone can use a protection scroll. Paladins and rangers cannot use cleric scrolls.

Those characters able to read and employ scroll spells can do so regardless of other restrictions. Once the spell is known, it is not necessary to use a Read Magic spell in order to invoke its powers. Scrolls can be read even by magic-users who are unable to employ the spell copied because of an inability to learn it or because it is too high level (although, in the latter case, there is a chance of spell failure or mishap).

Spell Level Range

The level range shown in Appendix A: Magic Item Tables, Table A3: Scrolls gives the parameters for random determination of spell level for scrolls. With spell level determined, find the particular spell by consulting the appropriate Spell Tables in Chapter 7: Magic and Spell Use.

Cursed Scrolls

Some scrolls bear powerful curses, placed intentionally or as a result of flawed scroll-making. Cursed scrolls take effect the instant they are first read. A cursed scroll can have any effect the GM desires, although a few should be outright deadly. Suggested curses include the following:

- Bad luck (-1 on attacks and saving throws).
- The character's beard grows one inch per minute.
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.
- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he cannot be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spell casting).
- The character is stricken with cowardice and must make a morale check every time a monster is encountered.

The character's alignment is changed.
The character suffers 2-12 points of damage.
The character suffers amnesia.
The character feels compelled to give away all his belongings.
The character must save vs. paralyzation or suffer petrification.

In general, the effects of a curse can be negated or reversed by a Remove Curse. Some cases (such as petrification) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

Maps

While not magical, maps are special enough to require careful preparation and use by the GM, hence they are included in the listings of magical items. Some may be genuine, others fake, and none more than hint at specific dangers. For more on maps, consult Chapter 13: Money and Treasure. Because of the wide range of possibilities, the GM should use treasure maps as the springboard for new and exciting adventures.

List of Protection Scrolls

Protection from Acid

(Reading time: 6 segments) The reader is protected from all forms of acid, to a maximum of 20 dice worth of damage or a maximum duration of 1d4+8 turns, whichever occurs first.

Protection from Cold

(Reading time: 3 segments) Protection extends outward from the reader to a 30-foot diameter sphere. All within the area are protected from the effects of non-magical cold to a temperature of absolute zero (-460 degrees Fahrenheit). Against magical cold, the scroll confers a +6 bonus to saving throws and reduces damage to one-quarter (one-eighth if the saving throw is made). The duration of the scroll is 1d4+4 turns.

Protection from Demons

This scroll requires one full round to read for protection against all sorts of demons, including demon princes; seven segments to protect against demons of type VI or lower; and only three segments to protect against type III or lower The circle of protection generated springs outward from the scroll reader in a ten-foot radius. No demon protected against can penetrate the circle physically or magically or in any way, but the person(s) inside can launch attacks (not melee attacks, of course) upon demons. The protection moves with the reader of the scroll. Its effect lasts for 5d4 rounds.

Protection from Devils

This scroll is nearly identical to the Protection from Demons scroll. It requires one full round to read if it is to protect against all kinds of devils, including arch-devils; seven segments to protect against greater devils or lower; and three segments to protect against lesser devils or lower.

Protection from Dragon Breath

(Reading time: 1d12 segments) Only the individual reading the scroll is protected. He is immune to all forms of dragon breath for 2d4+4 rounds.

Protection from Electricity

(Reading time: 5 segments) Protection is provided in a 20-foot diameter sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

Protection from Elementals

(Reading time: 6 segments) There are five varieties of this scroll. Roll percentile dice and consult Table B16: Protection from Elementals.

The magic protects the reader and all within ten feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The effects last for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures – those in excess of the protected number of Hit Dice are able to enter and attack.

Table B16:
Protection from Elementals
Roll (1d100)

Type of Scroll	
1-15	Protection from Air Elementals (including Aerial Servants, Djinn, Invisible Stalkers, and Wind Walkers)
16-30	Protection from Earth Elementals (including Xorn)
31-45	Protection from Fire Elementals (including Efreeti and Salamanders)
46-60	Protection from Water Elementals (including Tritons and Water Weirds)
61-100	Protection from all Elementals

Protection from Fire

(Reading time: 8 segments) Protection extends to a 30-foot diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

Protection from Gas

(Reading time: 3 segments) This scroll generates a ten-foot diameter sphere of protection centered on the reader. All within the area are immune to the effects of any gas – poison gas, gaseous breath weapons, spells that generate gas (such as Stinking Cloud and Cloudkill), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

Protection from Lycanthropes

(Reading time: 4 segments) There are seven types of this scroll. The GM can select one from the table below or roll to determine it randomly using Table B17: Lycanthrope Scrolls.

Table B17:
Lycanthrope Scrolls
Roll (1d100)

Type of Scroll	
1-5	Protection from Werebears
6-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-100	Protection from Shape-Changers

The magical circle from the reading of the scroll extends in a ten-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding down unless they exceed +2. The protection is otherwise similar to that against elementals, above. The protection from shape-changers effect protects against monsters (except gawds and gawdlike creatures) able to change their form to that of a man: Doppelgangers, certain dragons, druids, Jackalweres and lycanthropes, for example. The magic lasts for 5d6 rounds.

Protection from Magic

(Reading time: 8 segments) This scroll invokes a very powerful, invisible globe of antimagic in a five-foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

Protection from Petrification

(Reading time: 5 segment) A ten-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

Protection from Plants

(Reading time: one round) A protective sphere ten feet in diameter is centered on the reader. All forms of vegetable life (including fungi, slimes, molds and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough Strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

Protection from Poison

(Reading time: 3 segments) The protection afforded by this scroll extends only to the reader. No form of poison (ingested, contacted, breathed, etc.) will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

Protection from Possession

(Reading time: one round) This scroll generates a magical circle with a ten-foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as Magic Jar or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; ten percent have power that lasts 10d6 turns, but the effect is stationary.

Protection from Undead

(Reading time: 4 segments) When this scroll is read, a five-foot radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (Ghasts, Ghosts, Ghouls, Shadows, Skeletons, Spectres, Wights, Wraiths, Vampires, Zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the GM's option (choose or roll on the table under "Potion of Undead Control").

Protection from Water

(Reading time: 6 segments) This protection extends in a ten-foot diameter sphere centered on the reader. All forms of water (liquid, solid and vapor, ice, hail, snow, sleet, steam and so forth) are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.

Other Scrolls

Stupendous Scroll of Briefs and Writs

This scroll contains virtually every known legal document, form and boilerplate. Reading the scroll allows the user to recreate a document on another piece of paper or parchment, filling in blanks as appropriate. It can be used twice per day.

Rings

All magical rings normally radiate magic, but most are impossible to recognize as magical rings without some mystic means. Furthermore, most magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be put on and various things tried in order to find what it does. No ring radiates good or evil.

No more than two magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings.

The spell-like abilities of rings function as if cast by a 12th level magic-user unless the spell requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Magical rings can be worn and used by all character classes as well as humans, demi-humans and humanoids not specifically prohibited elsewhere. The GM might allow "monsters" with digits to wear rings, and some can actually benefit from them. For example, a Troll could wear a Ring of Regeneration and gain its benefits in addition to its normal regenerative abilities.

List of Rings

Ring of Acid Plumes

This legendary ring gives the wearer an acid-based breath weapon which he may call upon a number of times per day equal to his level divided by three (rounded up). This breath weapon is released in the form of a cone ten feet long, two inches in diameter at the wearer's mouth and five feet in diameter at the cone's base. It has no effect on the wearer or his possessions, but causes 2d4 points of damage to everyone within reach of the cone in addition to the other standard effects of acid. According to legend, if the bearer of a Ring of Acid Plumes ever uses all the acid attacks available to him in a single week, he will die at once and be reincarnated as an unhatched dragon. (In other words, removed from play - though it is possible the reincarnated character will return as an NPC in a few decades of game time.) Most bearers, therefore, simply let at least one attack go unused each week. Incidentally, this legend is only partially correct - only about 15% of all Rings of Acid Plumes carry this curse.

Ring of Animal Friendship

When the wearer of this ring approaches within ten feet of any animals of neutral alignment and animal Intelligence (Intelligence score of one), the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring. Animals feeling friendship for the wearer will actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

Ring of Bad Bargain Sense

This attractive golden ring, set with a small red ruby (actually cut glass) radiates an aura identical to that of a Ring of Good Omens. It causes the wearer to believe that everything offered to him for sale is an incredible bargain. Whenever the character encounters someone selling merchandise, he will be astounded that there are so many 'great buys' and no doubt decide to grab up everything that he can, hoping to resell elsewhere for a hefty profit. This is especially devastating if the player believes his ring to be one of good omens, for he will most likely conclude that the ring is helping him find these unbelievable deals. Meanwhile, the merchants are laughing behind his back because he is paying top prices for worthless crap, causing the character's Honor to drop as he is mocked and ridiculed. For each merchant the player buys junk from, he loses one point of Honor. In a busy marketplace, this can be a tremendous blow.

Ring of Berserk Strength

This ring increases Strength and Constitution at a rate of one point in each ability per turn, to a maximum of 18 each (plus fractional score). However, once 18 is reached in both abilities, the wearer will immediately engage in mortal combat with any creature he meets, regardless of circumstances. Berserk Strength and Constitution points are lost when the ring is removed (by casting a Remove Curse).

Ring of Blinking

When the wearer of this ring issues the proper verbal command, the item activates and he is affected as if a Blink spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for one hour while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within ten feet of the ring.

Ring of Breaking Curses

This ring allows the wearer to cast Remove Curse as a 12th-level cleric, once for each charge expended. Each ring has 3d10 charges, or a maximum of 30. Alternatively, the wearer can spend three charges to cast Dispel Magic as a 15th-level magic-user or expend 15 charges at once to break any and all curses – no matter how potent – on every creature within a radius of 25 feet.

Ring of Cataclysmic Avoidance

The wearer of this plain but sturdy iron ring is totally immune to all cataclysmic damage – that is, any single attack which causes over 350 points of damage. This damage must be administered by one attack or the ring has no effect. Multiple attacks, or attacks by different forces or persons who attack simultaneously, affect the wearer normally. For example, breaking a Staff of Devastation could cause up to 600 points of damage, from which the wearer would be protected. However, four dragons attacking the wearer simultaneously and causing damage, whether it is over 350 points or not, affects the ring wearer normally.

Ring of Chameleon Power

Whenever the wearer of this ring desires, he is able to magically blend in with his surroundings. This enables 90% invisibility in foliage, against walls and so forth. If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures. However, each turn of such association carries a five percent cumulative chance that the creatures will detect the ring wearer for what he is. Thus, such an association can never persist for more than 20 turns without the wearer being detected – at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence add their Intelligence score to the base chance of detection. For example, a creature with Intelligence 16 would have a base chance of (16 + 5) 21% at the end of turn one, then 26% at the end of turn two, and so forth. Creatures with Intelligence 3 or lower instinctively and automatically detect the wearer if he comes within a ten-foot radius of him.

Ring of Cloaking

The wearer of a Ring of Cloaking may, once per day, conjure a magical cloak that allows him to remain warm and toasty in temperatures as cold as -50 degrees Fahrenheit. In addition, the cloak automatically changes its color and pattern to match the wearer's surroundings, giving him a +10 bonus to any checks relating to concealment. The cloak remains with the wearer for 12 hours after being summoned.

Ring of Clumsiness

This cursed ring typically radiates an aura similar another, beneficial, ring to disguise a baneful nature. The possible secondary powers are shown on Table B18: Secondary Power Auras. The secondary power works normally, except when the wearer is under stress – combat, stealth, delicate activity and the like – at which time the clumsiness takes effect. Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spell casting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell; otherwise, the spell is botched and annulled.

Table B18:
Secondary Power Auras
Roll (1d100)

	Secondary Power
1-10	Free Action
11-20	Feather Falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-100	Water Walking

The ring can be taken off only by a successfully cast Dispel Magic spell (vs. 12th-level magic). Success destroys both the primary and secondary powers of the ring.

Combination Ring of Invisibility and Demon Spawn Slaying

This extremely rare artifact is in many respects identical to a Ring of Invisibility – and indeed, it grants the same powers as that more common item. However, when confronted by demon spawn, the wearer may attempt to touch the demon with the ring and expend one charge to "slice and dice" a given spawn with a bolt of magical energy. The target must make a saving throw vs. spell or die immediately. Additional charges (up to a maximum of five) may be expended to apply penalties to the saving throw at the rate of one penalty point per charge. Thus, a total of four charges could be used to apply a -3 penalty to the target's saving throw. Each ring of this sort has 7d10 charges.

Ring of Constant Thunder

Three times per day, the bearer of this ring may conjure Ominous Thunder. This automatically frightens all livestock and horses in the area (in fact, such beasts must make a saving throw vs. spell or die of fright at once) and applies a -2 fear penalty to all attacks and ability checks. There is a cumulative ten percent chance that a severe thunderstorm will also manifest each time the ring is used within a single day.

Ring of Contrariness

This magical ring is cursed, making its wearer unable to agree with any idea, statement or action. Once put on, the ring can be removed only after a Remove Curse spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. The contrariness ring will have one additional magical property as shown on Table B18: Secondary Power Auras.

Note that contrariness can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself. If, for example, other characters suggest that the wearer make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agree – possibly attacking or striking at the speaker's head – because obviously the result must be contrary in this case. If a Ring of Contrariness turns spells, the cumulative Remove Curse cast upon the individual wearing it must equal or exceed 100%.

Ring of Death and Reincarnation

This infamous ring allows the bearer, at the cost of one charge, to target any given being within line of sight and a number of feet (equal to the wearer's experience level times two) with a bolt of death magic. The target must make a saving throw vs. spell or die at once. In addition, should the wearer die while wearing the ring, he will be automatically reincarnated into the form of one of the beings he killed using it - and the ring will appear on the finger of his new body. (The GM should keep track of the beings killed using the Ring of Death and Reincarnation and come up with a custom reincarnation table based on those victims.) Each ring has 3d10 charges and a maximum of 30.

Ring of Delusion

A Ring of Delusion convinces the wearer that it is some other sort of ring – whatever sort the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the Ring of Delusion. The GM determines how successful the self-delusion is, as well as how observers are affected and what they will observe. The ring can be removed at any time.

Ring of Diminished Scars

By expending a single charge, the wearer of this ring may apply a special enchantment to any unhealed wounds suffered by himself or others, thus creating a chance to prevent the manifestation of scars. The wounds on any person affected by this ring have only a ten percent chance of becoming scars. By expending additional charges, the wearer may reduce this even further, at the rate of one charge per percentage point. Each of these rings has 8d10 charges. The magics of this ring do not provide any form of healing; they simply reduce potential scarring.

Ring of Dire Straits

This legendary ring may only be used three times, and only in truly awful situations. When the wearer is in mortal danger or otherwise deeply threatened, he may call upon the power of this ring to bring his plight to Fate's attention. Coincidence will immediately begin operating in his favor - sending some friendly sailors to rescue his party from drowning, temporarily distracting the hordes of carnivorous undead, that sort of thing. This will continue until the danger has passed and the wearer and his friends are relatively safe. Once the ring has been used for the third time, it vanishes in a brilliant flash of light and immediately reappears elsewhere. It cannot be tracked by any means, mundane or magical.

Ring of Djinni Conjuring

One of the many fabled rings of fantasy legend, the "11 genie" ring is most useful indeed, for it is a special "gate" by means of which a certain Djinni can be conjured from the Elemental Planes. When the ring is rubbed the conjuring begins, and the Djinni will appear on the next round. The Djinni will serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes non-magical and worthless. (See the Hacklopedia of Beasts for details of a Djinni's abilities and capabilities.) Furthermore, due to the chaotic nature of Djinni, they will sometimes seek to twist the requests of the conjurer. The Djinni conjured will be of the following type: Standard (30%), Noble (30%), Black (40%).

Ring of Elemental Command

The four types of Elemental Command rings are very powerful. These rings operate at 12th level of experience. The additional powers have an initiative modifier of +5. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned cannot attack or even approach within five feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (saving throw vs. spells applicable with a -2 penalty to the roll). If the charm fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die inflicted and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, or hate and desire to slay him if the wearer is weak. Fear, hatred and respect are determined by the GM.

4. The possessor of a Ring of Elemental Command suffers a saving throw penalty as follows:

Air -2 vs. natural and magical fire
Earth -2 vs. petrification
Fire -2 vs. natural and magical water or cold
Water -2 vs. natural and magical lightning/electricity

5. Only one of the powers of a Ring of Elemental Command can be in use at any given time. In addition to the powers described above, the ring gives characters the following abilities:

Air: The ring will appear to be an invisibility ring until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the GM determines as necessary to activate its full potential).

- Gust of Wind (once per round)
- Fly
- Wall of Force (once per day)
- Control Winds (once per week)
- Invisibility

Earth: The ring will appear to be a Ring of Fall Softly until the GM-established condition is met.

- Stone Tell (once per day)
- Passwall (twice per day)
- Wall of Stone (once per day)
- Stone to Flesh (twice per week)
- Move Earth (once per week)
- Feather fall

Fire: The ring will appear to be a Ring of Fire Resistance until the GM-established condition is met.

- Burning Hands (once per turn)
- Pyrotechnics (twice per day)
- Wall of Fire (once per day)
- Flame Strike (twice per week)
- Fire Resistance

Water: The ring will appear to be a Ring of Water Walking until the GM-established condition is met.

- Purify Water
- Create Water (once per day)
- Water Breathing (five-foot radius)
- Wall of Ice (once per day)
- Airy Water
- Lower Water (twice per week)
- Part Water (twice per week)
- Water Walking

Ring of Fall Softly

The wearer of this ring will automatically begin feather falling (as per the Feather Fall spell) if he falls any distance greater than five feet. Furthermore, if the terrain below him is hard or rocky in any way, a number of soft, fluffy cushions will appear on the ground to cushion his fall, vanishing as soon as he is safely at ground level. The wearer takes no damage from obstacles during landing.

Ring of Fast Scabbing

Upon expending one charge, the bearer of this ring may immediately seal all open wounds (thus putting a stop to any bleeding) and begin healing at twice the normal rate. Each ring has a maximum of 30 charges.

Ring of Fire Resistance

The wearer of this ring is totally immune to the effects of normal fires – torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, Hell Hound breath or a Wall of Fire spell will cause only ten points of damage (per round) if the wearer is directly within the conflagration.

Exceptionally hot fires such as Red Dragon breath, Pyro-Hydra breath, Fireballs, Flame Strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than one in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 points of damage, those with 25 or more as exceptional heat.

Ring of Free Action

This ring enables the wearer to move and attack freely and without penalty when attacked by a Web, Hold or Slow spell or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with hacking weapons (such as axes and scimitars) and with crushing weapons (such as flails, hammers and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

Ring of Friendship

Rings of Friendship begin as "blanks" – they're wholly magical, and appear magical to spells such as Detect Magic or Identify, but their enchantment is dormant. A given ring only becomes active when put on the finger of a sentient being; that being is then the ring's true owner for all intents and purposes. When the ring is removed and given to another sentient being, its powers take hold. The wearer is then the owner's best friend, at least from his point of view. He is required to come to the owner's aid, treat him to drinks and snacks in bars, provide no-interest loans and generally try to help him out and be his buddy no matter what. This effect ends as soon as the ring is removed.

The downside to this is that the wearer of the ring has a cumulative ten percent chance of acquiring the "clingy" quirk - focusing specifically on his "best friend" - for every week he wears the ring. If this transformation occurs, the wearer will begin following the ring's owner around, constantly proclaiming his admiration and affection for the person to the world at large, thus imposing a -10 penalty to his temporal Honor. Within a week after the transformation, the owner's new "special friend" will even begin composing and performing songs about his buddy. The "clingy" effect lingers even if the ring is removed, though after the removal, the person thus affected may make a saving throw vs. spell each month of game time to try to shake it off.

If the ring returned to the finger of its true owner, or if the owner dies, it immediately becomes a blank again and must be reactivated as described above.

Ring of Gentle Persuasion

The Ring of Gentle Persuasion allows the wearer, at the expense of one charge, to gain an advantage in negotiations or debates with any one other person. Simply put, the wearer's Charisma increases to 18 in the target's eyes, and that person must make a sav-

ing throw vs. spell or immediately give in to the wearer's demands (or come around to his way of thinking when it comes to debates). Even if the saving throw is successful, the target becomes somewhat more open to the wearer's views and ideas, and may be forced to make another saving throw after 20 additional minutes of conversation. Each of these rings has a maximum of 25 charges.

Ring of Giant Might

The wearer of this legendary ring may call upon its powers up to five times each day to grow just large enough to enter the next highest size category and increase his Strength, Constitution and hit points threefold. (Note that Strength and Constitution are each limited to scores of 25). Each transformation achieved through the use of this ring takes one round to complete and lasts for three hours. At the end of this period, the wearer's Constitution is reduced by two for the next hour as he recovers from the stress of his temporary metamorphosis. The ring may not be invoked again until the wearer's recovery is complete.

Ring of Good Omens

The Ring of Good Omens appears as a beautiful golden ring inset with a small red ruby. The wearer will notice that black cats tend to avoid his path, that mirrors are twice as hard for him to break, and that he can light every candle or torch on the first try. Aside from these other minor effects, the ring grants the wearer a +2 to all saving throws. At its creation, this ring contains one Wish. If the Wish is used, the other effects remain. If the Ring of Good Omens is ever sold or pawned by its creator, it will become a Ring of Bad Bargain Sense. If it is lost or freely given away, it will remain a Ring of Good Omens.

Grawdyng's Ring of Servitude

This cursed ring, created by minions of Grawdyng (the Gawd of Death) automatically changes the alignment of the wearer to Neutral Evil and forces them into a Gawd Quest. Their mission from that point on is to gather as much money and power as they can and conquer a region at least 50 square miles in the name of their new lord and master. This enchantment can be removed through a standard Remove Curse spell. Clerics of Grawdyng, following their gawd's modus operandi, often conceal these rings in foods which are then sold by what appear to be common vendors (usually a cleric of Grawdyng or a minor demon in his service, appropriately disguised). Favorite hiding places include rice cakes, iron rations and meat snacks. A player character under the curse of this ring suffers no penalties for alignment change when the ring is put on, though the standard penalties apply when the character returns to his original alignment.

Ring of Hefty Damage

The infamous Ring of Hefty Damage has only one effect - but that single power is coveted by heroes throughout the TeraVerse. Simply put, the wearer of this ring automatically inflicts maximum damage on any successful attack - and then multiplies that damage by two. Critical hits further multiply the amount of damage inflicted by the usual ratio, making them especially lethal.

Legend has it that these rings were originally created by the mighty magic-user Balthor the Superfluous, whose incantations took twice the usual amount of time to complete due to the slow, monotonous nature of his voice. The magic-user therefore preferred to surround himself with lesser magicians and fighters who could defend him while he unleashed his most terrible spells. Immediately after donning their new rings for the first time, Balthor's minions won a battle against a vast army of gnome titans in under ten minutes; the magic-user then decided to give up combat casting and pursue his dream of owning a highly successful tavern. The Gnome's Head has changed owners many times but remains one of the most popular taverns around.

Ring of Hefty Healing

The wearer of the Ring of Hefty Healing can, by calling upon its awesome powers, regenerate any and all lost hit points at the rate of one point per round. The ring's abilities may be invoked a number of times per day equal to the wearer's level, and it will not regenerate hit points if the wearer is unable to speak to activate its power.

Ring of Hefty Recovery

This powerful magical ring is one of the most potent sources of healing magic known to man. Each day, the ring grants its wearer 50 spell points, which may be used at will to cast any healing spell (known or unknown). Each spell costs its level in spell points – thus, a 6th level Cure-All spell would cost six points.

In addition, the wearer can call upon the Wellspring of the Gawds to heal any living being to its full hit points, eliminate fatigue, cure impotence, erase scars, Cure Diseases and otherwise make the being in question as healthy as it can possibly be. This power may be invoked a number of times per day equal to the wearer's level. However, this ability is only available to those with an Honor Factor of 100 or higher, as the gawds allow only the best and bravest beings to access their sacred Wellspring.

It is said that only five of these rings exist in all the TeraVerse, and that the gawds will annihilate anyone who discovers the secret of their creation.

Ring of Hefty Spell Casting

Any spell caster who wears this ring can cast a number of spells at the same time. Though under ordinary circumstances, all spell casters - with the exception of battle mages – can only cast one spell at a time, this ring changes that law, allowing the wearer to cast a number of spells equal to his experience level simultaneously. These spells can be different incantations or identical ones; thus, an 18th-level spell caster could use this ring to cast all the Fireball spells available to him at once. Battle mages gain an



increased benefit: they can simultaneously cast a number of spells equal to two times their experience level using this ring.

There is, however, a catch (other than the simple fact that this ring basically allows a spell caster to exhaust a vast number of spells in the space of a few minutes): if the wearer invokes the powers of this ring when the sun is at its apex or its nadir (i.e., noon or midnight) he will have his hands removed as the ring overloads and explodes. Since all mystical energies are at their height during the aforementioned periods, it is extremely dangerous to call upon such a potent magical item at such times.

Ring of Hindsight

This ring behaves much like a Dagger of Hindsight, save for the fact that it has no combat uses – though perhaps the ring could be thrown at something. Also, the Ring of Hindsight always comes with 1d8 charges, and never taps other magic items. However, there are a few more key differences. First, the ring allows the wearer an unlimited number of "free samples." At will, the wearer can look back in time to the moment things went wrong and try to figure out what needs to be changed (assuming he does not know already). A charge must be expended to actually travel back to that moment and make the necessary change. Furthermore, if the wearer tries to invoke the ring after it has run out of charges, it will indeed tap his life-force, causing the effects described in the entry for the Dagger of Hindsight. Finally, a charge may also be expended to freeze time for everyone except the wearer; this universal pause lasts exactly five minutes from the bearer's point of view.

Ring of Human Influence

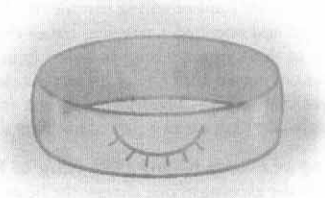
This ring's primary effect is to raise the wearer's Charisma to 18 on encounter reactions with humans and demi-humans. Each of the two latter uses of the ring are applicable but once per day. The wearer can make a Suggestion (as the spell) to any human or demi-human (saving throw applies). The wearer can also Charm up to 21 levels or Hit Dice of humans and demi-humans (saving throws apply) just as if he were using the magic-user spell Charm Person. Suggestion or Charm has an initiative penalty of +3.

Hyptor's Pronged Ring of Remote Eye Gouging

The legendary magic-user Hyptor created hundreds of these rings during his long-running feud with the Dark Overlord Enniray, whose only vulnerability lay within his overly sensitive eyeballs. When activated, the ring creates an effect identical to the magic-user cantrip Remote Gouged Eye. Each of these rings contains 5d10 charges for a maximum of fifty.

Ring of Illumination

The wearer of this ring may invoke its powers at will to create a sphere of light above the item, illuminating everything within a maximum radius of ten feet as daylight - though the wearer may will this area to shrink to a minimum radius of one foot if he so desires. This sphere will move with the ring and can be extinguished at the bearer's will. The illumination lasts for 2d12 hours and each use expends a single charge, of which this ring contains a maximum of 30.



Ring of Invisibility

Ring of Invisibility

The wearer of a Ring of Invisibility is able to become invisible at will, instantly.

This nonvisible state is exactly the same as the second level magic-user spell Invisibility, except that ten percent of these rings also bestow the ability to be inaudible. If the wearer wishes to speak, he breaks all silence features in order to do so.

Ring of Jumping

The wearer of this ring is able to leap 30 feet ahead, 20 feet backward, or ten feet sideways or straight up, with an arc of about two feet for every ten feet traveled (as the 1st-level magic-user spell, Jump). The wearer must use the ring's power carefully, for it can perform only four times per day.

Ring of Mammal Control

This ring enables its wearer to exercise complete control over mammals with an Intelligence of 4 or less (Animal or Semi-Intelligent). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: The ring does not affect avians, humans, demi-humans, humanoids or monsters. If the GM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it cannot be controlled. This ring holds a maximum of 20 charges (2d10).

Ring of Many Deaths

This ring is similar to a Ring of Demon Spawn Slaying in that the intended victim must be touched with the ring in order for the magic to be invoked. Each ring will cause death in the intended victim unless he successfully makes a saving throw versus death magic. The type of death is determined randomly on Table B19: Causes of Death. Once a ring has been used for a specific type of death, it may not be used for that type again. Any use that results in a repeated death type fails to execute the desired result, but still expends a charge. The rings begin with 25 charges. It is up to the GameMaster to determine the delay for how long the specific death type will take effect. For example, a heart attack might happen as soon as the ring is successfully activated, but a lynching might not occur until the victim is in the vicinity of a town, or at least a mob, that might wrongly accuse him of a crime and unknowingly carry out the ring's black magic. And a drowning victim would not die until the next time he is near a sufficient quantity of water or similar liquid.

Table B19:
Causes of Death
Roll (1d100)

Death by:	
1-10	Spontaneous combustion
11	Cancer
12-19	Lynching
20-22	Skull fracture
23-25	Heart attack
26-30	Stroke
31-35	Burst appendix
36-37	Hemophilia
38-42	Choking
43-53	Electrocution/struck by lighting
54-59	Impalement
60-62	Falling a great distance
63-65	Drowning
66	Old age
67-75	Poison
76-77	Asphyxiation
78-79	Burned at the stake
80-82	Submerged in acid
83-84	Buried alive
85-86	Thrown from a mount
87-88	Punctured lung
89-90	Hunting accident
91	Exposure to cold
92	Excessive alcohol consumption
93-100	Plague

Ring of Martyrdom

This popular ring raises the wearer's Fame Factor, ensuring the sanctity of his memory as long as it is worn at the time of the bearer's death. No one is permitted to speak ill of the bearer while he wears the ring, and once he has passed, the memories of all who knew of him are altered to cast him in the best possible light. Even the circumstances of his death will be seen as admirable; he could be dipped in chocolate and eaten by a giant while wearing a banana suit, and that would henceforth be considered one of the best ways to go. In addition, the wearer has the power to "feel others' pain," instantly sensing their state of health and morale, and may sacrifice up to ten of his hit points to cure another by an equal amount. It is said that some Rings of Martyrdom have the power to heal entire nations, but this is probably little more than rumor.

Ring of Mending

The Ring of Mending has the innate power to fuse any two items or materials of similar composition together along a line defined by the ring's movement. (The items in question must be pushed together and the ring must be moved lengthwise along the seam to fuse them.) Thus, cracks in a stone statue could be repaired fairly easily, weapons could be fused together, and so forth. The ring may also be used to seal openings in the skin (such as wounds - or, if the bearer has little taste or maturity, mouths, eyelids, nostrils, etc.), but in such cases it leaves an unsightly scar. Note that wounds sealed in this manner stop bleeding at once, and the bearer of said wounds regains one hit point.

Bards are fond of telling the tale of Myrddin Grauermaer, a mighty magic-user who owned and operated a traveling circus that was on the verge of failure - until he found one of these rings. Using this new item, he transformed many innocent people into freaks of nature until one of his victims escaped and brought him to the attention of the local city watch. Myrddin's ring was immediately confiscated and used to fuse the magic-user's left ear to a part of his body described only as "a very uncomfortable place."

Ring of Mercy Killing (aka Ring of Kavorkian)

At the expense of one charge, the bearer of this ring may attempt to neutralize the life force of any bound or otherwise constrained being within ten feet and line of sight. The target must make a saving throw vs. spell at a -4 penalty or immediately die. The soul of any being killed in this manner is sent to oblivion; the entity cannot be Resurrected, Reincarnated or returned to life in any way. Note that "constrained" does not necessarily mean "immobile." A drowning person may be affected by this ring, for example, no matter how much he thrashes about. Each ring has 2d10 charges.

Ring of Mind Shielding

This ring is usually of fine workmanship and wrought of heavy gold. The wearer is completely immune to ESP, Detect Lie and Know Alignment spells and similar powers.

Nose Ring of Load Easement

The Nose Ring of Load Easement, when worn by any beast of burden (such as a mule, ox, llama or buffalo), allows the animal in question to carry up to three times its standard weight limit without suffering from encumbrance penalties. Humans, demi-humans and humanoids may also wear and benefit from this ring, but it causes them to grow fur, horns and an unsightly hump between their shoulder blades (-3 to Comeliness).

Nose Ring of Viscid Globs

The wearer of this nose ring may, by expending one charge, hurl a vast quantity of sticky mucus at a given target that (with a successful to-hit roll) will immediately throw the target back against the nearest wall and trap him there. The bond may only be broken by someone with a Strength of 14 or higher. By expending additional charges, the bearer may make it progressively more difficult to escape the mucus: a bond produced through two charges requires a Strength of 16 to break, three charges require a Strength of 18, four charges require a Strength of 19 and five charges require a Strength of 21. Additionally, anyone trapped by the mucus must make a saving throw vs. spell or become violently sick. The nose ring has 3d10 charges, for a maximum of 30, and the bearer may only use up to five at a time.

Ring of Pass Through Walls

This coveted ring allows the wearer to pass through any wall less than 20 feet thick by expending a single charge. It cannot be used to pass through floors or ceilings. Thicker walls may be passed through at the expense of one charge per additional 20 feet. Sadly, only 20-foot units are permitted; if a given wall is 20 feet and one eighth of an inch thick, the bearer must still spend two charges to pass through it. Each of these rings has 5d10 charges.

Ring of Perpetual Mo-Jo

As long the bearer of this item wears the ring, he never needs to sleep and never suffers from fatigue. However, if the ring is worn for more than five days in a row, the wearer begins to suffer from a Mo-Jo Buzz, becoming hyperactive and difficult to deal with (-10% penalty to all skills relating to concentration and social interaction). Furthermore, there is a cumulative five percent chance each day that the wearer will simply "crash," falling into a deep, impenetrable sleep for the next 24 hours. Once the ring is removed, the wearer must sleep for at least 12 hours or suffer maximum fatigue penalties until he is able to do so.

Ring of Protection

A Ring of Protection improves the wearer's Armor Class value and saving throws versus all forms of attack. A ring +1 betters AC by one (say, from 10 to 9) and gives a bonus of +1 on saving throw rolls. The magical properties of a Ring of Protection are cumulative with all other magical items of protection except as follows:

1. The ring does not improve AC if magical armor is worn, although it does add to saving throws.

2. Multiple Rings of Protection operating on the same person, or in the same area, do not combine protection. Only one such ring – the strongest – functions, so a pair of Two Rings of Protection +2 provides only +2 protection.

To determine the value of a ring's protection, use Table B20: Ring of Protection.

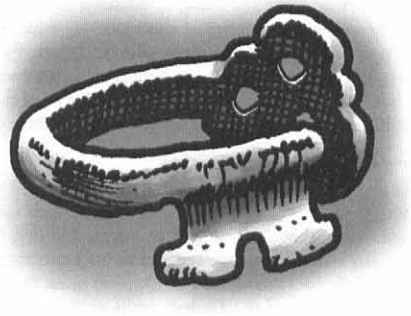
The radius bonus of five feet extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains AC bonuses).

Table B20:
Ring of Protection
Roll (1d100)

Level of Protection	
1-70	+1
71-82	+2
83	+2, five-foot radius protection
84-90	+3
91	+3, five-foot radius protection
92-97	+4 on AC, +2 to saving throws
98-100	+6 on AC, +1 to saving throws

Ring of Quick Escapes

The bearer of this ring may expend one charge to Teleport randomly to a safe location within five miles of him current position. "Safe" is, of course, very relative; while the ring will not put its owner in any obvious danger (i.e. it will not Teleport him under or above a body of water, nor will it Teleport him off a cliff, etc.), it may send him to a place surrounded by his enemies or subject to some approaching danger. Each Ring of Quick Escapes has 1d12 charges when created.



Ring of Quick Escapes

Ring of the Ram

This ornate ring is usually made from a hard silver alloy or iron. It has the head of a ram as its device. Anyone who attempts to detect magic on the ring discovers an evocation upon it. The wearer causes the ring to give forth a ram-like force, manifested by a vaguely discernible shape resembling the head of a ram. With a successful to-hit roll, this force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used or 3d6 points if three charges (the maximum) are used. The force of the blow is considerable, and a victim who fails to save vs. spell is knocked back 1d4 feet (there is no save against the damage). The range of this power is 30 feet. The target of the blow applies saving throw adjustments as shown in Table B21: Ring of the Ram.

Table B21:
Ring of the Ram

Condition met:	Saving Throw Adjustment
Target smaller than man-sized	-1
Larger than man-sized	+2
Strength under 12	-1
Strength of 18-20	+3
Strength over 20	+6
4 or more legs	+4
Over 1000 lbs.	Weight +2
2 charges expended	-1
3 charges expended	-2

The GM can make circumstantial adjustments according to need. For instance, a Fire Giant balanced on a narrow ledge should not gain any benefit from Strength and weight unless he knows that he is about to be struck by the force of the ring and can do something about it. This is a case where common sense will serve best.

In addition to its attack mode, the Ring of the Ram also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically held or locked portals can be opened in this manner. Structural damage from the ram-like force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items must save versus crushing blow only if three charges are used; otherwise, the force will not affect them. Non-magical items targeted by the force save versus crushing blow from the impact. A ring of this sort will have from five to ten charges (1d6+4) when discovered. It can be recharged by a magic-user employing Enchant An Item and Zarba's Fist of Rage in combination.

Ring of Regeneration

The standard Ring of Regeneration restores one point of damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes. A rare kind of Ring of Regeneration is the Vampiric Regeneration Ring. This bestows one-half (fractions dropped) of the value of the damage inflicted by the wearer upon opponents in hand-to-hand combat immediately upon the wearer of the ring. It does not otherwise cause regeneration or restore life, limb or organ. For example, if a character wearing the ring inflicts ten points of damage, he adds five to his current hit point total. The creature struck still loses ten points.

Table B22:
Ring of Regeneration

Roll (1d100)	Secondary Power
1-90	Ring of Regeneration
91-100	Vampiric Regeneration Ring

To determine which type of ring is discovered, consult Table B22: Ring of Regeneration. In no case can the wearer's hit points exceed his usual maximum.

Ring of Scrying

At the expense of one charge, the bearer of this ring may view any point in a single life, thus discerning weaknesses, strengths and so forth. This effect lasts for up to one hour, though it may be dispelled at the wearer's will, and can be used to scan up to one year of a target's life at a time. Each Ring of Scrying has a maximum of 40 (4d10) charges.

Ring of Shocking Grasp

This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful attack roll delivers 1d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion to appear on the palm of the wearer's hand.

Ring of Shooting Stars

This ring has two modes of operation – at night and underground – both of which work only in relative darkness. During night hours, under the open sky, the Ring of Shooting Stars will perform the following functions:

- Dancing Lights (once per hour)
- Light, as the 1st level magic-user spell (twice per night), 120-foot range
- Ball lightning, as described below (once per night)
- Shooting stars (special)

The ball lightning function releases 1-4 balls of lightning, at the wearer's option. These glowing globes resemble Dancing Lights, and the ring wearer controls them as he would control Dancing Lights. These spheres have a 120-foot range and a four round duration. They can be moved at 120 feet per round. Each sphere is about three feet in diameter, and any creature it touches or approaches within five feet dissipates its charge (a successful save vs. spell halves damage – the contact was across an air gap). The charge values are:

- 4 lightning balls 2d4 points damage each
- 3 lightning balls 3d4 points damage each
- 2 lightning balls 5d4 points damage each
- 1 lightning ball 4d12 points damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night. The shooting stars are glowing missiles with fiery trails, appearing much like a meteor swarm. Three shooting stars can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a Fireball) in a ten-foot diameter sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a saving throw vs. spell to take only one-half damage (i.e. 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 feet to 40 feet, normal beyond 40 feet. Indoors at night, or underground, the Ring of Shooting Stars has the following properties:

- Fairie Fire (twice per day) – as the spell
- Spark shower (once per day)

The spark shower is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of ten feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage. Range, duration and area of effect of functions are the minimum for the comparable spell unless otherwise stated. Casting time is 5 segments.

Ring of Sincerity

The wearer of this ring may expend one charge to convince others of his good intentions. This is especially useful when making apologies or political speeches. Every person within earshot is allowed a saving throw vs. apology; if the saving throw fails, they cannot help but admire the wearer and seek to help him because he appears to be just so darn nice and honest. Anyone who makes his saving throw has a ten percent chance of becoming suspicious and hostile towards the wearer.

Legend has it that a king with more guts than brains once used this ring to try to convince a tribe of Orcs to return a captured scouting party. Surprisingly enough, it worked. Unfortunately, about half his citizens were in earshot and grew intensely hostile towards the king in question, leading to a revolt which ultimately toppled the foolish monarch and all his family.

Ring of Spell Storing

A Ring of Spell Storing contains 1d4+1 spells that the wearer can employ as if he were a spell caster of the level required to use the particular spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls"). The level of each spell is determined by rolling 1d6 (for clerics) or 1d8 (for magic-users). The number rolled is the level of the spell, except as follows:

- Cleric: 1d6, if 6 is rolled, roll 1d4 instead.
- Magic-user: 1d8, if 8 is rolled, roll 1d6 instead.

Which spells are contained by the ring is randomly determined. The ring empathically imparts to the wearer the names of its spells. Once class, spell level and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level magic-user is needed to restore a 6th-level magical spell to the ring). Stored spells have a casting time of five rounds.

Ring of Spell Turning

This ring distorts the three normal dimensions, causing spells cast at the ring wearer to rebound upon the spell caster. The following spells are NOT affected by a Ring of Spell Turning:

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.
2. Spells that are delivered by touch are not turned.
3. Magic contained in devices (rods, staves, wands, rings and other items) that are triggered without spell casting are not turned. A scroll spell is not considered a device.

When a spell is cast at an individual wearing a Ring of Spell Turning, roll 1d10 and multiply the result is by 10. This score indicates what percentage of the spell has been turned back upon its caster. Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a Charm Person spell is cast at a character wearing a Ring of Spell Turning. A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his saving throw; the caster has a +3.

A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items or any other condition –

including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, a Mage casts a Maze spell at a fighter wearing a Ring of Spell Turning. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The Mage must also save, gaining only a +3. The fighter's die roll is 15, which saves (15+7 = 22); the illusionist's die roll is a 16 which, while close, fails (16+3 = 19). The Mage becomes trapped in his own Maze spell.

Table B23:
Ring of Spell Turning
Roll (1d100)

Effective Result	
1-70	Spell drains away without effect
71-80	Spell affects both at full effect
81-97	Both rings permanently lose their magic
98-100	Both individuals go through a rift into the Positive Material Plane

Once a spell is turned, the effects are divided proportionately between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. Thus, if a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for the fighter and 70% for the Mage. The effect of permanent spells for both characters remains unchanged. A ring wearer who wants to receive a spell must remove the Ring of Spell Turning to be able to do so.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spell caster combined. If this condition is fulfilled, then the procedure above applies. If the spell caster and spell recipient both wear spell turning rings a resonating field is set up, and the possible results are shown on Table B23: Ring of Spell Turning.

Split Stone Ring

The bearer of this ring may, at the cost of one charge, conjure a blade of magical energy that will immediately fly at a given stone target and separate it from the rest of the stone. Thus, limbs and heads can be removed from statues, walls can be rent in two, chasms can be opened in stone floors, and so forth. If this ring is used against a stone creature, the victim must make a saving throw vs. spell or take 1d20 points of damage. Each Split Stone Ring has 7d10 charges for a maximum of 70.

Ring of Stasis

This ring may be used at the wearer's will to send one bound, sleeping or otherwise constrained being to an extra-dimensional space where the normal laws of space and time do not apply. Any being trapped in this space will not age and does not require food, water, air or other necessities to survive until returned to a normal state. Such returns may also be achieved at the wearer's will. If the wearer attempts to send a given being into the other dimension while it is occupied, the current captive will be released immediately. Each time the ring is used, there is a five percent chance that it will access the another ring's extra-dimensional space.

Ring of Stone Passage

The Ring of Stone Passage allows the wearer to pass through stone for one full turn at the expense of one charge. The ring projects a five-foot sphere around the wearer, so it is theoretically possible to bring a companion or two if they remain very close. Each ring has a maximum of 30 (5d6) charges.

Ring of Suggestion

The Ring of Suggestion allows the wearer, at the cost of one charge, to plant a false memory or hypnotic suggestion in the mind of an individual target. The memory or suggestion can be as wild as the wearer likes - the target could be made to believe that he comes from a world with a purple sky or that he used to be a field mouse until some meddling magic-user transformed him. If the memory or suggestion causes no direct physical harm to the target, he is not allowed a saving throw. The line between direct and indirect harm can be thin here, but as a general rule of thumb, a suggestion that causes direct harm would be something along the lines of "Go fight that ancient dragon with nothing but a toothpick," while one that causes indirect harm would be more like "That dragon killed your brother and stole your teddy bear and you want to see him dead." In the latter situation, the target would be very likely to charge directly into battle (depending on how deep his love for his teddy bear was - a morale check may be in order here), but would not necessarily be forced to do so. Rings of Suggestion contain 2d10 charges, for a maximum of 20.

Ring of Sustenance

This magical ring provides its wearer with life-sustaining nourishment so that he can go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of normal sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to retune it to himself. After functioning for a period of seven consecutive days, a Ring of Sustenance will cease to function for a week while it replenishes itself.

Ring of Swimming

The Ring of Swimming bestows upon the wearer the ability to swim at a full 21 base speed. This assumes, of course, that the wearer is clad in garments appropriate for such activity. The ring further enables the wearer to dive up to 50 feet into water without injury, providing the depth of the water is at least one and a half feet deep per ten feet of diving elevation. The wearer can stay under water for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoon-like conditions.

Ring of Talk With Plants

This ring acts as a telepathic translator, allowing the wearer to communicate directly with the spirits that inhabit individual plants. While few forms of vegetable life have a verbal language, all forms are in fact sentient to an extent - but in such an alien fashion that even the most powerful Telepathy spells are unable to make contact with them. The Ring of Talk With Plants not only interprets the languages of vegetable life but also puts the viewpoints of each party in a context that the other can understand and relate to. It is worth noting that a few Mushrooms of Delusion are often able to simulate the effects of this ring.

Ring of Telekinesis

This ring enables the wearer to manipulate objects in the same manner as the 5th-level magic-user spell Telekinesis. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring, and consult Table B24: Ring of Telekinesis.

Table B24:
Ring of Telekinesis
Roll (1d100)

Weight	
1-25	25 lbs. maximum
26-50	50 lbs. maximum
51-89	100 lbs. maximum
90-99	200 lbs. maximum
100	400 lbs. maximum

Ring of Tele-Location

The Ring of Tele-location is nothing more or less than a magical beacon. Each ring goes through a slightly different enchantment process, giving it a unique signature. Magical forms of detection - such as Bracers of Map Sense - can lock on to this signature and instantly locate the ring as long as it is within a thousand miles of the seeker. This makes it especially useful for locating hidden items, such as treasure hoards (if the ring is buried with the rest of the treasure), or items that are easily lost, such as keys or pets.

Ring of Teleportation

Upon expending a single charge, the bearer of this ring may Teleport as per the fifth level magic-user spell. If five charges are expended, the bearer may Teleport Without Error. Each ring has a maximum of 20 charges.

Ring of Truth

There is little doubt that wearing a Ring of Truth is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead.

On the plus side, the wearer is able to discern the last lie told by another – in fact, the power of the ring causes the voice of the liar to rise to a falsetto. If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an Undetectable Lie spell or a Philter of Glibness), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

Ring of Undead Aggravation

The bearer of this item gains some measure of defense against undead as long as he wears the ring. All undead attempting to attack him have a -5 penalty applied to their attacks (to-hit and damage). Within 1d4 rounds, they also suffer a -5 morale penalty as they realize their attacks are failing. On the down side, those undead within ten feet of the ring bearer will be drawn to preferentially attack him.

Ring of Undead Utilities

Originally invented by the Necromancer King Gaitezz, the Ring of Undead Utilities is, in essence, a collection of dark magics relating to the creation and subjugation of the undead. Each ring contains as many as 75 charges (7d10+5), which can be used at the wearer's command to cast the following spells:

- Hold Undead - one charge
- Control Undead - two charges (as Potion of Undead Control)
- Animate Dead - three charges (as 5th level magic-user spell)
- Summon Shadow - three charges (as 5th level magic-user spell)

The wearer may also expend five charges to turn an individual Skeleton or Zombie into an undead slave, which means that the creature in question is henceforth under his complete and permanent control. Unfortunately, the Ring of Undead Utilities is very aggravating to use. After every three uses, the wearer must make an Intelligence check or be driven completely insane. The GM should choose a major insanity from Table 7H: Spell Mishap Insanity Subtable, located in Chapter 7: Magic and Spell Use.

Ring of Warmth

This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one hit point per turn. The ring provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die (minimum 1 point per die).

Ring of Water Siphoning

At the expense of one charge, the wearer of this ring may move up to three gallons of water from one place to another (both places must be within sight). The rate of transfer is approximately one gallon per minute. This ring is extremely useful for putting out fires, filling containers and so forth. Each Ring of Water Siphoning has 10d10 charges.



Ring of Water Walking

This ring enables the wearer to walk on any liquid without sinking into it – this includes mud, quicksand, oil and even running water. Up to 1,200 pounds can be supported by a Ring of Water Walking. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1 1/2 inches deep per 100 pounds of weight will be observable on the surface, and last just a few seconds in hardening mud or set snow). The wearer moves at his standard movement rate.

Ring of Weakness

This cursed ring causes the wearer to lose one point of Strength and one point of Constitution per turn until the individual reaches three in each ability. This loss is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the cost of double the standard rate of Strength and Constitution loss).

Points lost from the ring are restored by rest on a one-for-one basis, with one point of each ability lost being restored in one day of rest. The Ring of Weakness can be removed only if a Remove Curse spell, followed by a Dispel Magic, is cast upon the ring. There is a five percent chance that this procedure will reverse the ring's effect, changing it to a Ring of Berserk Strength.

Ring of Wicked Kicks

The bearer of this ring may make up to three "wicked kick" attacks per round, inflicting their maximum unarmed damage and gaining a +5 to-hit bonus to any attacks made in this manner. Furthermore, called shots to any limb have a ten percent chance of inflicting a critical hit.

Ring of Wishes, Multiple

This ring contains 2d4 Wish spells. As with any Wish, the GM should be very judicious in handling the request. If players are greedy and grasping, interpret their wording exactly, twist the wording or simply rule the request is beyond the power of the magic. In any case, the Wish is used up, whether or not the Wish was granted, and regardless of the GM's interpretation of the wisher's request. No Wish can cancel the decrees of gawd-like beings, unless it comes from another such creature.

Ring of Wishes, Three

This ring contains three Wish spells instead of a variable number. It is otherwise the same as a multiple Wish ring except that 25% of Rings of Three Wish contain only Limited Wish spells.

Ring of Wizardry

This ring doubles the number of spells a magic-user may prepare each day in one or more spell levels. Only magic-users can benefit from a Ring of Wizardry. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. In fact, they'll get a headache just from looking at one for too long. To determine the properties of a given ring, see Table B25: Ring of Wizardry.

Table B25:
Ring of Wizardry

Roll (1d100)	Doubles the # of:
1-50	1st-level spells
51-75	2nd-level spells
76-82	3rd-level spells
83-88	1st-and 2nd-level spells
89-92	4th-level spells
93-95	5th-level spells
96-99	1st- through 3rd-level spells
100	4th- and 5th-level spells

Ring of X-Ray Vision

This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20 feet of cloth, wood or similar animal or vegetable material, and up to ten feet of stone or some metals (some metals cannot be penetrated at all). Consult Table B26: Ring of X-Ray Vision to determine the thickness penetrated per round and the maximum thickness for each type of substance scanned using this magical ring's powers. It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone ten feet wide and ten feet high. Alternatively, he could scan an area five feet wide and 20 feet high.

Table B26:
Ring of X-Ray Vision

Substance	Thickness per Round	Max. Thickness
Animal matter	4'	20'
Vegetable matter	2.5'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	nil	nil

Secret compartments, drawers, recesses and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items and the like, it also limits his use of the power, for it drains one point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses two points from his total Constitution score, 3 if used four turns, etc. This Constitution loss is recovered at the rate of two points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to three or better.

Rods

Rods are about three feet long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory or bone. They can be plain, decorated, carved and/or tipped. Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charges may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spell casting can reveal this. A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all magical properties and cannot be recharged.

When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has previously used the item.

A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded magic-user can etch the command word on the item or carry it on a piece of paper in his pocket, but this is rarely done. Most often the character must use divination spells or sages to discover the correct command to activate a rod. .

List of Rods

Rod of Absorption

This rod acts as a magnet, drawing magic spells of any nature (cleric or magic-user) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th level spell and a 3rd level spell has a total of nine absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of one, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th level spell, one 6th level and one 3rd level, and so on.

The Rod of Absorption can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used. Here is a more specific example: A cleric uses a Rod of Absorption to nullify the effect of a Hold Person spell cast at him by a magic-user. The rod has now absorbed three spell levels and can absorb 47 more. The cleric can cast any 1st, 2nd or 3rd level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a Hold Person back. This spell is only 2nd level for him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently. Only a cleric or magic-user may use this rod.

Rod of Alertness

This magical rod is indistinguishable from a footman's mace +1. It has eight flanges on its mace-like head. The rod bestows +1 to the possessor's die roll for being surprised, and in combat the possessor gains -1 bonus on initiative die rolls. If it is grasped firmly, the rod enables the character to detect alignment, evil, good, illusions, invisibility, lies or magic. The use of these detect powers does not expend any of the charges in the rod. If the Rod of Alertness is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intending to harm the possessor. Each of the flanges

on the rod's head then casts a Light spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a Prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius.

Lastly, the rod can be used to simulate the casting of an Animate Object spell, utilizing any 16 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a six-foot radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches or whatever.

All of the rod's protective functions require one charge. The Animate Object power require one additional charge, so if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a cleric of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

Rod of Beguiling

This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (Animal or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend or mentor (no saving throw).

The beguiled creatures will love and respect the rod wielder. They will listen to, trust and obey him, insofar as communication is possible and instructions given don't consign the beguiled to needless injury or destruction, or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged. Only a cleric, magic-user or thief may use this rod.

Rod of Cancellation

This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus spell is made. Contact is made by making a normal attack roll in melee combat.

Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously. To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll results in a number equal to or higher than the number listed on Table B27: Rod of Cancellation, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by a Wish.

Table B27:
Rod of Cancellation

Saving Throw	Item
20	Potion
19	Scroll
17	Ring
15	Wand
14	Rod
13	Staff
12	Miscellaneous magical item
11 (8)	Armor or shield (if +5)
10	Miscellaneous weapon*
9 (7)	Sword (holy sword)
3	Artifact or relic

Rod of Demon Turning

This clever device can be used to send nefarians back to their native plane. It works in much the same way as the holy symbol of a good cleric who is turning undead, but the rod can be used by any class so long as the person using it has a combined Intelligence, Wisdom and Charisma of greater than 36. Also, there is no save nor turning check and magic resistance does not apply. The bearer must boldly present the rod to the subject to evoke the magic and the subject must be able to see it. When using the rod, one must expend a charge for each nefarian so affected. Note that nefarians do not like being treated in this manner and will hold a grudge against anyone who uses this item to manipulate their travel plans.

Rod of Flailing

This magical weapon radiates faintly of alteration magic when subjected to a Detect Magic spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S/M or L); otherwise, it is a footman's weapon (base damage 1d6/1d6+1/2d4, S/M/L).

In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

Rod of Gender Bending

When this rod is held by the wielder and touched to another individual, the victim is transformed into a member of the opposite gender, altering the clothing and equipment they are currently wearing to match and will remain so until a Polymorph, Wish or intervention of a gawd returns the victim to his original state. Any items of clothing or equipment carried by the victim in a backpack, under an arm, etc. are not altered. When this rod is broken, all individuals within a ten-foot radius (except for the wielder) are affected as if they were touched by the rod. The rod is then worthless. Rods of Gender Bending are sometimes decorated with gold and silver inlay and/or a mixture of symbols typically relating to males (ugly faces, towers, swords, etc) and females (flowers, stars, rainbows, etc). This rod may be used to reverse its own effects, but it cannot reverse the effects of an Ankle Bracelet of Gender Bending (-10 to victim's Honor).

Rod of Lordly Might

This rod has functions that are spell-like, but it can be used as magic weapons of various sorts. It also has several more mundane uses. The Rod of Lordly Might is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs ten pounds, thus requiring a Strength of 16 or greater to wield properly (-1 penalty to attack rolls for each point of Strength below 16).

The wielder may command any of the spell-like functions of the rod:

- Paralyzation upon touch (if desired)
- Fear upon all enemies viewing it, if desired, within a 60-foot maximum range
- Drain 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the wielder's normal maximum.

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function above – this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- Mace +2
- Sword of Flame +1 when button one is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet.
- Battle Axe +4 when button two is pushed. Again, a bladesprings forth at the ball, and the whole lengthens to four feet.
- Spear +3 when button three is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, for an overall length of from six to 15 feet. In 15-foot length, the rod is suitable for use as a lance.

The mundane uses of the rod do not use charges. These are:

- Climbing pole. When button four is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens five to 50 feet in a single round, stopping when button four is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button five.
- The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to Storm Giant Strength.
- When button six is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).

The Rod of Lordly Might cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the Mace +2. The rod continues to work in all other ways. Only a fighter class character may use this rod.

Rod of Passage

This potent item allows its wielder to perform any of the following, one at a time, one per round: Astral Spell, Dimension Door, Wall Passage, Phase Door and Teleport Without Error. It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available.

With respect to astral travel, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by this action. The rod travels into the Astral Plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral Plane. This five-in-one effect does not work with respect to the rod's other powers; only astral travel can be used more than once per activation, and only in the manner described above.

The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers and their possessions are actually empowered to become astral, the recharging of the rod requires a magic-user of 20th level or higher.

Rod of Plane Breaching

A Rod of Plane Breaching is generally made of a precious metal such as gold or platinum and capped with a large ruby, sapphire or diamond. Mystic runes are invariably engraved on their surface. This potent item represents another experiment in the obscure school of magic known as omnimancy, the study of multiple universes and their interaction. Its function is based on the idea that, when viewed from the proper dimension, each plane is a polyhedron with each side connected directly to a corresponding side of another plane. This is of course a very simplistic explanation since all planes are ultimately connected to all others in this fashion - if they were all polyhedrons of the sort we're familiar with, this wouldn't work. Most of the omnimancers who have attempted to fully understand this concept are now raving lunatics, so few bother these days. In a nutshell, the Rod of Plane Breaching allows its user to pierce one of these dimensional walls more or less at will, essentially opening a gate to any given plane.

Naturally, there are drawbacks. First, each time the rod is used in a given day, there is a five percent cumulative chance that its energies will be misdirected, creating a dimensional rift in the plane it is on and at the intended destination. This rift will begin

sucking nearby creatures native to the planes involved through the rift. Thus, if this occurred in a city on the Prime Material Plane and the rift opened into the Elemental Plane of Fire, the consequences could be disastrous. The chance for dimensional rift resets at the end of the day, so if the bearer uses the rod three times in one day and then waits until the next dawn to use it again, the chance of dimensional rift will be back at five percent. Also, gawds, demonic scouts and similar entities will invariably come across the portal opened by this item within 1d8 rounds and close it; there is a 20% chance that they will furthermore trace the magical energies of the rod back to its bearer and confiscate it. Unless, of course, the entity in question agrees with the bearer's reasons for using the rod...if it not only disagrees but strongly opposes the bearer's motives, however, it will penalize the holder and his companions immediately after confiscating the item. This punishment could range from a mandatory holy or unholy quest to instant destruction and eternal torment.

Table B28:
Rod of Resurrection

Class	Charges	Race	Charges
Cleric	1	Dwarf	3
Druid	2	Elf	4
Fighter	2	Gnome	3
Barbarian	3	Gnomeling	3
Berserker	3	Half-elf	2
Cavalier	2	Half-ogre	3
Dark Knight	2	Half-orc	4
Knight Errant	2	Halfling	2
Monk	3	Human	1
Paladin	1	Pixie fairy	4
Ranger	2		
Magic-user	3		
Battle mage	3		
Illusionist	3		
Thief	3		
Assassin	4		
Bard	2		

Rod of Resurrection

This rod enables a cleric (and only a cleric) to resurrect the dead – even elven, dwarven, gnome or halfling – as if he were of high enough level to cast the Resurrection spell. No rest is required, as the rod bestows the life giving effects. The rod cannot be recharged. The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the character's class and race are shown on Table B28: Rod of Resurrection.

Rod of Rulership

The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he activates the device. From 200 to 500 Hit Dice can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder of the Rod of Rulership as if he were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. This power takes five segments to activate. Each charge lasts for one turn. The rod cannot be recharged.

Rod of Security

Each time a charge is expended, this item creates a non-dimensional space; a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days, etc. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures do not age (except from magical causes such as the casting of a Wish spell), and natural healing and curing take place at twice the normal rate. Fresh water, food (fruits and vegetables only) and ale are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary. Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.) When the rod's effect is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

The rod can be recharged by the joint efforts of a cleric of 16th or higher level and a magic-user of 18th or higher level.

Rod of Smiting

This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any modified to-hit score of 20 or higher completely destroys the golem. Any hit upon a golem drains one charge.

The rod causes normal damage (1d8+3) versus creatures of the outer planes. Any score of 20 or better to-hit against outer planes creatures draws off one charge and causes triple damage: (1d8+3) x3. The rod cannot be recharged. Only a cleric or magic-user class character may use this rod.

Rod of Splendor

The possessor of this rod is automatically and continually bestowed with a Charisma and Comeliness of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality, although no special magical benefit (such as a change in Armor Class) is enjoyed. If the possessor already has a Charisma score of 18 or higher, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, with adornments of furs and jewels.

Apparel created by the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from him. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to others however, and will remain whole and sound afterward. Characters bedecked in a magically created outfit cannot replace or add garments by expending another charge – if the possessor tries this, the charge is simply wasted. The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6)x1,000. The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e. ten gems of 100 gp value each, ten gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial tent – a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons. The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear. This rod cannot be recharged.

Rod of Terror

This rod is a +2 magical weapon capable of inflicting 1d6+3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morale and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder will permanently lose one point from his Charisma score.



Scepter of Demon Control

Scepter of Demon Control

The Scepter of Demon Control is large and cumbersome, being carved from the femur of a Pit Fiend and inlayed with generous portions of silver and gold, as well as encrusted with numerous gems spanning the spectrum in color.

This powerful rod grants its possessor the ability to automatically control all demons within a 50-foot radius, no saving throw or magic resistance withstanding. The control lasts but for a single round, and thereafter any and all demons within the presence of the rod's wielder will turn upon him with furious anger and unquenchable bloodlust unless he happens to be a nefarian himself. The prized scepter is worth 20,000 gp for its precious metal and gem properties alone.

Staves

Staves are about five feet or six feet long and as thick as a young sapling – about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a staff to have fewer charges, although few have more than this number. Some staves can be recharged according to the rules for making magical items. Once all the charges are used, the staff is rendered non-magical and cannot be recharged. Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th level caster with respect to range, duration and area of effect. Damage is nominally 8d4 with respect to Fireballs, 8d6 for Lightning Bolts, etc.

Unleashing the power of a staff requires a specific command word or phrase. This command can be as simple as a single word ("Heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee, staff – uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

List of Staves

Staff of Command

This device has three functions, only two of which will be effective if the wielder is a magic-user; all three work when the staff is in a cleric's hands. The staff can be recharged. The three functions are:

- Human Influence: This power duplicates that of the ring of the same name. Each Suggestion or Charm draws one charge from the staff.
- Mammal Control/Animal Control: This power functions only as Mammal Control (as the ring of that name) when the staff is used by a magic-user. In

the hands of a cleric it is a Staff of Animal Control (as the potion of that name, affecting all types of animals listed). Either use drains one charge per turn.

- Plant Control: This function duplicates that of the potion of the same name, but for each ten square foot area of plants controlled for one turn or less, one charge is used. A magic-user cannot control plants at all.

Staff of Curing

This device can Cure Disease, Cure Blindness, cure wounds (3d6+3 hit points) or cure insanity. Each function drains one charge. The device can be used once per day, and no function may be employed more than twice per day (i.e., the staff can function only eight times during a 24-hour period). It can be recharged. Only a cleric may use this staff.

Staff of the Dark Mage

The fell Staff of the Dark Mage was originally created by the necromancer Dynai for his order of elite assassin/magic-users. With their newfound power over shadows, these rogues terrorized nobles throughout the land for decades until the legendary cleric Saint Geeyee drove the assassins back into the blighted lands from whence they came.

Each Staff of the Dark Mage has 7d10 charges, for a maximum of seventy, and can be recharged by a necromancer of at least 16th level. Simply put, this item gives its bearer great power over shadows and darkness. First, there is a constant aura of camouflage about it which grants its owner a +50% bonus to all skill checks relating to hiding and concealment. This effect does not require the expenditure of any charges. The other effects are as follows:

- Lesser Dark Strike: This effect costs one charge. A bolt of necromantic energy lashes out from the staff at a target of the bearer's choice, automatically causing 1d8 points of damage on a successful hit.
- Lesser Shadowy Transformation: The bearer's skin turns jet black; this does not affect eyes, hair, clothes, etc. This effect uses one charge and lasts four turns.
- Darkness, 15' Radius: This effect requires three charges and acts as the spell of the same name.
- Greater Shadowy Transformation: Every part of the bearer - including his clothes and equipment - turns jet black. This effect uses three charges and lasts eight turns.
- Meld With Shadows: The bearer can become one with any shadow in sight, thus concealing himself completely. This effect requires four charges and lasts eight turns or until dispelled.
- Greater Dark Strike: On a successful hit, this bolt of necromantic energy causes 1d20 points of damage and forces the victim to make a saving throw vs. death magic or die instantly with no chance of being raised. This effect uses five charges.
- Shadow Walk: The bearer can step into any shadow and instantly emerge from any other shadow within a number of miles equal to his experience level times ten. This effect requires seven charges.



Staff of the Dark Mage

Staff of Devastation

Legends say that this staff was created long ago by a powerful battle mage tired of "mucking with the middleman." It delivers a bolt of pure mystical energy against a single target, inflicting a whopping 8d10 points of damage per charge. The target also drops any weapons or items carried. There is no save, though magic resistance applies, and the staff cannot affect beings of demi-gawd or greater status.

The staff will only function for its true owner, to whom it announces itself telepathically. The true owner is the creator, or the slayer, of the previous owner.

A Staff of Devastation can be broken for a retributive strike that affects everything within a 40-foot radius. This strike inflicts 24 points of damage per charge remaining. This total is adjusted by plus or minus 1d12 (50% of the time the roll is added, 50% of the time it is subtracted).

Staff of Hail and Brimstone (aka Napalm Rain)

This quarterstaff appears to be made of ordinary wood bound in iron with copper rivets, but radiates strong evocation magic. It automatically qualifies as a +2 weapon without the expenditure of any charges. Its other magical properties are as follows:

- Smoldering Wood: The damage inflicted by the staff automatically counts as fire damage with everything that implies. Trolls hit by the item cannot regenerate the damage, flammable items will ignite, and so forth. This effect costs one charge and lasts for two combat rounds.
- Cold Iron: The damage inflicted by the staff counts as cold damage. This effect costs one charge and lasts for two combat rounds.
- Fire Shield: As per the spell of the same name cast by a 10th level magic-user. This effect costs two charges.
- Wall of Ice: As per the spell of the same name. This effect costs two charges.
- Fiery Fury: A 10d4 Fireball is created, centered on a target of the wielder's choice (as long as said target is visible). This effect costs three charges.
- Ice Storm: As per the spell cast by a 10th level magic-user. This effect costs three charges.
- Hell's Wrath: This power summons 1d8 Type V Demons to fight on the wielder's behalf. Every time this power is used, there is a ten percent cumulative chance that the bearer's alignment will shift to chaotic evil (assuming it isn't there already). The demons will disappear at the end of combat. This effect costs ten charges.

Each Staff of Hail and Brimstone contains 7d10 charges upon discovery, and a maximum of seventy charges at any one time.

Additionally, if the bearer willingly and deliberately breaks the staff, he can call forth a retributive strike. This fell power unleashes a rain of pure hellfire, causing 8d100+500 points of damage to each and every thing, living and unliving, within five miles – including the wielder of the staff.

Staff of Indignation

The bearer of this apparently ordinary quarterstaff may, upon expending a single charge, conjure an "Aura of Indignation," essentially simulating the effect of a Mass Charm spell. Everyone affected by the enchantment will instantly come to believe that they have caused the bearer great offense and will instantly try just about anything to appease him. This is the staff's only power. Each Staff of Indignation has 5d10 charges for a maximum of fifty.

Staff of Lordship

The owner of this magic quarterstaff gains the obedience and fealty of a number of creatures within 120 feet when the device is activated. Up to 400 Hit Dice (or levels) worth of creatures may be ruled, but entities with 15 or greater Intelligence, or 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder as if he were their absolute sovereign. However, if he gives a command that is utterly contrary to their natures, the magic will be dispelled. Each of these staves has 8d10 charges - which cannot be restored once expended. Each charge lasts one turn.

Mace-Staff

This clerical weapon is typically made of bronzewood and reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the staff-mace takes on one of three forms, as desired by the possessor.

- Quarterstaff: Quarterstaff +3, iron-shod
- Great Mace: Footman's Mace +1, iron
- Mace: Horseman's Mace +2, iron

Staff of the Magi

This potent staff contains many spell powers and other functions. Some of its powers drain charges; others do not. Consult Table B29: Staff of the Magi.

The Staff of the Magi adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb magic-user spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder does not necessarily know how many spell levels are cast at him, for the staff does not communicate this knowledge as a Rod of Absorption does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

A "retributive strike" is a breaking of the staff (not all staves are capable of this type of attack). It must be purposeful and declared by the magic-user wielding it. When this is done all levels of spell energy in the staff are released in a 30-foot radius globe centered on the wielder. All creatures within ten feet of the broken staff suffer damage equal to eight times the number of spell levels of energy in the staff (one to 25); those between ten feet to 20 feet take six times the number of spell levels; and those 20 feet to 30 feet distant take four times the number of spell levels. Successful saving throws versus spells indicate only one-half damage is sustained. The magic-user breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him (he cannot be Raised or Resurrected, and even a Wish spell will be unable to restore him to life). Only a magic-user may use this staff.

Table B29:
Staff of the Magi

Drain no charges:	
• Detect Magic	
• Enlarge	
• Hold Portal	
• Light	
• Protection From Evil/Good	
Drain one charge per usage:	
• Dispel Magic	• Lightning Bolt
• Fireball	• Pyrotechnics
• Ice Storm	• Wall of Fire
• Invisibility	• Web
• Knock	
Drain two charges per usage:	
• Conjure Elemental**	
• Phase Door	
• Telekinesis***	
• Whirlwind*	

* The whirlwind is identical to that caused by a standard Djinni.
** Conjure an 8 HD elemental of each type once per day.
*** Telekinesis is at 8th level also (i.e., 200 pounds maximum weight).

Staff of Phantasmal Fireballs

The wielder of the Staff of Phantasmal Fireballs may, at the expense of one charge, cast a single Phantasmal Fireball (as per the spell of the same name) as if he were a 12th-level magic-user. By expending five charges, the wielder may throw a "volley" of 1d8 Phantasmal Fireballs at any target or targets he likes. Each Staff of Phantasmal Fireballs contains 7d10 charges, for a maximum of seventy.

Staff of Power

The Staff of Power is a very potent magical item, with offensive and defensive abilities. Each of its powers drains a number of charges when they are used, as shown on Table B30: Staff of Power.

The GM may assign alternate powers by random die roll. The wielder of a Staff of Power gains a +2 bonus to Armor Class and saving throws. He may also use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage. A Staff of Power can be broken for a retributive strike (see Staff of the Magi). The staff can be recharged. Only a magic-user can use this staff.

Table B30:
Staff of Power

Costs one charge each:
- Cone of Cold or Fireball
- Continual Light
- Levitation
- Magic Missile or Lightning Bolt

Costs two charges each:
- Globe of Invulnerability
- Paralyzation*
- Shield, five-foot radius

* Paralyzation is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end.

Staff of the Serpent

There are two varieties of this six-foot staff – the "python" and the "adder." The python strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If the cleric throws the staff to the ground, it becomes a constrictor snake 25 feet long (AC 3, 49 hit points, movement rate of 9"). This transformation takes one round (ten segments). The snake will entwine a target if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed. The adder strikes as a +1 magical weapon and does 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (Class E) or be slain.

Only a cleric may use this staff, and only evil clerics will employ an adder staff. If the snake head is killed, the staff is destroyed. Neither staff has nor requires charges. 60% of these staves are pythons.

Staff of Slinging

This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed only by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target (inflicting 3d10 points of damage with a successful to-hit roll).

The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going one foot upward for every ten feet traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. In the latter case, reverse the arcing ratio so that one foot of distance laterally is covered for every ten feet of vertical rise. The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a Stone Giant (range of 300 yards, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die of damage dealt out. The weapon may be recharged by a druid of 12th or higher level. Only a druid may use this power of the staff.

Spear-Staff

When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon the proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and a third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed. Roll on Table B31: Spear-Staff.

Table B31:
Spear-Staff

Roll (1d20)	To Hit & Damage	EP Value
1-6	+1	1000
7-10	+2	1500
11-13	+3	2000
14-16	+4	2500
17-19	+5	3000
20	+3*	3500

* Damages as a ranseur (2d4), but acts as a spear if used to thrust or when set to receive a charge.

Staff of Striking

This oaken staff is the equivalent of a +3 magical weapon. The Staff of Striking is always treated as the most favorable weapon type vs. any armor (see Table PHB 12B Weapon Type vs. Armor Type To-hit Modifiers). It causes 1d6+3 points of damage when a hit is scored. This expends a charge. If two charges are expended, bonus damage is doubled (1d6+6); if three charges are expended, bonus damage is tripled (1d6+9). No more than three charges can be expended per strike. The staff can be recharged. Only a cleric, druid or magic-user may use this staff.

Staff of Swarming Insects

A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps and the like). Any type of cleric or magic-user holding it can command the staff to create a swarm of such insects, at the cost of expending one of the staff's charges.

Range is 60 yards plus ten yards per level of the user. The number of insects produced is 60 plus ten insects per user level. Every ten insects will inflict one point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a force field, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized who have a natural AC of 5 or better. When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to kill the insects. The insect attack lasts for one round. Each time the staff is employed, one of the insect shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. This staff may have as many as 50 initial charges (30+1d20). However, it cannot be recharged.

Staff of Thunder & Lightning

Casual examination of this stout quarterstaff will show it to be of exceptional quality. If it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzewood or the like) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

- Thunder: The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. staff, he will be stunned from the noise of the staff's impact – unable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of one charge.
- Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of non-magical metal armor (making the target effectively AC 10 for this purpose), so only shock damage might apply. This power requires one charge.
- Thunderclap: The staff sends forth a cone of deafening noise, five feet wide at the apex, 40 feet long and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. staff or be stunned for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 rounds beyond that time. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks (they are not stunned). This function requires two charges.
- Lightning Stroke: A bolt similar to that from a Wand of Lightning is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of one are counted as two, targets can save vs. staff for one-half damage). The stroke can be single or forked. This function uses two charges.
- Thunder & Lightning: This power combines the thunderclap, described above, with a forked lightning bolt as in the lightning stroke. Damage from the lightning is a total of 8d6 with rolls of one or two counted as rolls of 3, for a range of 24-48 points. A single saving throw applies, with deafness and half damage suffered by those who are successful. This power uses four charges.

The casting time required for any function is equal to the number of charges expended in segments; thus, the thunder & lightning function costs four charges and has an initiative modifier of +4.

Staff of Weather Control

This staff appears as nothing more than a thick, gnarled branch. Its inconspicuous demeanor belies the true power which rests within, however. When the magic of the staff is called upon, it will alter the weather in a five mile radius for a 24 hour period. The effects may be slight or drastic, depending on the intent of the wielder and number of charges expended. Determine the present condition in which the staff wielder is present. For every charge spent, each category on Table B32: Staff of Weather Control may be increased or decreased by one position.

Example: The wielder of this Staff is in an area that is defined by gusting winds, a 55° F temperature, and light rain. He wishes to expend two charges, changing the wind factor two categories, opting for either no wind or gale. The temperature may be altered +/- 30° F to either 85° F or 25° F. Precipitation will also change two categories, to no precipitation or to heavy rain or snowstorm, depending on the temperature.

Tampering with weather is a serious offense, and any who drastically alter nature (i.e. creating a blizzard in the middle of summer), will likely call to their attention various disapproving factions such as clerics, druids, rangers, elves, city officials, farmers, etc. Certain gawds may also be roused to anger.

Table B32:
Staff of Weather Control

Wind Speed	Temperature (° F)	Precipitation*
hurricane force winds	91° + +/- 10°	torrential downpour/blizzard
gale	61°-90° +/- 20°	downpour/heavy snowstorm
strong winds	31°-60° +/- 30°	heavy rain/snowstorm
gusting winds	21°-30° +/- 30°	rain/light snowstorm
light winds	0°-20° +/-20°	light rain/powder
no wind	-10°- -1° +/- 10°	drizzle/light powder

*Nature of precipitation is directly related to temperature.

Staff of Withering

The Staff of Withering is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages ten years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, the opponent creature's limb can be made to shrivel and become useless unless he successfully saves vs. staff.

Ageless creatures (undead, demons, devils, etc) cannot be aged or withered. Each effect of the staff is cumulative, so that three charges will score damage, age and wither.

Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

Staff of the Woodlands

This sort of staff is always made from oak, ash or yew, finely grained, beautifully carved and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

- Wall of Thorns
- Animal Friendship plus Speak With Animals
- Animate Tree*

* This function causes a large tree to move at a movement rate of 3, and attack for eight rounds per charge expended as a 10 HD Treant. The tree does 1d8 damage per hit. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.

In addition to these powers, each Staff of the Woodlands has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power to Pass Without Trace; the +2 staff confers the powers of Pass Without Trace and Barkskin; the +1 staff confers the powers of the +2 staff plus the power of the Tree spell. To determine which sort of staff has been discovered, assign even chances for each of the four types. Only a druid may use this staff.

Wands

Wands are one to two feet long and slender. They are made of ivory, bone or wood and are usually tipped with something – metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases. Wands perform at 6th level of experience with respect to their damage, range, duration, area of effect, etc., unless otherwise stated. One percent of all wands are trapped to backfire. Wands are powered by charges, each use costing one or more charges (depending on the item). When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe will have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items. When a wand runs out of charges, it can no longer be recharged. On using its last charge, a wand will immediately crumble into useless dust (settling the issue) or become a useless, non-magical stick.

Like rods and staves, wands require the utterance of a command word (or phrase) to operate, and like these other items, the key is seldom found in the lock. The GM can rule that the command word is etched in magical writing on the wand (requiring Read Magic to translate) or he can make the characters resort to such methods as Commune spells and expensive sages.

List of Wands

Wand of Aneurisms

The wielder of this wand may, by expending a single charge, cause any part of a given target to expand rapidly until the wielder wills this expansion to stop. If the expansion is allowed to continue for more than five minutes, the part in question will explode, inflicting 1d12+4 points of damage to the victim and forcing a saving throw vs. death magic if the part in question was vital. The victim will of course survive if the saving throw is made. Each Wand of Aneurisms contains 5d10 charges and has a maximum of fifty.

Wand of Conjuration

Grasping this device enables a magic-user to recognize any cast or written conjuration/summoning spell. The wand also has the following powers, which require expenditure of one charge each:

- Unseen Servant
- Monster Summoning*

* A maximum of six charges may be expended in one day, one per level of the monster summoning; or six Monster Summoning I, three Monster Summoning II, two Monster Summoning III, or any combination totaling six. The magic-user must be of a sufficient experience level to cast the appropriate summoning spell. The Wand of Conjuration can also conjure up a curtain of blackness – a veil of total black that absorbs all light. The curtain of blackness can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The curtain takes two charges to conjure. The curtain of blackness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a Prismatic Sphere (or Wall); one color at a time, red to violet, at a cost of one charge per color, each color taking one round.

Each function carries an initiative penalty of +5 segments. Only one function per round is possible. The wand may be recharged. Only magic-users may use this wand.

Wand of Earth and Stone

A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

- Dig - one charge/use
- Wall Passage - one charge/use
- Move Earth - two charges/use

In addition, 50% of all such wands have the following powers:

- Transmute Mud to Stone - one charge/use
- Transmute Stone to Mud - one charge/use

Wand of Enemy Detection

This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised or in plain sight. Detection range is a 60-foot radius sphere. The function requires one charge to operate for one turn. The wand can be recharged.

Wand of Fear

When the Wand of Fear is activated, a pale amber ray springs from the tip of the wand, forming a cone 60 feet long and 20 feet wide at the base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the Cause Fear spell (reversal of the 1st-level cleric spell Remove Fear). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for 1d4 rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged. Only clerics or magic-users can use this wand.

Wand of Fire

This wand can simulate the following magic-user spells:

- Burning Hands: The wand emits a fan-shaped sheet of fire ten feet wide at its end and 12 feet long. Each creature touched suffers six points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- Pyrotechnics: This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.
- Fireball: The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, as per the Fireball spell. The initiative modifier is +2 - this expends two charges. The Fireball inflicts 6d4 points of damage, but all ones rolled are counted as twos (i.e. the burst causes a minimum of 12 points). A saving throw vs. wand is applicable.
- Wall of Fire: The wand can be used to draw a fiery curtain of purplish-red flames 1,200 feet square (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for six rounds and cause 2d6+6 points damage if touched (2d4 points if within ten feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (25 feet in diameter). The initiative modifier is +3, and its use expends two charges.

The Wand of Fire can operate once per round. It can be recharged. Only magic-users can use this wand.

Wand of Flame Extinguishing

With this wand, non-magical fires of normal size can be extinguished without using any charges (normal size includes anything up to the size of a bonfire or a fire in a regular fireplace – equal to four to six billets of wood burning hotly).

To extinguish large, non-magical fires, such as flaming oil in quantity equal to a gallon or more, the fire produced by a nefarian, a Flame Tongue sword or a Burning Hands spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.

When applied to large magical fires such as those caused by Fireball, Flame Strike or Wall of Fire spells, two charges are expended from the wand as the flames are extinguished. If the device is used upon a creature composed of flame (a Fire Elemental, for instance), a successful attack roll (the wand must be aimed) inflicts 6d6 points of damage upon the creature (no save). It can do this at a range of 120 feet.

Wand of Frost

A Wand of Frost can perform three functions similar to magic-user spells:

- Ice Storm: A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.
- Wall of Ice: The silvery ray forms a Wall of Ice six inches thick and covering a 600 square foot area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.
- Cone of Cold: White crystalline motes spray forth from the wand in a cone with a 60-foot length and 20 feet wide at the base. The initiative modifier is +2, and the effect lasts just one second. The temperature is -100 degrees Fahrenheit, and damage is 6d6, treating all ones rolled as twos (6d6, 12-36). The cost is two charges per use. A saving throw vs. wands is applicable.

The wand can function once per round, and may be recharged. Only a magic-user may use this wand.

Wand of Illumination

This wand has four separate functions, three of which approximate magic-user spells, and one of which is unique:

- Dancing Lights: The wand produces this effect at a cost of one charge.
- Light: The wand sends forth light at an expenditure of one charge.
- Continual Light: This function require two charges.
- Sunburst: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120 yards maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges.

The wand can be recharged.

Wand of Illusion

This wand creates audible and visual illusions (much as Audible Glamer and Phantasmal Force). The wand emits an invisible ray, with a 140-yard maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it – he may move normally but cannot melee during this time. Each portion, audible and visual, costs one charge to effect and one per round to maintain. The wand may be recharged. Only a magic-user may use this wand.

Wand of Lightning

This wand has two functions that closely resemble magic-user spells:

- Shock: This does 1d10 points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as AC 10. Plain leather and wood work normally. Magical bonuses on metal armor do not affect Armor Class, but a Ring of Protection does. The shock uses one charge.
- Lightning Bolt: The possessor of the wand can discharge a bolt of lightning (see magic-user spell, Lightning Bolt). Damage is 12-36 (6d6, treat ones as twos), but a saving throw vs. wands applies. This function uses two charges and has an initiate modifier of +2.

The wand may be recharged. It can perform only one function per round. Only characters of the magic-user group of classes may use this wand.

Wand of Magic Detection

This wand is similar in operation to the Wand of Enemy Detection. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the Wand of Magic Detection will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast. Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn. Starting with the second round of continuous use, there is a two percent cumulative chance per round that the wand will temporarily malfunction and indicate non-magical items as magical, or vice-versa. The wand may be recharged.

Wand of Magic Missiles

This wand discharges Magic Missiles similar to those of the 1st level magic-user spell of the same name. Each missile causes 1d4+1 points of damage. The attack always hits its target when the wand is wielded by a magic-user - otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two missiles may be expended in one round. The wand may be recharged.

Wand of Metal and Mineral Detection

This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full turns. The wand may be recharged.

Wand of Negation

This device negates the spell or spell-like function(s) of rods, staves, wands and other magical items. The individual with the Wand of Negation points to the device and a pale gray beam shoots forth to touch the target device or individual. This totally negates any function of the item, and any other spell or spell-like function from that device is 75% likely to be negated, regardless of level or power. The wand can function once per round, and each negation drains one charge. This wand cannot be recharged.

Wand of Paralyzation

This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll a successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. The wand can attack only one target per round. The wand has an initiative modifier of +3 , and each use costs one charge. The wand can operate once per round. It may be recharged. Only a magic-user may use this wand.

Wand of Polymorphing

This wand emits a thin, green beam that darts forth to a maximum distance of 60 yards. Any creature touched by this beam must make a saving throw vs. wand (success indicating a miss) or be polymorphed (as the Polymorph Other spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small, non-magical, inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder desires. This has the same magical effect as the Polymorph Self spell. Either function has an initiative modifier of +3 and drains one charge. Only one function per round is possible. The wand may be recharged. Only a member of the magic-user class may use this wand.

Wand of Repel Attack

By expending a given number of charges, the wielder of this wand may provide himself or one of his companions with an Armor Class bonus equivalent to the number of charges expended. Each Wand of Repel Attack comes with 7d10 charges - for a maximum of seventy - and cannot be recharged.

Wand of Scrying

The bearer of the Wand of Scrying may, at the expense of a single charge, ask the gawds a single question. There is a percentage chance equal to 4 times the bearer's experience level that he will receive an answer (thus a 6th level user would have a 24% chance of getting a reply), but a 20% chance that the answer will be from an evil or mischievous gawd and thus false. There is furthermore a 15% chance each time the item is used that a greater gawd will arrive and confiscate it. Each wand has 5d10 charges - a maximum of fifty - and cannot be recharged.

Wand of Secret Door and Trap Location

This wand has an effective radius of 15 feet for secret door location and 30 feet for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

Wand of Size Alteration

This wand enables the wielder to cause any single creature to enlarge or diminish, either effect causing a 50% change in size. Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to nine feet tall is roughly equivalent to a Hill Giant (19 Strength), and a 18-foot tall humanoid equals a fire Giant (22 Strength). The wand's power has a range of ten feet. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not make a saving throw.

The effects can be removed by a Dispel Magic spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration (30 rounds) expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a magic-user of 12th or higher level.

Wand of Volcanic Fire

Upon expending a single charge, the bearer of this wand may fire a stream of incredibly hot lava at any given target, inflicting 1d12 points of fire damage. Further, the lava

Table B33:
Wand of Wonder
Roll (1d100)

Roll	Effect
1-10	Slow creature pointed at for one turn
11-18	Deludes wielder for one round into believing the wand functions as indicated by a second die roll
19-25	Gust of Wind, double force of spell
26-30	Stinking Cloud at 30-foot range
31-33	Heavy rain falls for one round in 60-foot radius around the wielder
34-36	Summon rhino (1-25), elephant (26-50), or mouse (51-00)
37-46	Lightning Bolt (70' x 5') as wand
47-49	Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder)
50-53	Enlarge target if within 60 feet of wand
54-58	Darkness in a 30-foot diameter hemisphere at a 30-foot center distance from wand
59-62	Grass grows in area of 160 square feet before the wand, or grass existing there grows to ten times normal size
63-65	Vanish any nonliving object of up to 1000 pounds mass and up to 30 cubic feet in size (object is ethereal)
66-69	Reduce wand wielder to 1/12 height
70-79	Fireball as wand
80-84	Invisibility covers wand wielder
85-87	Leaves grow from target if within 60 feet of wand
88-90	Ten to 40 gems of one gp base value shoot forth in a 30-foot long stream, each causing one point of damage to any creature in its path - roll 5d4 for the number of hits
91-97	Shimmering colors dance and play over a 40-foot by 30-foot area in front of wand - creatures therein blinded are for 1d6 rounds
98-100	Flesh to Stone (or reverse) if target is within 60 feet

stream emerges with a great amount of force and cools very quickly, so unless the target makes a successful Dexterity check at a -4 penalty, he will be pinned against the nearest wall. This amorphous rock can only be broken by someone with a Strength of 18/51 or higher. Each Wand of Volcanic Fire comes with a 10d10 charges for a maximum of 100.

Wand of Wonder

The Wand of Wonder is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but the GM may alter these for any or all of these wands in his campaign as players come to think they know what can happen. Possible effects of the wand are shown on Table B33: Wand of Wonder. The wand uses one charge per function. It may not be recharged. Where applicable, saving throws apply.

Miscellaneous Magic

As the name implies, this category is a catch-all for many sorts of magical items. Items are listed alphabetically. Unless a description specifically restricts item use, or a letter representing a particular class follows a listing, items are usable by any class grouping. Class letters are (C) clerics, (F) fighters, etc., and each listing includes appropriate sub-classes.

Some items are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of miscellaneous items is great enough that duplication of items in a campaign can kept to a minimum. Reveal information about items with care. Initially, describe an item only in the most general of terms: wood, metal, cloth, leather, etc. Allow players to ask questions about the look, feel and smell of an item. Likewise, do not simply blurt out the properties and powers of an item. Items must be held, worn or manipulated before revealing their secrets. Bards, sages, Identify spells and so on may be the best (and easiest) determination of magical qualities, but experimentation and experience are useful and make for good role-playing.

Categories of Magical Items

Most of the item descriptions below are complete in and of themselves. A few categories of magical items require some general comments, however. Note that though the miscellaneous magical items are broken into categories on the tables for the purpose of random selection, all items are alphabetized together in the following descriptions.

Artifacts and Relics: These are special and unique items. Detailed information and power/effect tables appear at the end of this Appendix.

Books: All magical books, librams, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or by detection for magic aura.

A Wish spell can identify or classify a magical work. Other spells, especially Commune, Contact Other Planes, Limited Wish and True Seeing are useless. A Wish reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefited) by the work. A second Wish is required to determine the book's exact contents.

After being perused by a character, most magical works vanish forever, but one which is not beneficial to the reader may be attached to the character, who will be unable to rid himself of it. If the work benefits another character alignment, the possessor falls under a Geas to conceal and guard it. The GM should use judgment and imagination as to exactly how these items will be treated, using the rules in this section as parameters.

Boots: All magical boots expand or shrink to fit the wearer, from halfling to giant size.

Eyes: Mixing eye types is certain to cause immediate insanity for 2d4 turns. Once this time has passed the character can remove one of the magical lenses, but may be unwilling to!

Ropes: Any magical rope which is broken or severed immediately loses its special properties.

List of Magical Items

Accessories of Corporeality

This magic item takes a variety of forms as noted. It may only be used by an incorporeal character (in most cases, someone who has died and returned as a ghost or spirit). Once donned, it becomes incorporeal until removed (it is perfectly solid to incorporeal beings). All Accessories of Corporeality resize themselves automatically to fit any character as small as a pixie fairy or as large as a Hill Giant. At will, the wearer of this item may assume any form, though he does not gain any of the powers associated with that form. Furthermore, every ten hours the wearer can take a corporeal form of his choice for 4d4 hours, after which time he will be ethereal again. Any equipment associated with that form becomes real, though the innate powers of that form – beyond such things as claws or teeth, Strength and Dexterity scores, etc. – are not available to the wearer. The wearer cannot change his form after becoming corporeal, and while he may become incorporeal again at will, once he ends his time as a corporeal being he cannot return to that state again for ten hours. Still, this item allows a deceased adventurer to continue traveling with his friends as a useful member of the party.

To determine the exact form of any given Accessory of Corporeality, roll 1d100 and consult Table B34: Accessories of Corporeality.

Table B34:
Accessories of Corporeality
Roll (1d100)

Roll	Result
1-20	Metal ring (roll 1d6: 1-3 = silver; 4-5 = gold; 6 = platinum)
21-40	Jeweled ring (roll as metal ring above, then 1d6 again for jewel: 1-3 = emerald; 4-5 = ruby; 6 = diamond)
41-55	Necklace (roll 1d8: 1-2 = copper; 3 = silver; 4 = coral; 5 = pearl; 6 = gold; 7 = platinum; 8 = diamond)
56-70	Brooch (roll 1d6 twice as per "jeweled ring" for jewel and setting)
71-80	Bracelet (roll as per "necklace")
81-90	Earrings (roll 1d4-2 for exact number, then roll as per "jeweled ring")
91-95	Collar (roll 1d4: 1-2 = leather; 3 = spiked leather; 4 = gold)
96-100	Ioun stone (always translucent)

Alchemy Jug

This magical device pours forth various liquids upon command. The quantity of each liquid is dependent upon the liquid's nature. The jug can pour only one kind of liquid on any given day (seven pourings maximum). The liquids and quantity per pouring are shown on Table B35: Alchemy Jug. The jug will pour forth a maximum of two gallons per round, so it will require eight rounds to complete a pouring of saline, for example.

Table B35:
Alchemy Jug

Liquid	Volume
Acetic Acid	4 gal.
Acetone	4 oz.
Ammonium Hydroxide	8 oz.
Aqua regia	1 oz.
Ethanol	1 pt.
Ethylene Glycol	2 gal.
Hydrogen Cyanide	0.5 oz.
Mineral Oil	1 gal.
Saline	16 gal.
Sodium Hypochlorite	1 qt.
Water (pure)	8 gal.

Amulet of Dynai

The bearer of this infamous amulet can expend his own hit points to inflict an equal amount of damage upon any single person, creature or object within his line of sight. Additionally, by sacrificing half his total hit points, half his total Honor points and half his Constitution, the bearer may call upon the amulet's "grand slam" attack, completely obliterating any single thing - animate or inanimate - within his visual range. Hit points regenerate at the normal rate (or through healing spells, etc.); Honor points and Constitution points cannot be regained except through extraordinary means.

Legend has it that this amulet was created by Dynai of Greenhaven (also known as Denny; thus the amulet is sometimes mistakenly called the Amulet of Denny's), Lord of Utter Darkness, who led a vast army of barbaric fighters several centuries ago. Dynai's fighters felt that a death resulting in the simultaneous death of an opponent was the highest honor any person could achieve. And so, towards the end of each battle, they would pull out the amulet, using it liberally in the hopes of attaining that honor. According to popular folklore, anyone who dies using this amulet is destined for holiness and may in fact become a lesser gawd themselves.

Amulet of Inescapable Location

This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (Crystal Ball viewing and the like), and detection or influence by ESP or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including Detect Magic, will not reveal its true nature.

Amulet of Life Protection

This device serves as protection for the psyche. The wearer is protected from the Magic Jar spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

Amulet of the Planes

This device enables the individual possessing it to transport himself instantly to (or from) any one of the closest levels of the outer planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns to operate the device, transport will be random. Roll 2d12. Figure the total and consult Table B36: Amulet of the Planes to determine where the holder of the amulet ends up.

Table B36:
Amulet of the Planes
Roll (2d12)

Roll	Plane
2	Seven Heavens
3	Twin Paradises
4	Elysium
5	Happy Hunting Grounds
6-7	Olympus
8	Gladsheim
9	Limbo
10	PanDemonium
11-12	The Abyss
13	Tartarus
14	Hades
15	Gehennah
16-17	Nine Hells
18	Acheron
19	Nirvana
20	Arcadia
21-24	Prime Material Plane*

*As an alternative, the GM can substitute the following for totals between 22 and 24:

22	Ethereal Plane
23	Astral Plane
24	Prime, but alternate world

Amulet of Proof Against Detection and Location

This device protects the wearer against all forms of divination and magical location and detection. The wearer cannot be detected through Clairaudience, Clairvoyance, ESP, Crystal Balls or any other scrying devices. No aura is discernible on the wearer, and predictions

cannot be made regarding him unless a gawd is consulted.

Amulet Versus Undead

This prized charm is a specially blessed symbol that enables the wearer to turn undead as a cleric. At first glance, the amulet appears ordinary, but glows brightly when presented (i.e. as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet. The strength of each amulet varies, so when one is discovered, its type is ascertained by rolling on Table B37: Amulet Versus Undead.

Table B37:
Amulet Versus Undead
Roll (1d100)

Roll	Effective Cleric Level of Amulet
1-30	5th
31-55	6th
56-75	7th
76-90	8th
91-100	9th

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 EP value per effective cleric level.

Ankle Bracelet of Gender Bending

These items come in five main varieties. The GM should roll on Table B38: Bracelet Types. All Ankle Bracelets of Gender Bending transform automatically to fit anyone from pixie fairy to Hill Giant size.

Table B38:
Bracelet Types
Roll (1d100)

Roll	Type
1-60	Type I
61-75	Type II
76-85	Type III
86-95	Type IV
96-100	Type V



Ankle Bracelet of Gender Bending

Type I ankle bracelets, when donned, transform the wearer into a member of the opposite gender, altering the clothing and equipment he is currently wearing to match. Any items of clothing or equipment carried by the victim (in a backpack, under an arm, etc.) are not altered.

Type II bracelets work as described above, but alter all clothing and equipment worn or carried, and cause everyone except the wearer to believe that he has *always* been a member of that sex.

Type III bracelets alter the wearer's form as above, as well as all clothing and equipment, and cause the victim (but no one else) to believe that he has always been that way.

Type IV bracelets merely cause the wearer to think that he has been transformed; he will remember his true gender but suffer from the delusion that he is no longer a member of it.

Type V ankle bracelets cause no physical alterations but instead cause the wearer to develop the habit of wearing the most ludicrous clothing he can find intended for the opposite sex. He will do this without thinking and remain completely oblivious to this behavior (even if someone points it out to him in the plainest of words).

All Ankle Bracelets of Gender Bending can be removed easily, but a given victim will continue to suffer from the effects until a Wish is used to return him to his original state, or a major gawd intervenes on his behalf. The GM should also roll 1d100 to determine the persistence of a given ankle bracelet's effects. On a roll of 1-90, the bracelet loses all magic following its first use. On a roll of 91-100, the bracelet may be used multiple times, but cannot restore the sex of one of its previous victims. Thus, a character cannot put on one of these items, take it off, and put it back on again to return to his original gender - he has to have the curse removed as described above or find another bracelet of the correct type.

Anklets of Levitation

These mystical anklets automatically expand or contract to fit any wearer from fairykin to giant size and allow their owner to ascend or descend vertically at will. The maximum speed of ascent or descent is equal to the wearer's maximum movement rate times two, though this may be adjusted according to taste. There is no limitation on the effect's duration. The maximum weight that can be lifted by the anklets is equal to the wearer's weight plus 1d20 times ten pounds.

Backpack of Hefty Capacity

The Backpack of Hefty Capacity appears to be a standard backpack approximately 20 inches tall by 12 inches wide by five inches deep. It radiates strong magic but otherwise seems ordinary. Five percent of these items are Type II Mega-Storage Devices†. The rest open onto a non-dimensional space of considerable size, as determined by Table B39: Backpack of Hefty Capacity.

Table B39:
Backpack of Hefty Capacity
Roll (1d100)

Roll	Weight*	Weight Limit	Volume
1-30	10 lbs.	300 lbs.	35 cubic ft.
31-70	15 lbs.	500 lbs.	70 cubic ft.
71-90	30 lbs.	1000 lbs.	175 cubic ft.
91-100	50 lbs.	2000 lbs.	300 cubic ft.

* The backpack's weight remains constant regardless of its contents.

Bag of Beans

This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a ten-foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand – Telekinesis will not prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. A Bag of Beans generally hold 3d4 beans, only one or two of which will be beneficial. The others will sprout monsters or other useless things. Examples are shown on Table B40: Bag of Beans. Thought, imagination, and judgment on the part of the GM are required with this item, so don't screw it up.

Table B40:
Bag of Beans

- Bean #1 Three Shriekers spring up and begin wailing.
- Bean #2 An Ice Storm strikes the area.
- Bean #3 A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (20% chance these are worthless glass).
- Bean #4 A hole opens in the ground; a Deepspawn or a Black Djinni will be below.
- Bean #5 Smoke and gas cover an area of 50-foot radius for five turns; creatures in the smoke cloud cannot see and will be blinded for 1d6 rounds when they step out of the cloud.
- Bean #6 An Adapter grows instantly and attacks
- Bean #7 Poison gas seeps out slowly, forming a cloud with a 20-foot radius that persists for one turn; while it lasts it might (10% chance) turn some dirt at its center to magical dust (Appearance, Disappearance or Sneezing and Choking).

Bag of Devouring

This bag appears to be an ordinary sack (70% appear to be empty, while 30% appear to be holding beans). The sack is, however, the lure used by an extra-dimensional creature – this is one of its feeding orifices. Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag. The Bag of Devouring is 90% likely to ignore any initial intrusions of inanimate objects, but any time it senses living human or demi-human flesh within, it is 60% likely to close and attempt to draw the whole victim in. It has a base 75% chance for success, less Strength bonus for "damage," each +1 being -5% on base chance. Thus, a 14 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while an 8 Strength character (with -1 to damage) is 80% likely to be drawn in. The bag radiates magic. It can hold up to 30 cubic feet of matter and will act as a Bag of Holding (normal capacity), but each turn it has a five percent cumulative chance of "swallowing" the contents and then "spitting the stuff out" in some non-space. Creatures drawn within are consumed in one round, eaten, and gone forever.

Bag of Endless Storage

Five percent of these items are Type II Mega-Storage Devices†. The rest follow most of the standard rules for Type I Devices, but are unique in that their weight and volume limits can be exceeded. When this occurs, a random number of items of equal volume or weight are simply transported to a separate extra-dimensional space and cannot be retrieved until enough stuff is removed from the bag for them to fit. At that time the "lost" items return - assuming, of course, that they haven't been stolen by some extra-dimensional creature. As with all other Type I Devices, the exterior weight of the bag and its weight and volume limits vary, as per Table B41: Bag of Endless Storage. If the interior is punctured, it suffers the standard ill effects.

Table B41:
Bag of Endless Storage
Roll (1d100)

Roll	Weight*	Weight Limit	Volume
1-30	15 lbs.	400 lbs.	50 cubic feet
31-70	30 lbs.	800 lbs.	100 cubic feet
71-90	45 lbs.	1600 lbs.	200 cubic feet
91-100	60 lbs.	3200 lbs.	400 cubic feet

* The bag's weight remains constant regardless of its contents.

Bag of Hefty Storage Capacity

This bag is similar to most other Mega-Storage Devices, but has become famous for its truly awe-inspiring capacity. A few half-crazed owners have even established small nations within the bag, transplanting hills, lakes, pastures and other terrain features and then building structures on the simulated land. On the surface, it appears to be a fairly ordinary cloth sack approximately four feet wide by eight feet high which can be closed with an attached drawstring. The exact exterior weight, volume and weight limit varies as shown on Table B42: Bag of Hefty Storage Capacity.

Table B42:
Bag of Hefty Storage Capacity
Roll (1d100)

Roll	Weight*	Weight Limit	Volume
1-30	20 lbs.	2.5 million tons	5 cubic miles
31-70	40 lbs.	7.5 million tons	15 cubic miles
71-90	60 lbs.	20 million tons	75 cubic miles
91-100	80 lbs.	10 billion tons	4000 cubic miles

* The bag's weight remains constant regardless of its contents.

Bag of Holding

As with other magical bags, this one appears to be a common cloth sack of about two feet by four feet size. The Bag of Holding opens into a non-dimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the

†see the "Jackson Document" available at **www.kenzerco.com**

bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentage roll and consulting Table B43: Bag of Holding. If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of non-dimensional space.

Table B43:
Bag of Holding

Roll (1d100)	Weight*	Weight Limit	Volume Limit
1-30	15 lbs.	250 lbs.	30 cu. ft.
31-70	15 lbs.	500 lbs.	70 cu. ft.
71-90	35 lbs.	1000 lbs.	150 cu. ft.
91-100	60 lbs.	1500 lbs.	250 cu. ft.

* The bag's weight remains constant regardless of its contents.

Bag of Many Tomes

This bag appears to be an ordinary cloth sack approximately three feet wide by six feet high, but it radiates strong magic and is anything but ordinary. Anyone who steps into mouth is instantly transported to an extra-dimensional space in the form of a well-appointed private library, a room approximately 60 feet by 40 feet with ceilings 12 feet high. The walls of this room are lined with shelves that can hold a total of 400 tomes of standard size. Additionally, the chamber is lit by several statuettes that radiate Continual Light. There are several tables and comfortable chairs throughout, as well as cabinets containing fine brandy and a number of brandy snifters.

The library is maintained by an Unseen Servant who automatically labels shelves and stray books in accordance with one of three systems: alphabetical by title, alphabetical by author or any other system devised by the bag's owner. Upon request, this servant can deliver any book in the library to any given table. Anyone within the space may leave the bag by pronouncing a command word (which becomes known to the owner upon acquisition of the bag). It takes one round to return from the bag.

Bag of Replication

This item appears to be a small cloth bag about one foot wide and three feet high. By placing an item or set of items in the bag, speaking a command word, and then dumping the contents out (expending a single charge), the bearer instantly replicates those items – causing exact duplicates to appear as if out of thin air. The duplicates will be made of the same material as the original item. Duplicates of magic items can be made; the originals remain intact but the duplicates will only function for 1d12 rounds. The bag must be empty when the charge is spent for replication to occur. A given set of items may be replicated (upon repetition of the command word) any number of times provided there are charges left. Each Bag of Replication comes with 5d10 charges, and cannot be recharged. Artifacts and relics cannot be replicated.

The infamous trickster Jonid Coincrawler has posed as the owner of a Bag of Replication more than once, so adventurers should be especially wary of "get rich quick" schemes involving this item.

Bag of Transmuting

Initially, this magical sack appears to be a Bag of Holding. It will perform properly for 1d4+1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no worth. When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass or wood as appropriate (no saving throw) once the transmuting effects have begun.

Bag of Tricks

A Bag of Tricks appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table. These animals will obey and fight for the individual who brought them into being. The kind of animal inside a Bag of Tricks varies each time an animal is drawn from the bag.

There are three variations of the Bag of Tricks, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a one through five, a Type A bag has been found; on a six to eight, a Type B; and on a nine or ten, a Type C. Thereafter, the wielder rolls a 1d8 on Table B44: Bag of Tricks to determine the specific animal found. Only one creature can be drawn forth at a time. It exists until it is slain, until one turn has elapsed, or until it is ordered back into the bag of tricks. At that point, the creature vanishes. Only then can another animal be brought forth. Up to ten creatures can be drawn from the bag each week.

Beads of Force

These small, black spheres might be mistaken for common beads, marbles or unusually black but dull pearls. From five to eight of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and relatively dense, weighing almost an ounce. One can be hurled up to 30 yards.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a ten-foot radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a sphere of force after taking damage. The sphere will form around any and all such creatures in the ten-foot radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means used to bring down a Wall of Force spell.

Table B44:
Bag of Tricks

Type Roll (1d10)	Type A Roll (1d8)	Animal	AC	Hit Dice	Damage per Attack
1-5	1	Weasel	6	.5	1
	2	Skunk	9	.5	Musk
	3	Badger	4	1+2	1-2/1-2/1-3
	4	Wolf	7	2+2	2-5
	5	Lynx, giant	6	2+2	1-2/1-2/1-4 – 1-3/1-3
	6	Wolverine	5	3	1-4/1-4/2-5 + musk
	7	Boar	7	3+3	3-12
	8	Stag, giant	7	5	4-16 or 1-4/1-4
6-8	Type B Roll (1d8)	Animal	AC	Hit Dice	Damage per Attack
	1	Rat	7	.5	1
	2	Owl	7	.5	1-3/1-3
	3	Dawg	7	1+1	1-4
	4	Goat	7	1+1	1-6
	5	Ram	6	2	2-5
	6	Bull	7	4	1-6/1-6
	7	Bear	6	5+5	1-6/1-6/1-8 – 2-12
	8	Lion	5/6	5+2	1-4/1-4/1-10 – 2-7/2-7
9-10	Type C Roll (1d8)	Animal	AC	Hit Dice	Damage per Attack
	1	Jackal	7	.5	1-2
	2	Eagle	7	1	1-2/1-2/1
	3	Baboon	7	1+1	1-4
	4	Ostrich	7	3	1-4 or 2-8
	5	Leopard	6	3+2	1-3/1-3/1-6 – 1-4/1-4
	6	Jaguar	6	4+2	1-3/1-3/1-8 – 2-5/2-5
	7	Buffalo	7	5	1-8/1-8
	8	Tiger	6	5+5	2-5/2-5/1-10 – 2-8/2-8

Beaker of Plentiful Potions

This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4+1 doses of 1d6 potions. (The kinds of potions are determined by random selection on Table A2 in Appendix A: Magic Item Tables.) Each pouring takes one round and results in one dose of one potion type. Roll 1d6 to find the number of potions the beaker contains – Delusion and Poison are possible results. Record each potion in order of occurrence – the potions are layered and are poured in order. Duplication of potions is possible. If the container holds only one to two potions, it will dispense them one each per day, three times per week. If three are contained, it will dispense them one each per day, two times per week; and if four to six are contained it will produce each just one time per week. Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

Bedwarmer of Restful Sleep

The exact powers of the Bedwarmer of Restful Sleep vary according to its type. The Bedwarmer of Restful Sleep +1 grants its user eight hours of rejuvenating and refreshing sleep under virtually any conditions, and is worth approximately 2,000 EP. The Bedwarmer +2 grants its user the effects of a full night of restful sleep in four hours and is worth 2,500 EP. The Bedwarmer +3 does the same in a three hours and is worth 3,000 EP. The Bedwarmer of Restful Sleep +4 grants its user the effects of a full night of restful sleep in just two hours, and provides a +4 bonus to saving throws related to nightmares; and is worth 3,500 EP. Lastly, the Bedwarmer +5 provides the effects of a night of restful sleep in but one hour, grants a +5 bonus to all saving throws against sleep-related effects and is worth 4,000 EP.

Belt Buckle of Holding

This potent item allows the wearer to trap one - and only one - being of lesser gawd or lower status in an extra-dimensional prison. An unwilling target is allowed one saving throw vs. spell (at a -4 penalty) to avoid this fate. If it is successfully trapped, the entity in question will remain in suspended animation until it is released, and will not require food, air or anything else it would ordinarily need. Five percent of these items have an additional power: upon release, the trapped entity must grant its liberator three favors - simply put, anything in its power to grant, up to and including a willing return to the belt buckle. This power takes effect even if the liberator is the person who trapped the unfortunate being in the first place.

Belt Buckle of Soul Stealing

Upon expending a single charge, the wearer of this belt buckle may attempt to capture and imprison the soul of a single target. The victim is allowed a saving throw vs. death magic at a -2 penalty to resist. If this fails, his soul is successfully captured. Until the soul is released, its owner cannot be Raised or Resurrected. Furthermore, 4d8 days after his spirit is captured, he will become a mindless drone under the complete control of the belt buckle's wearer. Each Belt Buckle of Soul Stealing may hold up to ten souls

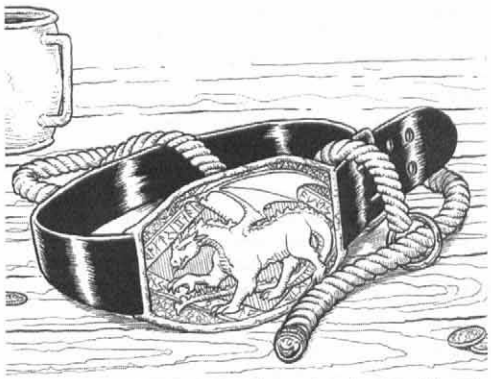
(if the wearer attempts to imprison another while the buckle is full, a random soul will be released), and contains a maximum of 25 charges. This item may be used after all the charges are expended, but it will automatically consume a trapped soul in the process. If the wearer attempts to use the belt buckle after all its charges are gone and all the souls within have been consumed or freed, the item will tap into his own living soul, causing 5d20 points of damage.

Belt of Diminished Size

The wearer of this magical belt may reduce his size by one category at will, though the transformation takes 1d6 turns to complete. Thus, a giant would become roughly human-sized, a human would shrink to the size of a gnome, a gnome would shrink to the size of a cat, and so forth. All physical abilities (Strength, Constitution, hit points, and so forth) and general appearance remain the same. The belt shrinks to fit the new form. Note, however, that a Belt of Diminished Size is never larger than human size - so a giant might have to wear his belt as a bracelet or even a ring. The wearer may return to his original size at will (this transformation takes 1 turn), but if the belt is ever removed he will be stuck in his current form until he can don that same belt again. (Any other Belt of Diminished Size treats the wearer as if he was always of the smaller size.)

Belt of Dragon Might

This remarkable belt resizes itself to fit anyone from fairykin to giant size, and grants its wearer a Strength of 20, a Constitution of 19 and movement rates and modes of a specific dragon species (GMs should take such statistics from the Hacklopedia of Beasts). In addition, once per day the wearer may call upon that dragon's breath weapon. If, however, the owner of this belt refrains from using the breath weapon for a full month, he may polymorph into an average member of the dragon species to which the belt is linked, gaining all associated powers and remaining in that form for up to 72 hours. If the wearer's Honor factor is 90 or higher, the gawds will allow him to remain in dragon form for up to a week. This ability may be used once per month that the breath weapon is not used.



Belt of Dragon Might (with buckle) and Belt of Ladder Weaving

Belt of Ladder Weaving

Unlike most magical belts, this item only functions once removed. By slapping it against a wall, the bearer causes it to transform into a ladder up to one hundred feet high that can bear up to five hundred pounds at one time. The ladder will automatically form against the wall it hits and stop once it reaches the top of that surface (i.e. once it meets the next floor), taking one full round to do so. Thus, it is especially useful for escaping pits and the like. To turn the ladder back into a belt, the bearer need only touch it and speak the command word - the restored item will automatically appear in his hand. 60% of these belts are human-sized, 25% are elven-sized, and 5% are sized for a dwarf, gnome, gnomeling or halfling.

Beret of Fairy-Kin

These Berets are woven from sticks, vines and leaves by the pixie fairies of Diddle Wood and treated with both errant magicks and special vine oil extracts. These magic items are quite fragile and disintegrate 1d6 months after their creation. However, if they are treated at least once per month with extracts from the oil of the strangle vine, they may remain intact for up to a year or so. The standard beret allows the wearer to blend into natural foliage as per an Invisibility spell, even to the point of neutralizing his scent and altering his body heat to avoid infravision. Additionally, the beret makes it possible for the wearer to travel through heavy foliage at his normal open terrain movement rate; low-lying branches, weeds and roots magically move aside to let him pass. Should he find himself without food and water, the wearer may eat the beret, thus gaining the equivalent of a day's nourishment. Finally, if his situation is truly dire, he can clutch the beret to his chest and mutter the "planter's prayer" to Queen Titania of the Forest-Hidden; this grants the wearer a +5 bonus on divine intervention checks to summon Titania. The standard Beret of Fairy-Kin is worth about 4,000 EP.

A variant of this item, the Storm-Fairy's Beret, has all the powers described above, but also causes Titania to come automatically if the wearer's problem relates in any way to weather conditions. In such situations, Titania can banish even those storms created by the wrath of the gawds. This beret is worth 5,000 EP. Another variant is the Beret of the Fairy's Song. This beret has all the powers of the standard item, but every time the beret is invoked there is a 5% cumulative chance that the wearer will fall under a magical spell forcing him to set out immediately for the nearest fairy stronghold and transforming him into the eternal slave of the pixie fairies. As a cursed item, this beret is worth zero experience points.

Boat, Folding

A Folding Boat will always be discovered as a small wooden "box," about one foot long, six inches wide and six inches deep. It radiates magic if subjected to magical detection. The "box" can be used to store items like any other box. If the command word is given, however, the box unfolds itself to form a boat of ten feet length, four feet width and two feet depth. In this form, the boat has one pair of oars, an anchor, a mast and lateen sail. A second (different) command word will cause it to unfold to a boat that is 24-foot long, eight feet wide and six feet deep. In this larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast and square sail. The first form can hold three or four people comfortably, the second will carry 15 with ease. A third word of command causes the boat to fold itself into a box once again. The command words may or may not be written on or in the box.

Boffo's Blessed Book

This well-made tome is typically no more than 12 inches tall, six inches wide, and one inch thick. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of Boffo's Blessed Book gain a +3 bonus on their saving throws vs. crushing or fire damage. The pages of this book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by magic-users of all sorts as a traveling spell book. It is unlikely (2%) that such a libram will ever be discovered with spells already inscribed – inscribed or partially inscribed works of this nature are kept carefully by their owners.

Bolt of the Month Pouch

A different random magic bolt appears in the pouch each month. 1d4 bolts of the indicated type will be available in that month. Roll 1d100 and consult Table B45: Bolt of the Month.

Table B45:
Bolt of the Month
Roll (1d100)

Roll	Bolt Type
1-9	Bolt +1
10-13	Bolt of Thermal Fury
14-17	Bolt of Battering
18-21	Bolt of Bluntness
22-23	Bolt of Demon Slaying
24-26	Bolt of Despair +6
27-30	Bolt of Devastation+8
31-34	Bolt of Grappling
35-40	Bolt +2
41-43	Bolt of Hellacious Pain
44-47	Bolt of Multiple Wounds
48-51	Bolt of Reaving
52-59	Bolt +3
60-63	Bolt of Rend Flesh (+8)
64-68	Bolt of Return-Upon-Command +4
69-73	Bolt of Skewering (+5)
74-75	Bolt of Slaying
76-79	Bolt of Stone Shattering
80-83	Bolt +4
84-85	Bolt of Thrashing
86-87	Suicide Bolt
88-89	Homing Bolt of Serpent Slaying
90-92	Tracer Bolts
93-94	Bolt of Throat Seeking
95-96	Bolt of Withering
97-98	Bolt of Woe +4
99-100	Bolt +5

Book of Exalted Deeds

This holy book is sacred to clerics of good alignment. Study of the work will require one week, but upon completion the good cleric will gain one point of Wisdom, and experience points sufficient to place him halfway into the next level of experience. Neutral clerics lose 20,000-80,000 experience points for perusing the work (a negative EP total is possible, requiring Restoration but not lowering the level below 1st). Evil clerics lose one full experience level, dropping to the lowest number of experience points possible to hold the level. Furthermore, evil clerics must atone by magical means or by offering up 50% of everything they gain for 1d4+1 adventures to their gawd. Fighters who handle or read the book are unaffected, though a paladin will sense that it is good. Magic-users who read it lose one point of Intelligence unless they save versus spell. If they fail to save, they lose 2,000-20,000 experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose one point of Dexterity. A thief also has a ten to 50% chance of giving up his profession to become a good cleric if his Wisdom is 15 or higher. Bards are unaffected by this book, whether for good or for evil.

Except as indicated above, the writing in a Book of Exalted Deeds cannot be distinguished from any other magical book, libram, tome, etc. It must be perused. When the reader is finished perusing, the book vanishes, never to be seen again; nor can the same character ever benefit from perusing a similar tome a second time.

Book of Infinite Spells

This magical work bestows upon any character of any class the ability to use the spells within its pages. Upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The Book of Infinite Spells contains 22+d8 pages. The nature of each page is determined by rolling on Table B46: Infinite Spell Pages.

If a spell is written on a page, determine the spell level by rolling 1d10 for a cleric spell and 1d12 for a magic-user spell. If the result is 8-10 (for cleric) or 10-12 (for magic-user) make a second die roll – 1d6 for clerics, 1d8 for magic-users. Once the spell level is known, the GM can select particular spells or determine them randomly. Record page contents secretly, and do not reveal

Table B46:
Infinite Spell Pages
Roll (1d100)

Roll	
1-30	Blank page
31-60	Cleric spell
61-100	Magic-user spell

this information to the holder of the book. Once a page is turned it can never be flipped back – paging through a Book of Infinite Spells is a one-way trip. When the last page is turned, the book vanishes.

The owner of the book can cast the spell on the page which is opened, once per day only. If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day. The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power. Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is shown on Table B47: Page Turning. Treat each spell as if a scroll were being employed, including time of casting, spell failure, etc.

Table B47:
Page Turning
Roll (1d100)

Roll	
1-10	Spellcaster employing spells usable by own class and/or level
11-30	Spellcaster using spells foreign to own class and/or level
31-60	Non-spellcaster using cleric spell
61-100	Non-spellcaster using magic-user spell

Book of Vile Darkness

This is a work of ineffable evil – meat and drink to clerics of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil cleric gains one point of Wisdom and enough experience points to place him halfway to the next level of experience. Neutral clerics who read the book have a 50% chance to either lose 30,000-120,000 experience points or become evil without benefit from the book. Good clerics perusing the pages of the Book of Vile Darkness will have to successfully save vs. poison or die. If they do not die they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the good cleric loses 250,000 experience points, less 10,000 for each point of Wisdom he has. Other characters of good alignment suffer 5d6 points of damage from handling the tome; and if they look inside, there is an 80% chance a Grieving Herald will attack the character that night.

Boots of Contempt

Like many similar items, these magical boots automatically adjust themselves to fit anyone from pixie fairy to giant size. That is not, of course, their only ability. The wearer of the boots automatically gains an "Aura of Contempt," canceling out all negative modifiers to his Fame Factor and boosting his Charisma to 18 for all purposes relating to intimidation. The wearer also gains a +10 bonus to all skills in which intimidation or attitude might be a factor. There is a drawback, however. Anyone with a higher Charisma rating or Honor factor who confronts the wearer forces him to make a saving throw vs. spell. If the saving throw fails, his Aura of Contempt is immediately exposed as a charade and the wearer loses 50% of his Honor.

Boots of Dancing

These magical boots expand or contract to fit any foot size, from halfling to giant. They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like normal boots. When the wearer is in (or fleeing from) melee combat, the Boots of Dancing impede movement, begin to tap and shuffle, making the wearer behave as if Munari's Irresistible Jig had been cast upon him. Only a Remove Curse spell will enable the boots to be removed once their true nature is revealed.

Boots of Earnestness

The owner of these boots automatically receives a +3 bonus to his Charisma while wearing them. Furthermore, anyone with whom he converses must make a saving throw vs. spell or begin believing everything he says, no matter how ludicrous. This effect lasts for precisely 1d8 hours. The latter function of the boots qualifies as charm magic, so those with resistance to charms will gain appropriate bonuses. There is, however, a curse associated with this item. Every time the wearer tells a blatant lie while wearing the boots (within any given 24 hour period), there is a two percent cumulative chance that they will fall under the control of an enchantment which forces them to tell the truth at all times. In fact, they will even blurt it out at random without being asked. This enchantment can only be removed through the use of a Wish spell. Boots of Earnestness do not adjust to fit wearers of different sizes. They are typically made by humans or elves, and thus tend to fit those races; but they do occasionally come in other sizes, as described in Table B48: Boot of Earnestness.

Table B48:
Boots of Earnestness
Roll (1d100)

Roll	Boot Size
1-40	Human or half-elf
41-70	Elf
71-85	Dwarf, gnome titan or gnome
86-95	Gnomeling or halfling
96-100	Pixie fairy

Boots of Elvenkind

These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus, the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise (95% chance of silence in the worst of conditions, 100% in the best).

Boots of Groin Kicking +5

These magical boots provide the wearer with a +2 bonus to all standard kick attacks. When used for called shots to the groin, they not only negate all penalties normally associated with a called shot but provide an additional +5 bonus. Gnome titans gain an additional +2 bonus to any and all attacks made with these boots. This groin attack inflicts twice standard damage on a female target and three times standard on a male target. Male targets also suffer a -5 penalty to all attacks for the next five rounds and their voices shift to the "soprano" class for 2d12 minutes. The victim also loses a point of Honor. Needless to say, Boots of Groin Kicking are considered crude and dishonorable in most male-dominated societies. These boots do not adjust to fit wearers of different sizes and most are made specifically for gnome titans, but a number of sizes (described on Table B49: Boots of Groin Kicking +5) are available.

Table B49:
Boots of Groin Kicking +5
Roll (1d100)

Roll	Boot Size
1-60	Gnome titan, dwarf or gnome
61-75	Gnomeling or halfling
76-85	Human or half-elf
86-95	Elf
96-100	Pixie fairy

Boots of High Kicking

These boots automatically expand or contract to fit anyone from pixie fairy to Fire Giant size. They provide a +1 bonus to all kick attacks and negate the standard penalties to kick attacks made to the face. Additionally, they allow the wearer to kick himself in the head (providing a +2 on reaction adjustments for observers) and easily perform dances involving very high kicks (+25% to skill checks).

Boots of Levitation

As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. Boots of Levitation enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20 feet per round, with no limitation on duration. The amount of weight the boots can levitate is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (i.e., a given pair of boots can levitate from 294 to 560 pounds of weight). Thus, a Hill Giant could wear such boots, but its weight would be too great to levitate.

Boots of the North

This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Boots of the North also warm the wearer, so that even in a temperature as low as -50 degrees Fahrenheit he is comfortable with only scant clothing – a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees Fahrenheit.

Boots of Speed

These boots enable the wearer to run at 24" base movement speed. For every ten pounds of weight over 200 pounds, the wearer is slowed by one in movement, so a 180-pound human with 60 pounds of gear would move at 20" base movement rate. For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest.

Boots of Speed give a +2 bonus to AC in combat situations where movement of this sort is possible.



Boots of High Kicking

Boots of Stealth

The Boots of Stealth transform magically to fit anyone from pixie fairy to human size, and provide the wearer with a +50% bonus to all Move Silently and Hide in Shadows checks, as well as all checks relating to stealth. Those without Move Silently or Hide in Shadows skills gain them at a 50% rating. Five percent of these boots also function as Rings of Invisibility, allowing the wearer to turn invisible (as the 2nd level magic-user spell) at will. The ability to remain inaudible is never provided.

Boots of Striding and Springing

The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours – they need that long to "recharge." In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal" paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of nine feet, and vertical springs of 15 feet. If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger – there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity 13, 14% at 14, 11% at 15, etc.). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so AC 2 becomes 1, AC 1 becomes 0, etc.

Table B50:
Boots of Varied Tracks
Roll (1d20)

Roll	Track Represented
1	Ape
2	Basilisk
3	Bear
4	Boar
5	Bullette
6	Camel
7	Cow
8	Crocodile
9	Dawg
10	Dragon
11	Elephant
12	Giant, Hill
13	Goat
14	Horse
15	Lion
16	Lynx, Giant
17	Mule/Dwarven War horse
18	Pig
19	Rabbit
20	Wolf

Boots of Varied Tracks

The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an Ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d20 four times and consult Table B50: Boots of Varied Tracks to determine the tracks available for a particular pair of these boots.

Boots of Water Walking

These boots, which resize themselves to fit anyone the size of the largest human or smaller, allow the wearer to walk on any liquid surface about as easily as on land; waves may be climbed as mountains or walls. Walking and climbing speeds are shown on Table B51: Boots of Water Walking.

Table B51:
Boots of Water Walking

Conditions	Speed
Very mild (hardly any wind, still water)	Normal rate
Mild (one or two waves, slight gusts)	80% of normal rate
Standard (plenty of waves, some wind)	60% of normal rate
Dangerous (high waves, strong winds)	40% of normal rate, -25% to Climb Walls
Violent (tidal waves, hurricane-force winds)	10% of normal rate, -50% to Climb Walls

Boots, Winged

These boots appear to be ordinary footgear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he concentrates on the desire to fly, the boots sprout wings at the heel, allowing the wearer to fly without having to concentrate on the act. The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, though it does not abruptly disappear. Instead of falling, the wearer slowly descends to the ground. For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however. Some winged boots are better than others. To determine the quality of a given pair, roll 1d4 and consult Table B52: Winged Boots.

Table B52:
Winged Boots
Roll (1d4)

Roll	Flying Speed	Maneuverability Class
1	15	A
2	18	B
3	21	C
4	24	D

Bowl of Commanding Water Elementals

This large container is usually fashioned from blue or green semi-precious stone (malachite, jade or lapis lazuli, for example). It is about one foot in diameter, six inches deep, and relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a Water Elemental of 12 Hit Dice will appear. The conjuring words require one round to speak. Note that if salt water is used, the elemental will be stronger (+2 hit points per Hit Die, maximum 8 per die). Information on elementals can be found in the Hacklopedia of Beasts.

Bowl of Watery Death

This device looks exactly like a Bowl of Commanding Water Elementals, right down to the color, design, magical radiation, etc. However, when it is filled with water, the magic-user must successfully save vs. spell or be shrunk to the size of a small ant and plunged into the center of the bowl. If salt water is poured into the bowl, the saving throw suffers a -2 penalty. The victim will drown in 1d6+2 rounds, unless magic is used to save him, for he cannot be physically removed from the Bowl of Watery Death except by magical means: Animal Growth, Enlarge, Limited Wish or Wish are the only spells that will free the victim and restore his normal size. A Sweet Water potion will grant the victim another saving throw (i.e. a chance that the curse magic of the bowl works only briefly and the victim returns to his normal state). If the victim drowns, death is permanent (no Resurrection is possible, and even a Wish will not work).

Bracers of Archery

These magical wrist bands are indistinguishable from normal, non-magical bracers. When worn by a character type or creature able to employ a bow, they enable the wearer to use any bow (not including crossbows) as if he were proficient in its usage (if such is not already the case). If the wearer of the bracers is proficient with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted with that type of bow. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, or due to weapon specialization.

Bracers of Brachiation

These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6 or 9 – the more jungle-like the conditions, the greater the movement rate. The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape. The wearer can also jump as if wearing Boots of Striding and Springing, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

Bracers of Defense

These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to that of armor and a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the Bracers of Defense bestow is determined by making a percentile roll and consulting Table B53: Bracers of Defense.

Table B53:
Bracers of Defense
Roll (1d100)

Roll	Armor Class
1-5	8
6-15	7
16-35	6
36-50	5
51-70	4
71-85	3
86-100	2

Bracers of Defenselessness

These appear to be Bracers of Defense, and will actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers reduce the wearer's AC to 10 and negate any and all other magical protections and Dexterity bonuses. Bracers of Defenselessness can be removed only by means of a Remove Curse spell.

Bracers of Dimensional Shift

The wearer of the Bracers of Dimensional Shift may, up to ten times each day, cast Dimension Door as an eighth-level magic-user. Three times per day he may cast Plane Shift. Finally, the wearer may cast the magic-user spell Gate a total of five times. Once the spell is cast for the fifth time, the bracers lose all mystical power and cannot be restored by any means. These bracers automatically expand or contract to fit anyone from pixie fairy to Fire Giant size.

Bracers of Giant Strength

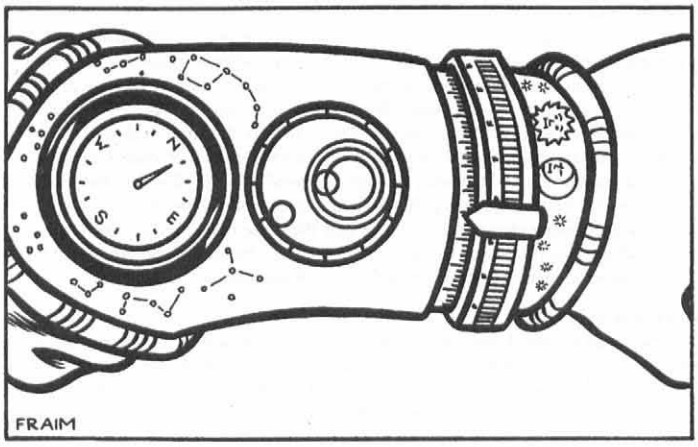
These powerful bracers come in a total of six varieties, each giving the wearer the average Strength rating of a different type of giant, as per Table B54: Bracers of Giant Strength. In addition, ten percent of these bracers give their owner regeneration abilities equivalent to those of a troll, but these have the nasty side effect of turning him green and warty (-4 penalty to Charisma). All Bracers of Giant Strength resize themselves magically to fit anyone smaller than the type of giant they are attuned to. Thus, a Cloud Giant could wear a pair of Bracers of Storm Giant Strength, but not a pair of Bracers of Cloud Giant Strength or any lesser set of Giant Strength Bracers.

Table B54:
Bracers of Giant Strength
Roll (1d100)

Roll	Type
1-30	Hill Giant (Str 19)
31-50	Stone Giant (Str 20)
51-70	Frost Giant (Str 21)
71-85	Fire Giant (Str 22)
86-95	Cloud Giant (Str 23)
96-100	Storm Giant (Str 24)

Bracers of Judgment

These bracers transform themselves magically to fit anyone of any size as long as they are lawful good in alignment and have an Honor factor of at least 75. If anyone else puts them on, they shrink so swiftly that they actually cut off the usurper's hands. The bracers allow the wearer to concentrate on a target for one round, performing an alignment audit. If the person in question is "found wanting" (i.e. either chaotic or evil), the wearer gains a +5 bonus on all attacks made against that entity as well as a +10 bonus to all intimidation-related skill checks directed against him. If the target is chaotic evil and the wearer is a paladin in good standing, the attack bonus increases to +10.



Bracers of Mapsense

Bracers of Mapsense

These mystic bracers automatically expand or contract to fit anyone from the size of a pixie fairy to the size of a Hill Giant. The standard Bracers of Mapsense indicate to the wearer his exact location and orientation on any map. In addition, the left bracer has a built-in compass. The right bracer has a built-in crystal which shows a 'bird's-eye view' of the wearer's immediate surroundings. The bracers also allow the wearer to draw incredibly accurate maps based on what he sees. Note that the standard bracers only show terrain features and structures. They do not show the location of creatures out of line of sight, nor do they compensate for illusions or camouflage/concealment factors not previously detected by their bearer. They are, however, able to lock on to a single Ring of Tele-location and detect the exact location of that ring as long as it is within a thousand miles. Note that the bracers can only lock onto one ring at a time. The EP value of the standard set of Bracers of Mapsense is 1,000.

There are variations (all versions share the abilities of the standard bracers unless otherwise stated). Dwarven Bracers are able to detect ore deposits and discern stone types within five miles of the wearer. They have an EP value of 1,200. The extremely rare Circle of Sequestered Magicks Anniversary Editions (only fifty were produced) have the ability to Detect Magic and Locate Water, and are able to reveal illusions of all types. These bracers have an EP value of 2,000. The Bracers of Mapsense/Heat-Seeking grant the wearer infravision up to 80 feet and can detect any creatures within a radius of equal length, as well as allowing the wearer to cast Magic Missile as a 5th level magic-user up to eight times per day. These have an EP value of 2,000, as well. Finally, the Survivalist editions have the ability to Locate Food and Locate Water, find suitable shelter within a radius of five miles, predict weather patterns up to 72 hours in advance and have an EP value of 2,500.

The original Bracers of Mapsense were created by a vicious tribe of grunge elves to aid scouting parties in their search for new lands to conquer and peoples to subjugate. The first non-grel records of the bracers indicate that they were initially discovered by the human cleric Kunundrus the Exuberant around seven hundred years ago. The young cleric promptly turned them over to a member of the Circle who began reproducing them as a sideline endeavor. The extremely useful item spread like wildfire, and standard versions are now relatively common.

Brazier of Commanding Fire Elementals

This device appears to be a normal container for holding burning coals, but it actually enables a magic-user to conjure an elemental of 12 Hit Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazier – one round is required to do so. If sulphur is added, the elemental will gain +1 hit point on each Hit Die (i.e. 2-9 hit points per Hit Die). The Fire Elemental will appear as soon as the fire is burning and a command word is uttered (see the Hacklopedia of Beasts for details on elementals).

Brazier of Sleep Smoke

This device is exactly like the brazier commanding fire elementals. However, when a fire is started within it, the burning causes a great cloud of magical smoke to pour forth in a ten-foot radius from the brazier. All creatures within the cloud must successfully save vs. spell or fall into a deep sleep. At the same moment, a Fire Elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a Dispel Magic or Remove Curse spell.

Brooch of Fireball Backblast Protection

This brooch completely shields the wearer (and everything he wears and carries) from the effects of his own Fireball spells (of any variety, cast from memory or by device). That is its only function; it offers no protection against Fireballs generated by others, nor can the protection be extended beyond the caster and his equipment.

The Brooch of Fireball Backblast protection was originally created by the magic-user Alistair of Darkwood in honor of his unrequited love, an elven magic-user and thief known only as Raven. Raven was killed in a Fireball cast by another magic-user, and upon hearing the news Alistair swore that he would find a way to end the menace of Fireballs forever. It is unknown whether he ever succeeded (his laboratory was destroyed in an explosion that leveled half a dozen villages), but in the course of his research he did find a way to protect magic-users from their own Fireballs. Shortly thereafter, he began distributing his new magical brooches as the first step in his master plan. Ironically, he was killed just months later when he accidentally stepped into one of his own Ice Storms.

Brooch of Shielding

This appears to be a normal piece of silver or gold jewelry (10% chance that there are jewels set in it) used to fasten a cloak or cape. In addition to this mundane task, it can absorb Magic Missiles of the sort generated by spells, wands or other magical devices. A brooch can absorb up to 101 points of Magic Missile damage before it melts and becomes useless.

Broom of Animated Attack

This is indistinguishable from a normal broom, except by means of magic detection. It is identical to a Broom of Flying by all tests short of attempted use. Using it reveals that a Broom of Animated Attack is a very nasty item. If a command word ("fly," "soar," etc.) is spoken, the broom will do a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground. The broom will then attack the stunned victim, swatting the face with the straw/twig end to blind and beating with the handle end. The broom gets two attacks per round with each end (two swats with the straw, two with the handle). It attacks as if it were a 4 Hit Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

Broom of Flying

This magical broom is able to fly through the air at up to 30" base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds (or fraction thereof) slows movement by one. The device can climb or dive at an angle of 30 degrees. A command word (determined by the GM) must be used. The broom may also travel alone to any destination named. It will come to its owner from as far away as 300 yards when he speaks the command word.

Buford's Everfull Purse

This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins – and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The type of coins found is determined by consulting Table B55: Buford's Everfull Purse. Once the type of bag is determined by roll, its abilities will not change.

Table B55:
Buford's Everfull Purse

Roll (1d100)	CP	SP	EP	GP	PP	Gems*
1-50	–	26	26	26	–	–
51-90	26	–	26	–	26	–
91-100	26	–	26	–	–	26

* Base 10 gp gems increasing to a maximum of 100 gp.

Candle of Invocation

These specially blessed tapers are dedicated to the pantheon of gawds of one of the nine alignments. The typical candle is not remarkable, but if a Detect Magic spell is cast, it will radiate magic. It also radiates good or evil, if appropriate. Simply burning the candle generates a favorable aura for the individual so doing, as long as the candle's alignment matches that of the character's. If burned by a cleric of the same alignment, the candle temporarily increases the cleric's level of experience by two, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a Gate spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process. Otherwise, each candle burns for four hours. It is possible to extinguish the candle unless it is placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This does not affect its magical properties.

Cape of Many Tapestries

The Cape of Many Tapestries has two separate functions. First, it automatically grants a +75% bonus to Hide in Shadows checks and skill checks relating to concealment. In addition, each cape has 1d20 tapestries woven into it; each of which may be invoked by the wearer once - and only once - to bring the things and events depicted in that tapestry to life. Thus, a tapestry depicting an army of holy fighters could be invoked to bring the soldiers into the real world and perhaps convince them to fight a horde of undead. Unfortunately, not all the tapestries are this useful. In fact, most of them will depict entourages approaching a castle, scenes of courtly love, royal families and other such images. Common tapestries are described on Table B56: Cape of Many Tapestries, which may be used to quickly generate a Cape of Many Tapestries – though the GM is encouraged to use his own imagination when possible.

Cape of Shadow Weaving

The Cape of Shadow Weaving grants the wearer an automatic Hide in Shadows rating of 50%; if the wearer is already a thief he gains a +10 bonus to his Hide in Shadows checks. In addition, the wearer may manipulate up to ten cubic feet of shadows within his line of sight, causing them to stretch or mutate as he sees fit. Any witnesses to this event must make a saving throw vs. spell or flee as if affected by a Fear spell. Finally, once every 48 hours the wearer may summon 1d4 Shadows and compel them to fight a single battle on his behalf, or he can control any existing Shadows in his presence for a number of turns equal to his experience level divided by three (rounded up).

Table B56:
Cape of Many Tapestries
Roll (1d100)

Roll	Tapestry
1-4	A glorious palace at sunset: conjures a large palace directly on top of the cape. Anyone underneath is instantly crushed.
5-8	A band of valiant seafarers: conjures a longboat or large rowboat and 1d4 5th level fighters, all masters of sailing and seamanship.
9-15	Courtly love: conjures a knight and his lady who will do nothing but stare into each others' eyes and recite bad poetry.
16-20	The king of dragons: conjures a Gold Dragon, who will allow the wearer to explain what he needs and cooperate if it is a worthy cause – GM's discretion.
21-25	Queen of dragons: conjures a Red Dragon, who will attack at once.
26-30	Soldiers of light: conjures 1d4 paladins with a total of 2d20 levels (evenly divided) between them.
31-35	The royal family: conjures 1d12 nobles, who will whine, complain, demand to be served and generally make the PCs' lives miserable for 2d4 days.
36-41	The good king: conjures a paladin with 10+1d10 experience levels.
42-48	The tyrant: conjures a neutral evil 20th level fighter.
49-55	Arming for war: conjures 1d10 mounted fighters with a total of 5d20 levels between them, armored but without shields or lances.
56-60	Heraldic beasts: conjures 1d4 lions, griffons or unicorns (GM's discretion).
61-70	Knight of the realm: conjures a mounted fighter with 1d10 levels.
71-82	Terrible beast: conjures a certain variety of chimera; roll 1d4: 1 = standard Chimera, 2 = Gorgimera, 3 = Mimera, 4 = Shymera. Regardless of variety, the beast will attack immediately.
83-88	Pot of gold: conjures a large iron cauldron (70 gp value) filled with 10d10 x 10 gold pieces.
89-94	Common tools: conjures standard class equipment for all PCs present – i.e., thieves' tools, weapons, minor spell components, etc.
95-99	Army of darkness: conjures 1d10 neutral evil fighters with a total of 3d20 levels (divided evenly) between them.
100	Divine intervention: summons Luvia to judge the PCs – depending on their actions, he may render aid or mete out punishment.

Carpet of Flying

The size, carrying capacity and speed of a carpet are determined by rolling percentile dice and consulting Table B57: Carpet of Flying. Each carpet has its own command word to activate it. If the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions. These rugs are of a strange make and design, and each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands. All Carpets of Flying are maneuverability class C.

Table B57:
Carpet of Flying
Roll (1d100)

Roll	Size	Capacity	Speed
1-20	3' x 5'	1 person	42
21-55	4' x 6'	2 people	36
56-80	5' x 7'	3 people	30
81-100	6' x 9'	4 people	24

Censer of Controlling Air Elementals

This six-inch wide, one-inch high golden vessel resembles censers often found in places of worship. If filled with incense and lit, a command word need only be spoken to conjure forth a 12 Hit Dice Air Elemental on the following round. If incense of meditation is burned within the censer, the Air Elemental will have a +3 hit point bonus to each of its Hit Dice, and will obey the commands of its conjurer. If the censer is extinguished, the elemental will remain and turn on the conjurer (see the Hacklopedia of Beasts for information on elementals).

Censer of Conjuring Hostile Air Elementals

This censer is indistinguishable from other magical and ordinary censers. It is cursed: any incense burned within it causes 1d4 enraged Air Elementals to appear (one per round). These attack any and all creatures within sight. The censer cannot be extinguished, and it will burn until either the conjurer or the elementals have been killed.

Chest of Massive Volume

This chest is approximately two feet deep by four feet wide and two feet high, and its weight matches an empty chest of that size. It can be locked with any standard padlock, but does not automatically come with one. 95% of these chests actually open into a non-dimensional space of varying size, and no matter how much stuff is put into this space, the chest's size and weight remain constant. However, each Chest of Massive Volume does have a weight limit. If either the weight limit or the size limit is exceeded, the non-dimensional space will be punctured, whereupon everything in the chest will be lost. Anything put into the chest thereafter will simply vanish.

Table B58:
Chest of Massive Volume
Roll (1d100)

Roll	Weight Limit	Volume Limit
1-5	Nonstandard*	
6-45	300 lbs.	40 cubic feet
46-75	600 lbs.	80 cubic feet
76-95	1200 lbs.	160 cubic feet
96-100	2400 lbs.	320 cubic feet

* Five percent of all Chests of Massive Volume are in fact portals to specific areas ("bag zones") within the trans-dimensional space known as Bag World†.



Chest of Massive Volume

As mentioned above, the size and weight limit of these chests varies, and only 95% follow the standard rules; consult Table B58: Chest of Massive Volume.

Chime of Hunger

This device looks exactly like a Chime of Opening. In fact, it will operate as a Chime of Opening for several (1d6) uses before its curse is put into operation. When the curse takes effect, striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger. Characters will tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the Chime of Hunger sounded and attack any creatures there in order to kill and eat them. All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied.

Chime of Interruption

This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must rest for at least seven rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

Chime of Opening

A Chime of Opening is a hollow mithril tube about one foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc.

The Chime of Opening also destroys the magic of a Hold Portal spell or even a Wizard Lock or Mage Lock spell cast by a magic-user of less than 15th level. The chime must be pointed at the area of the item or gate which is to be loosed or opened. When it is struck, a clear chiming ring sounds. Within one round the target lock is unlocked, the shackle is loosed, the secret door is opened or the lid of the chest is lifted. If a chest is chained, padlocked, locked and Wizard Locked, it will take four soundings of the Chime of Opening to get it open. A Silence spell negates the power of the device. The chime has 1d8x10 charges before it cracks and becomes useless.

Cloak of Arachnida

This black garment gives the wearer the ability to climb as if a Spider Climb spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic. In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort – the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6" in other cases. Once per day the wearer of this cloak can cast a double-sized Web, which operates as per the 2nd level magic-user spell Web. Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

Cloak of the Bat

Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shad-

†see the "Jackson Document" available at www.kenzerco.com

owy or dark place. The wearer is also able to hang upside down from the ceiling like a bat, while maintaining this same chance of invisibility. By holding the edges of the garment, the wearer is able to fly at a speed of 15" (Maneuver Class B). If he desires, the wearer can actually transform himself into an ordinary bat (all possessions worn or carried will be part of the transformation) and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time. The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Cloak of Displacement

This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light causes the wearer to appear to be one foot to two feet from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to the first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement. After the first attack, the cloak affords a +2 bonus to AC, as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc.). Fully 75% of these cloaks are sized for human or elven-sized persons. The other 25% percent are sized for smaller persons (up to four feet in height).

Cloak of Elvenkind

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible. Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed in different surroundings is shown on Table B59: Cloak of Elvenkind. Fully 90% of these cloaks are sized for human or elven-sized persons. The other ten percent are sized for smaller persons (four feet or so in height).

Table B59:
Cloak of Elvenkind

Outdoors, natural surroundings:	
heavy growth	100%
light growth	99%
open fields	95%
rocky terrain	98%
Urban surroundings:	
buildings	90%
brightly lit room	50%
Underground:	
torch/lantern light	95%
infravision	90%
Light/Continual Light spell	50%

Cloak of Fairy Kind

This mystical cloak automatically adjusts itself to fit anyone between fairy and human size. Its first and greatest power is invisibility. The wearer can pull up the cloak's hood to become totally invisible in natural surroundings, 75% invisible in rural surroundings, and 50% invisible in urban surroundings. Rapid or violent movement on the part of the wearer - such as running, jumping or engaging in combat - causes him to become visible. Second, when dealing with fairies and fairykin, the wearer has a +3 Charisma bonus. He may also polymorph into a fairy or fairykin once per day (for a maximum of 6 turns), returning to his original form at will. Finally, the cloak allows the wearer to speak all languages derived from the fairy tongue. Unfortunately, there is a curse associated with the cloak. Every day it is worn, the wearer has a one percent cumulative chance of turning into a random fairy-related creature. To "restart" this curse, as it were, the owner must remove the cloak and avoid wearing it for one week, after which time the chance will again begin building from one percent for each day worn. If the cloak is donned again before the week is concluded, the wearer must make a saving throw vs. polymorph or instantly be transformed into a faerie creature of some sort.

Cloak of the Manta Ray

Until the wearer enters salt water, this cloak appears to be made of leather. At that time the Cloak of the Manta Ray adheres to the individual, and he appears nearly identical to a manta ray (10% chance that someone seeing the wearer will know he is not a manta ray). The wearer can breathe underwater and swim with a movement rate of 18, as well as an AC of 6. Other magical protections or magical armor can improve that value. Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, but there is no chance of stunning. This attack can be used in addition to normal attacks, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Poisonousness

This particular cloak radiates magic, and is usually made of a wool-like material, although it can be made of leather. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken dead. A Cloak of Poisonousness can be removed only with a Remove Curse spell - this destroys the magical properties of the cloak. If a Neutralize Poison spell is then used, it may be possible to revive the victim with a Raise Dead or Resurrection spell, but the chances of success are reduced by 10% because of the poison. *After* its effects are known, a small label bearing the name "Nessus Shirt Co." may (10% chance) be seen.

Cloak of Protection

The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a Cloak of Protection betters Armor Class by one as well as adding one to saving throw die rolls. Thus, a Cloak of Protection +1 would lower Armor Class 9 (robes) to Armor Class 8, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult Table B60: Cloak of Protection. This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather or with a shield of any sort.

Table B60:
Cloak of Protection
Roll (1d100)

Roll	Power
1-35	Cloak +1
36-65	Cloak +2
66-85	Cloak +3
86-95	Cloak +4
96-100	Cloak +5

Cloak of Stalking

The Cloak of Stalking grants a +25% bonus to all checks relating to sneaking and hiding, as well as a +3 bonus to all backstab attack rolls. In addition, the cloak is quite fashionable and grants a +2 bonus to reaction checks of those who can see the wearer.

Collar of Iron Skin

This heavy iron collar automatically negates all crushing weapon and unarmed attack damage directed at the wearer. In addition, it applies a +5 bonus to his Armor Class, grants him 20 additional hit points and causes any successful attacker to suffer 1d6 points of damage.

Corset of Free Action

This corset grants the wearer a constant Free Action effect, as per the spell of the same name. However, it is designed with women in mind, and when worn by males, its presence is painfully obvious. Thus, any male PC that wears one of these items loses 10 points of Honor.

Crystal Ball

This is the most common form of scrying device: a crystal sphere about six inches in diameter. A magic-user can use the device to see over virtually any distance or into other planes of existence, though he must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object or accumulated information. Knowledge, rather than distance, is the key to how successful location will be, as shown on Table B61: Chance of Location. The chance of locating also dictates how long and how frequently a magic-user will be able to view the subject, as shown on Table B62: Viewing/Frequency.

Viewing beyond the periods or frequencies noted will force the magic-user to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed. Certain spells cast upon the user of the Crystal Ball can improve his chances of using the device successfully. These are Comprehend Languages, Read Magic, Infravision and Tongues. Two spells – Detect Magic and Detect Evil/Good – can be cast through a Crystal Ball. The chance of success is five percent per level of experience of the magic-user. Certain Crystal Balls have additional powers. These spell functions operate at 10th level. To determine whether a Crystal Ball has extra powers, roll percentile dice and consult Table B63: Crystal Ball Powers.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class (shown on Table B64: Chance to Notice Scrying). For each point of Intelligence above 12, the creature has a cumulative 3% chance per point of Intelligence above 12 of noticing that they are the subjects of scrying. These creatures also have a cumulative chance of one percent per level of experience of detecting scrying.

Table B61:
Chance of Location

Condition	Chance of Locating Subject*
Personally well known	100%
Personally known slightly	85%
Pictured	50%
Part of in possession	50%
Garment in possession	25%
Well informed of	25%
Slightly informed of	20%
On another plane	-25%

* Unless masked by magic.

Table B62:
Viewing/Frequency

Chances of Locating*	Viewing Period	Viewing Frequency
100% or more	one hour	three times/day
99% to 90%	30 minutes	three times/day
89% to 75%	30 minutes	twice/day
74% to 50%	30 minutes	once/day
49% to 25%	15 minutes	once/day
24% or less	10 minutes	once/day

* Unless masked by magic.

Table B63:
Crystal Ball Powers
Roll (1d100)

Roll	Additional Power
1-50	Crystal Ball
51-75	Crystal Ball with Clairaudience
76-90	Crystal Ball with ESP
91-100	Crystal Ball with Telepathy*

*Communication only.

Table B64:
Chance to Notice Scrying

Class	Base Chance
Fighter	2%
Barbarian, Berserker	1%
Dark Knight, Knight Errant	5%
Paladin, Cavalier	6%
Ranger, Assassin	4%
Bard	3%
Thief	6%
Magic-user	8%
Monk, Cleric	7%
Druid	4%

Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched. A Dispel Magic will cause a Crystal Ball to cease functioning for one day. The various protections against Crystal Ball viewing will simply leave the device hazy and nonfunctioning. The GM may allow other scrying devices for clerics and druids – water basins and mirrors are suggested. These function as normal Crystal Balls.

Crystal Hypnosis Ball

This cursed item is indistinguishable from a normal Crystal Ball, radiating magic, but not evil, if detected for. Any magic-user attempting to use it will become hypnotized, and a telepathic suggestion will be implanted in his mind. The user of the device will believe that the desired object was viewed, but actually he came partially under the influence of a powerful magic-user, Lich or even some power/being from another plane. Each further use brings the Crystal Ball gazer more under the influence of the creature, either as a servant or tool. The GM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the finding of the Crystal Hypnosis Ball and the character(s) locating it.

Cube of Force

This device can be made of ivory, bone or any hard mineral. It is about the size of a large die – perhaps 3/4 of an inch across – and enables its possessor to put up a Wall of Force ten feet per side around his person. Each side of the cube acts as a Wall of Force spell. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field. When the force screen is up, the attacks shown in Table B65: Cube of Force cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of a functioning cube.

Table B65:
Cube of Force

Attack Form	Extra Charges
Catapult-like missiles	1
Very hot normal fires	2
Horn of Blasting	6
Delayed Blast Fireball	3
Disintegrate	6
Fireball	3
Fire Storm	3
Flame Strike	3
Lightning Bolt	4
Meteor Swarm	8
Wall Passage	3
Phase Door	5
Prismatic Spray	7
Wall of Fire	2

Cube of Frost Resistance

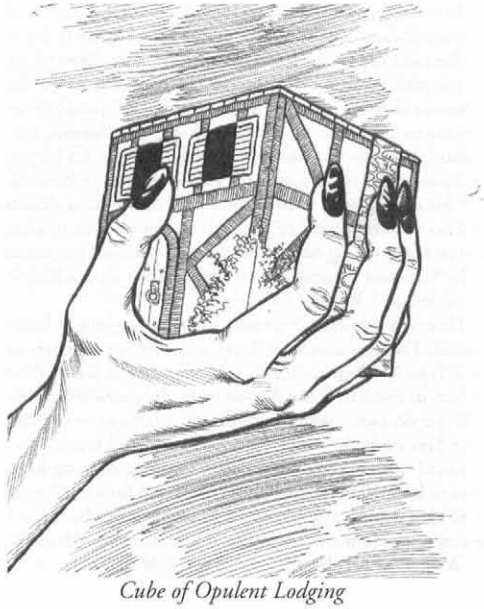
When the cube is activated it encloses an area ten feet per side, resembling a Cube of Force. The temperature within this area is always 65 degrees Fahrenheit. The field will absorb all cold-based attacks (i.e., Lyggl's Cone of Cold, Ice Storm and even White Dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed. Cold below 0 degrees Fahrenheit effectively inflicts two points of cold damage on the cube for every -10 degrees Fahrenheit, -4 at -11 to -20, etc. Thus, at -40 degrees Fahrenheit the device can withstand only 42 points of damage.

Cube of Opulent Lodging

This cube, three inches along each edge, is carved from a single gem or stone. When tossed to the ground, it transforms into a cabin approximately 25 feet square. The exact features of this cabin vary depending on the model.

Model I cabins are kept at a constant internal temperature of 60 degrees Fahrenheit, and come with a waterbed, four comfortable chairs and a table, a small fireplace, a medium-sized basket full of firewood, and a complete set of cooking utensils.

Model II cabins come with a hay-filled bed with down pillow, a full-sized fireplace with a cord of wood, six comfortable chairs and a table, a complete wardrobe containing a variety of human-sized clothes, and a basic set of cooking utensils.



Cube of Opulent Lodging

Model III cabins come with wall-to-wall carpeting, a raised bed covered in down pillows, soundproofed walls, a fireplace and large tub full of wood, a complete set of cooking utensils, a small collection of perfumes and aphrodisiacs, and a sturdy door with a lock that is impossible to pick.

Model IV cabins are kept at a constant internal temperature of 65 degrees Fahrenheit and contain a feather bed, a small wood-burning stove, a bucket of wood, a basic set of cooking utensils (plus a complete tea service), three very comfortable chairs and a table, a Crystal Ball that can replay any event in the user's memory, and a bookshelf full of interesting works of both fiction and non-fiction.

Finally, Model V cabins come with a stone fireplace and cord of wood, a feather bed, basic cooking utensils, seven comfortable chairs and a table, a reclining chair, an incense burner, and a steel reinforced door with double locks. Note that even cabins that don't come with locks can still be fitted with a standard padlock, and unless otherwise stated, all have sturdy wooden walls and doors.

All Cubes of Opulent Lodging may be returned to cube form through the use of a command word, which must be spoken by someone standing outside the cabin. Should anyone be within the cabin when it returns to cube form, the magics will fall out of alignment, causing the cube to transform into a small toy house. Anyone trapped within must make a saving throw vs. polymorph or be transformed into a tiny doll. If the saving throw succeeds, the cube is destroyed: it collapses into a pile of small wooden shards as it attempts to shrink around the person in question.

Cubic Gate

Another small cubic device, this item is fashioned from topaz. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material Plane. The other five sides/planes can be determined by the GM in any manner he chooses. If a side of the cubic gate is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun or trouble. If a side is pressed twice, the creature so doing, along with all creatures in a five-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Darax's Instant Fortress

This metal cube is small, but when activated it grows to form a tower with a square base 20 feet by 20 feet and 30 feet high, with arrow slits on all sides and a battlement atop it. The metal walls extend ten feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortress. Even Knock spells cannot open the door. The walls of Darax's Instant Fortress are unaffected by normal weapons other than catapults. The tower can absorb 300 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a Wish will restore ten points of damage sustained). The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

Dark Cloak

This magical cloak grants a constant +25% bonus to Move Silently, Hide in Shadows and Climb Walls checks. It also grants a +15% bonus to Pick Pocket checks, and contains a pocket of holding with a 25 cubic feet carrying capacity and a weight limit of 200 pounds. Finally, the wearer can call upon the knowledge of all previous wearers, instantly accessing details such as the location of treasure hoards and dungeons, strange beasts encountered by previous owners and so forth. The number of previous wearers and the nature of their memories should be determined beforehand by the GM. Note that unless the wearer gives the cloak a suitably ominous name within 30 days of acquiring it, it will cease to function until it is passed on to another.

Decanter of Endless Water

This stoppered flask looks ordinary but radiates an aura of alteration magic. If the stopper is removed and the command word spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the type of water. Water can be made to come forth as follows:

- Stream: pours out one gallon per round
- Fountain: five-foot long stream at five gallons per round
- Geyser: 20-foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, rabbits, small bats, etc.). The command word must be repeated to cease the flow.

Deck of Illusions

This set of parchment cards is usually found in an ivory, leather or wood box. A full deck consists of 34 cards in 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled. The illusionary creature will not go more than 30 feet away from where the card landed, but will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are shown in Table B66: Deck of Illusions.

The jokers (2) always display an illusion of the deck's owner. The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The illusions perform normal routines and respond to attacks – they should be played as if they were real creatures.

Deck of Many Things

A Deck of Many Things is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse. The character with a Deck of Many Things can announce that he is drawing only one card, or he can draw two, three, four or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a Jester or the Fool, in which case the card is discarded from the pack. A deck of many things contains either 14 cards (75% chance) or 22 cards (25%). Consult Table B67: Deck of Many Things. Additional cards in a 22-card deck are indicated by an asterisk (*) before their names. To simulate the magical cards the GM may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit). Upon drawing the last card possible, or immediately upon drawing the cards in bold face (The **Void** and **Donjon**), the deck disappears. The cards are explained in greater detail as follows:

Sun: Roll for a miscellaneous magical item (beginning on Table A1: Magical Items) until a useful miscellaneous magic item is indicated.

Moon: This is best represented by a moonstone gem with the appropriate number of Wishes shown as gleams therein. These Wishes are the same as the 9th level magic-user spell Wish and must be used in a number of turns equal to the number received.

Star: If the two points would place the character's score at 19, use one or both in any of the other abilities in this order: Con, Cha, Wis, Dex, Com, Int, Str.

Comet: The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level (with full benefits as if he had successfully completed his BBI!).

Throne: If Charisma is 18 already, the individual still gains +5 on encounter and loyalty reactions. He becomes a real leader in people's eyes. The castle gained will be near a stronghold already possessed (if any).

Key: GM must prepare a treasure map. The weapon must be one usable by the character, so use the Table A21: Weapon Type until a useful item is awarded.

Knight: The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll.

Gem: This indicates wealth. The jewelry will all be gold and set with gems of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

Table B66:
Deck of Illusions

Hearts
A: Red Dragon
K: Fighter & 4 guards
Q: Female magic-user
J: Druid
10:Cloud Giant
9: Ettin
8: Bugbear
2: Goblin
Spades
A: Lich
K: Cleric & 2 underclerics
Q: Medusa
J: Paladin
10: Frost Giant
9: Troll
8: Hobgoblin
2: Goblin
Diamonds
A: Beholder
K: Magic-user & apprentice
Q: Night Hag
J: Harpy
10: Fire giant
9: Ogre Magi
8: Gnoll
2: Kobold
Clubs
A: Iron Golem
K: Thief & 3 cohorts
Q: Five Pixies
J: Bard
10: Hill Giant
9: Ogre
8: Orc
2: Kobold

Table B67:
Deck of Many Things

Plaque	Playing Card	Effect
Sun	KD	Gain beneficial miscellaneous magical item and 50,000 EP
Moon	QD	You are granted 1d4 Wishes
Star	JD	Immediately gain two points to prime requisite ability
* Comet	2D	Defeat the next monster you meet to gain one level
Throne	KH	Gain Charisma of 18 plus a small keep
Key	QH	Gain a treasure map plus one magic weapon
Knight	JH	Gain the service of a 4th level fighter
* Gem	2H	Gain your choice of 20 pieces of jewelry or 50 gems
The Void	KC	Body functions, but soul is trapped elsewhere
Flames	QC	Enmity between you and an outer planar creature
Skull	JC	Defeat Death or be forever destroyed
Talons	2C	All magical items you possess disappear permanently
Ruin	KS	Immediately lose all wealth and real property
Euryale	QS	-3 penalty to all saving throws vs. petrification
Rogue	JS	One of your henchmen turns against you
* Balance	2S	Change alignment instantly
Jester	Joker	Gain 10,000 EP or two more draws from the deck
* Fool	Joker †	Lose 10,000 experience points and draw again
*Vizier	AD	Know the answer to your next dilemma
* Idiot	AC	Lose 1d4 points of Intelligence; you may draw again
* Fates	AH	Avoid any situation you choose . . . once
* **Donjon**	AS	You are Imprisoned (see description in text)

† Joker with Trademark

The Void: This black card spells instant disaster. The character's body continues to function, though he speaks like an automaton. His psyche is trapped in a prison somewhere – in an object on another plane, possibly in the possession of an outer planar creature. A Wish will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

Flames: Hot anger, jealousy and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature cannot be ended until one of the parties has been slain.

Skull: A Death Harvester appears and attacks immediately (see the Hacklopedia of Beasts for details). The character must fight it alone – if others help, they get Death Harvesters to fight as well. If the character is slain, he is slain forever. At the GM's option, PCs may succeed in bargaining with the Death Harvesters.

Talons: When this card is drawn, every magical item owned or carried by the character is instantly and irrevocably gone.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, magic items and art objects) is lost. All land and buildings currently owned are lost forever as well.

Euryale: The Medusa-like visage of this card brings a curse only the Fates card or gawd-like beings can remove. The -3 penalty to all saving throws is otherwise permanent.

Rogue: When this card is drawn, one of the character's henchmen will be totally alienated and forever hostile. If the character has no henchmen, the enmity of some powerful personage – community or religious – can be substituted. The hatred will often be kept secret until the time is ripe for the most devastating effect.

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described in Chapter 4: Alignment, Honor, Fame).

Jester: The player must choose which within 30 seconds of the draw and his first spoken choice is final! The card is always discarded when drawn, unlike all others except the Fool.

Fool: The payment and draw are mandatory!

Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.

Idiot: This card causes the loss of 1d4 points of Intelligence immediately. The additional draw is optional.

Fates: This card enables the character to avoid any one confrontation if so desired, for the fabric of reality is unraveled and re-spun. Note that it does not enable something to happen – it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the situation.

Donjon: This signifies Imprisonment – either by spell or by some creature, at the GM's option. In any case, all gear and spells are stripped from the victim. Whether these items are recoverable is likewise up to the GM. Draw no more cards.

Deck of Wondrous Things

This remarkably potent magic item takes the form of a high-quality wooden box lined with red velvet and containing 22 intricately designed ivory cards. The members of any group that stumbles upon this deck may, upon discovery, choose to make one to four draws. Each person must actually announce how many draws he is making; this amount is then fixed and no single person can go over their limit. (Note that there is no time limit on when draws are made, nor must the order be specified; so a given person could decide to make four draws and then wait years to actually make them.) Once everyone has made their draws the deck vanishes. The cards in the deck are as follows.

Acrobat: This card depicts a woman dancing on a wire high above the ground. The drawer's Dexterity increases to 18, or by one full point if it is already 18.

Advisor: This card depicts a robed figure whispering into the ear of a majestic king on an ornate throne. The drawer is granted the answer to his next dilemma.

Balance: This card depicts a set of golden scales. The drawer is transported to the halls of his patron gawd and, if he has not been true to his alignment or faith, his alignment changes instantly with all associated penalties and he is returned to his previous position. In the case of severe violations, the character's class might also be changed to something more suited to his playing style (the GM should consider the player's history carefully before proceeding).

Coward: This card depicts a small, frail man hiding in a shadowed corner. The drawer loses two full points of Strength and two points of Constitution. Bards in the area begin telling tales of his craven behaviors, permanently reducing his Honor by 50% and keeping it at its current level until a 20th level cleric can be convinced to cast a Remove Curse spell.

Demon: This card depicts a fearsome nefarian dragging a hapless knight into a fiery portal. The character who draws this card immediately attracts the attention of a Type XI Demon (see the Hacklopedia of Beasts for details) who will engage him in combat. If the demon wins, the character is pulled into the Nine Hells. If the character wins, demons will continue to appear every week and challenge him similarly until a Remove Curse spell is cast upon him.

Fool: This card depicts a man in a jester's costume running headfirst into a wall. The drawer loses 10,000 experience points and forfeits all remaining draws.

Genie: This card depicts a handsome man whose lower body has been replaced by smoke emerging from a small bottle. The person who draws this card is granted 1d4 Wishes (as per the 9th level magic-user spell).

Hero: This card depicts a mounted fighter in shining armor. The drawer's Strength increases to 18 (or increases by one point if it is already 18) and bards spontaneously begin telling flattering tales of his exploits, increasing his Fame Factor.

Klutz: This card depicts a woman tripping over her own feet. The drawer permanently loses 7 points of Dexterity (though his Dexterity never drops below one) and automatically fails all thief skill checks and other checks relating to Dexterity until a Remove Curse spell is cast upon him.

Laughingstock: This card depicts a man standing naked before a laughing crowd. The drawer is doomed to be repeatedly embarrassed whenever he is in public (-8 to Charisma) until two Remove Curse spells are cast upon him by a cleric of 15th level or higher.

Mime: This card depicts an adventurer who has obviously been silenced magically by the daunting villain he faces, but is nevertheless taunting him by pretending to walk into the wind. The drawer gains a +2 bonus to Charisma whenever he is silent, and a +25% bonus to all skills relating to taunting and entertainment under the same condition. He also gains a +2 bonus to saving throws against fear effects.

Table B68:
Metamorphosis
Roll (1d10)

Roll	Race	Age	Attribute
1	Grunge elf	-1 age category	-10 points
2	Gnome	-20 years	-5 points
3	Half-orc	-10 years	-3 points
4	Elf	-5 years	-2 points
5	Human	-1 year	-1 point
6	Pixie fairy	+1 year	+1 point
7	Gnomeling	+5 years	+2 points
8	Stout halfling	+10 years	+3 points
9	Half-elf	+20 years	+5 points
10	Drow	+1 age category	+10 points

Metamorphosis: This card depicts a butterfly emerging from its cocoon. The drawer is transformed physically in some way. Roll 1d4 to determine the area changed: 1– Gender, 2 – Race, 3 – Age, 4 – Physical Attribute. Then roll 1d10 to randomly determine the exact effects according to Table B68: Metamorphosis (except in the case of gender, which is simply reversed). If a roll indicates a change in race, keep rolling until a race different from the drawer's original race is determined.

Thief: This card depicts a henchman turning on his master; and indeed, that becomes the wearer's destiny - betrayal by any henchman he gains.

Sage: This card depicts a man sitting in a meditative position. The drawer's Wisdom increases to 18 (or increases by one point if it already 18).

Scholar: This card depicts an elderly woman poring over an ancient tome. The drawer's Intelligence increases to 18 (or increases by one point if it already 18).

Skull: This card depicts a black human skull with blood-red eyes. When drawn, it summons a Death Harvester that immediately attacks the drawer. Anyone who attempts to aid the drawer by attacking the skeleton is given their own separate Death Harvester to deal with. If a given character is defeated by the skeleton it will take the victim's body and return to its home plane. At the GM's option, PCs may successfully bargain with the Death Harvester (see the Hacklopedia of Beasts for details).

Struggle: This card depicts a man climbing to the top of a tall mountain as snakes and vultures surround him. The drawer's Constitution increases to 18 (or increases by one point if it already 18).

Student: This card depicts a young child paying eager attention to his teacher. The drawer automatically advances one experience level (with full BBI benefits).

Sun: This card depicts a blazing golden sun and immediately grants the drawer 50,000 experience points.

Throne: This card depicts a beautiful empress sitting on a dazzling throne. The drawer's Charisma increases to 18 (or increases by one point if it already 18) and the deed to a small keep (in or near the drawer's hometown) appears in his hand.

Village Idiot: This card depicts a man of ludicrous appearance riding a donkey backwards. The drawer loses five points of Intelligence.

Void: This card contains nothing but a black circle. The drawer loses his mind (falling to 0 Intelligence and Wisdom) and the deck vanishes.

Drums of Deafening

This item is actually a pair of kettle drums about five feet in diameter. These radiate magic if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 70 feet are permanently deafened (with the exception of the user, who simply hears drumbeats). They will remain so until a Cure-Alll or greater spell is used to restore shattered eardrums. Furthermore, those within ten feet of the drums will be stunned by the noise for 2d4 rounds.

Drums of Panic

These kettle drums, hemispheres about five feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a "safe zone" of 20 feet radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn. Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the Drums of Panic. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of two roll saving throws with a –2 penalty, and those with one or less roll with a -4 penalty.

Dust of Appearance

This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, light metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral or ethereal. Note that the dust will also reveal Mirror Images and Projected Images for what they are, and likewise negates the effects of Cloaks of Displacement or Elvenkind and Robes of Blending. The dust's effect lasts for 2d10 turns. Dust of Appearance is typically stored in small silk packets or hollow bone tubes. A packet can be shaken out to cover a ten-foot radius area around the user. A tube can be used to blow dust in a cone shape one foot wide at the start, 15 feet at the end, and 20 feet long. As few as five or as many as 50 containers may be found in one place. Dust of Appearance will reveal anything made invisible by Dust of Disappearance.

Dust of Disappearance

This dust looks just like Dust of Appearance, and it is typically stored in the same manner and quantity. However, all things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight cannot see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even Detect Invisibility spells will not work.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attack while thus invisible is possible, by surprise if the opponent fails to note the invisible thing, and always at an Armor Class that is 4 points better than normal (while invisibility lasts). Unlike the Invisibility spell, Dust of Disappearance remains effective even after an attack is made.

Dust of Dryness

This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 30 cubic feet of water. The dust affects only water (whether fresh, salt, brackish or alkaline), not other liquids. If the dust is employed against a Water Elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature. A pouch of this dust contains 1d6+4 pinches.

Dust of Fairy Kin

This mystical dust can be distributed in the form of a spherical cloud, approximately 20 feet in diameter, that heals everyone within to their full hit points. This cloud takes 1d4 rounds to form and dissipates after just one round. A Dispel Magic spell or greater enchantment produced by a caster of at least 10th level causes the cloud to disperse at once. Any non-magical bag containing Fairy Kin Dust for more than one week will become a magical bag that transforms a handful of normal dirt or dust (placed in the bag) into additional Fairy Kin Dust within 1d6 turns. Note, however, that if ashes or other remains of any living creature are ever placed within the bag, Queen Titania's favor is lost and the bag will no longer function. This includes the body parts of small insects, so it is wise to closely examine any dirt or dust placed in the bag.

Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite – unless it is stared at, upon which it changes color and form. Put a pinch of Dust of Illusion on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a halfling could appear as a human of small stature, a human as an Ogre, a Pegasus as a mule, etc. An unwilling recipient is allowed a saving throw vs. spell to escape the effect. The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled. A typical pouch of this dust contains 1d10+10 pinches of the substance.

Dust of Sneezing and Choking

This fine dust appears to be either Dust of Appearance or Dust of Disappearance. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those failing a saving throw vs. poison die immediately. Those who make their saving throw are disabled by the choking for 5d4 rounds.

Dust of Tracelessness

This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty and cobweb-laden as if it had been abandoned and disused for a decade. A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust. The substance is typically found in a finely sewn pouch containing 1d12+12 pinches.

Earring of Clairaudience

This earring allows the wearer to understand any and all spoken languages, but he remains unable to speak them. Furthermore, it amplifies sound, essentially increasing his hearing range by a factor of five (though a loud noise will inflict 1d8 points of sonic damage as a side effect of this amplification). The disadvantage is that the wearer will begin speaking at an inappropriate volume while the earring is active (generally whispering but occasionally yelling).

Efreeti Bottle

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the Efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the Efreeti of the bottle will only grant three Wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see the Hacklopedia of Beasts). When opened, the Efreeti issues from the bottle instantly.

Eversmoking Bottle

This metal urn is identical to an Efreeti Bottle except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000 cubic foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the Eversmoking Bottle is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

Eyes of Charming

This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to Charm Persons merely by meeting their gaze. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of Eyes of Charming.

Eyes of the Eagle

These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of one foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo. The Eyes of the Eagle do not affect infravision or ultravision.

Eyes of Minute Seeing

In appearance, Eyes of Minute Seeing are much like other magical lenses, but they enable the wearer to see 100 times better than normal at distances of one foot or less. Thus, secret compartments, tiny seams, hidden joints, minute marks and even the impression left from writing can be seen and the information acted upon. The effect of wearing just one of these crystals is the same as that given for Eyes of the Eagle.

Eyes of Petrification

Totally indistinguishable from any other magical lenses, the effect of donning Eyes of Petrification is dramatic. The wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a Basilisk does, including reflection of the eyes turning the gazer to stone.

Fanny Pack of Holding

This bag, which is connected to the front of a special belt, is approximately two inches wide by eight inches long by five inches tall, though the mouth may be stretched to a much larger size. Its interior dimensions are much greater, however, as it is in fact a portal to a non-dimensional space approximately 16 cubic feet in volume. Five percent open onto a trans-dimensional space. Up to 300 pounds can be stored in this space, but if the weight or volume limit is exceeded, or if anything sharp is put in without proper insulation, the non-dimensional space will burst. All items contained within will vanish, and all items put in thereafter will disappear into an airless and lightless void.

Figurines of Wondrous Powers

There are several kinds of Figurines of Wondrous Power. Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner. If a Figurine of Wondrous Power is broken or destroyed in its statuette form, it is forever ruined, all magic is lost and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time. When a figurine is first found, roll percentile dice and consult Table B69: Figurine Animals to determine the type of animal the figurine becomes.

Table B69:
Figurine Animals
Roll (1d100)

Roll	Figurine Type
1-15	Ebony Fly
16-30	Golden Lions (pair)
31-40	Ivory Goats (trio)
41-55	Marble Elephant
56-65	Obsidian Steed
66-85	Onyx Dawg
86-100	Serpentine Owl

- Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The Ebony Fly is Armor Class 4, has 4+4 Hit Dice and maneuverability class C. It flies at a movement rate of 48" without a rider, 36" carrying up to 210 pounds weight, and 24" carrying from 211 to 350 pounds weight. The item can be used a maximum of three times per week, 12 hours per use. When 12 hours have passed or when the command word is spoken, the Ebony Fly once again becomes a tiny statuette.
- Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 5/6, 5+2 Hit Dice and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.
- Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:

  Goat of Terror – When called upon with the proper command word, this statuette becomes a destrier-like mount, movement rate 36", Armor Class 2, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a spear +3 (lance), the other as a sword +6). When ridden versus an opponent, the Goat of Terror radiates terror in a 30-foot radius. Any opponent in this radius must roll a successful saving throw vs. spell or lose 50% of Strength and suffer at least a -3 penalty to attack rolls.

  Goat of Travail – When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (i.e., 8-18 hit points per damage per horn). It is Armor Class 0, has 96 hit points, and attacks as a 16 Hit Dice monster. It can be called to life just once per month up to 12 hours at a time. Its movement rate is 24".

  Goat of Traveling – This statuette provides a speedy and enduring mount of Armor Class 6, with 24 Hit Points and two attacks (horns) for 1d8 points of damage each (treat as a 4 Hit Dice monster). Its movement rate is 48" bearing 280 pounds or less. Its movement is reduced by 1" for every additional 14 pounds (or fraction thereof) of weight carried. The goat can travel a maximum of one day each week – continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks. After three uses, each of the goats loses its magical ability forever.
- Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a Marble Elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of Marble Elephant obtained is determined by rolling percentile dice and consulting Table B70: Marble Elephant. (Details of each type of elephant are found in the Hacklopedia of Beasts.) The statuette can be used a maximum of 24 hours at a time, four times per month.

Table B70:
Marble Elephant
Roll (1d100)

Roll	Elephant Type
1-70	Standard Elephant
71-90	Club Trunked Elephant
91-100	Sabre-Toothed Elephant

- Obsidian Steed: An Obsidian Steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy horse with the following additional powers: Fly (at normal movement speed), as well as the ability to become ethereal (as if Oil of Etherealness had been used on it) or become astral for a maximum duration of six turns. It will allow itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the Elemental Plane of Fire and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the Obsidian Steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.
- Onyx Dawg: When commanded, this statuette changes into a creature with the same properties as a War Dawg, except that it is endowed with Intelligence of 8-10, can communicate in the common tongue, and has exceptional olfactory and visual abilities. The olfactory power enables the Onyx Dawg to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dawg is subject to being thrown off by false trails, breaks, water and masking or blocking substances or scents. The visual power enables the Onyx Dawg to use 90-foot range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal and out-of-phase things 50% of the time. (For other details, see "Dawg, War" in the Hacklopedia of Beasts.) An Onyx Dawg can be used for up to six continuous hours, once per week. It obeys only its owner.
- Giant Owl: This figurine becomes a giant owl if its possessor so commands. The maximum duration of the transformation is eight hours in either case. This special Giant Owl moves with 95% silence, has infravision to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has his (or its) chances reduced 50% against the giant owl. Furthermore, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. (For other information see "Owl, Giant," in the Hacklopedia of Beasts.) As with most other Figurines of Wondrous Power, this one readily obeys all commands of its owner.

Flask of Curses

This item looks like an ordinary beaker, bottle, container, decanter, flask or jug. It has magical properties, but detection will not reveal the nature of the Flask of Curses. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a curse of some sort will be visited upon the opener. After that, it is harmless. The type of curse is up to the GM.

Flask of Ever-Flowing (blank)

These mystical flasks with a capacity of one half-gallon are made of the magically peculiar 'podge-clay' found in the areas surrounding the Durban River. They are a uniform turquoise color and generally quite beautiful - which often attracts the attention of thieves and the like. The Circle of Sequestered Magicks uses a top-secret process to turn

these clay flasks into magic bottles that automatically take on the signature of the first liquid placed within them. They cannot thereafter take on any other signature (though there are rumors, as always, of greater flasks that can take on multiple signatures and produce specific liquids upon command). Once a signature has been acquired, the flask in question will automatically replenish the liquid it is familiar with whenever it is emptied. This will take an amount of time that varies depending on the liquid; the refill times required for more common liquids are defined on Table B71: Ever-Flowing Flask - as are the rates at which such liquids may be poured from the flask.

Table B71:
Ever-Flowing Flask

Liquid	Refill Time	Pouring Time (one cup)
Cheap ale	Three hours	40 seconds
Common ale	Eight hours	One minute
Fine wine	One day	Two minutes
Healing elixir	One week	Three minutes
Poison	Three days	Two minutes
Water	One hour	30 seconds

Needless to say, these flasks are considered a must for explorers, adventurers and others who might need a constant supply of certain liquids. They are also quite popular with those who have been banned from their local taverns and wine shops.

Fortuitous Disk of Dimensions

This item represents one of the first experiments in omnimancy, or magics affecting multiple universes. Once per day, the bearer can use this disk to rapidly send him and/or his companions through a number of nearly identical parallel worlds, searching for one in which luck was with them. For instance, an attack that missed might become a hit, a trap could be found when it wasn't before, and so forth. Two alternate worlds can be viewed in one round. The user must state a command word to freeze the image on a particular world and anyone within five feet of the Disk will be immediately transported there. Once a universe to the bearer's liking is found, the disk shuts down for one day. There are two catches, however. First, the disk can be negated by a nearby Rift Vortex (GM's option - see the Hacklopedia of Beasts for details). Second, every time the item is used there is a five percent non-cumulative chance that the bearer will simply be transported to a random world instead of the one desired. The differences could be subtle (there are no ferrets, a village is slightly larger than it was before) or obvious (the sky is purple, the world is dominated by sentient mobile fungi). They will be noticed eventually, of course, but every time the disk is used thereafter it will try to find a dimension that matches that one instead.

Frikey's Flask of Interminable Appeals

This small bottle, when opened in the presence of any legal judgment (whether verbal or in writing), will vocalize a suitable counterargument in proper form. It can be used up to ten times per day. Note that the appeal, while as sound as possible, can still be rejected.

Gauntlets of Dexterity

A pair of these gloves appears to be nothing more than light-weight leather handwear. Naturally, they radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. Gauntlets of Dexterity increase overall Dexterity by four points if the wearer's Dexterity is 6 or less, by two points if at 7-13, and by one point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th level thief. If worn by a thief, they increase each of these two abilities by 10%.

Gauntlets of Fumbling

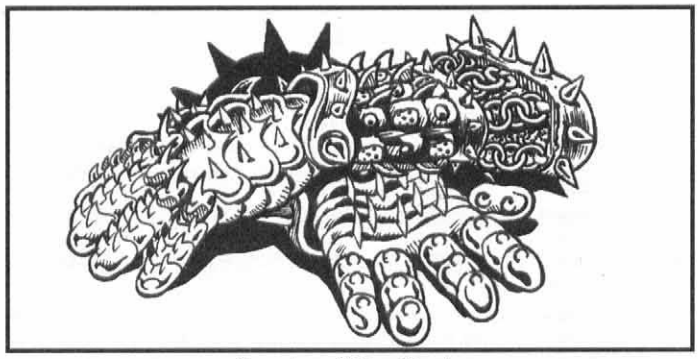
These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, these will appear to be Gauntlets of Dexterity; in the latter case, they will appear to be Gauntlets of Ogre Power. They will perform according to every test as if they were Gauntlets of Dexterity or Ogre Power until the wearer finds himself under attack or in a life and death situation. At that time, the curse is activated, and the wearer will become very clumsy, with a 50% chance each round of dropping anything held in either hand. The gauntlets will also lower overall Dexterity by two points. Once the curse is activated, the gloves can be removed only by means of a Remove Curse, Limited Wish or Wish spell.

Gauntlets of Ogre Power

These appear the same as typical handwear for armor. The wearer of these gloves is imbued with 18/00 Strength in his hands, arms and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted. These gauntlets are particularly desirable when combined with a Girdle of Giant Strength and a hurled weapon. They grow or shrink to fit human to halfling-sized hands.

Gauntlets of Swimming and Climbing

A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (halfling) size. The wearer can swim as fast as a Saltwater Jurynday (movement of 18") underwater, and as fast as a Locathah (movement 12") on the surface. These gauntlets do not empower the wearer to breathe in water. These gloves also give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.



Gauntlets of Wuss-Slapping

Gauntlets of Wuss-Slapping

Upon making a successful unarmed attack, the wearer inflicts an amount of damage equal to their unarmed maximum plus their entire Strength score. Furthermore, the bearer may expend Honor points to multiply the damage inflicted by the number of points spent in this manner. These items are also known as Gauntlets of Wurld of Hurt.

Gem of Brightness

This crystal appears to be a long, rough prism. Upon utterance of one of the proper spell words, however, the crystal emits bright light of one of three sorts. One command word causes the gem to shed a pale light in a cone-shape ten feet long, emanating from the gem to a radius of 20 feet at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the Gem of Brightness to send out a very bright ray one foot in diameter and 50 feet long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw versus spell to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a cone 30 feet long and ten feet in diameter at the far end. Although this glare lasts but a moment, all creatures within its area must save versus spells or be blinded for one to four rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a Cure Blindness spell; eye damage can be cured only by a Cure-All (or more powerful) spell. The Gem of Brightness has 50 charges and cannot be recharged. A Darkness spell cast at the gem's owner drains one charge from a Gem of Brightness, or makes it useless for one round, at the option of the gem's owner. A Continual Darkness spell causes it to be useless for one day or to expend five charges, at the option of the owner.

Gem of Insight

This jewel appears to only be a well-cut stone, but if magic is detected for, the gem radiates a faint aura of enchantment. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. A Gem of Insight functions once every 50 years. If a character acquires a second gem, the second item has no effect.

Gem of Seeing

These finely cut and polished stones are indistinguishable from ordinary jewels, although a Detect Magic will reveal its enchantment. When peered through, the Gem of Seeing enables the user to detect all hidden, illusionary, invisible, astral, ethereal or out-of-phase things within viewing range. Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, and 100 feet if smaller things are to be seen. It requires one round to scan a 200 square foot area in a cursory manner, two rounds to view a 100 square foot area in a careful way. There is a five percent chance each time the gem is used that the viewer will see an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

Girdle of Dwarvenkind

This belt lowers the wearers' Charisma score by one with respect to nondwarves and their ilk. The girdle causes the wearer to gain one point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well.

Dwarves regard the wearer as if he has Charisma two points higher than before. The girdle enables the wearer to understand, speak and read the dwarvish language. The wearer also gains the racial benefits of dwarvenkind (i.e. +1 Constitution, saving throw bonuses based on total Constitution, 60-foot infravision, and other abilities as described in the Player's Handbook). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

Table B72:
Girdle of Giant Strength
Roll (1d100)

Roll	Giant Equivalent	Strength Rating	Bonus To Hit	Bonus To Damage	Open Doors*
1-30	Hill	19	+3	+7	15(8)
31-50	Stone	20	+3	+8	17(10)
51-70	Frost	21	+4	+9	17(12)
71-85	Fire	22	+4	+10	18(14)
86-95	Cloud	23	+5	+11	18(16)
96-100	Storm	24	+6	+12	19(17)

*The number in parentheses is the number of chances out of 20 for the character to be able to force open a locked, barred, magically held,or magically locked door. Only one attempt can be made per door: if it fails, no further attempts can be made. The wearer of the girdle is able to hurl rocks and bend bars as if he had imbibed a Potion of Giant Strength (see Potion of Giant Strength).

Girdle of Femininity/Masculinity

This broad leather band appears to be a normal belt, but if buckled on it will immediately change the sex of its wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, although there is a 50% chance a Wish might do so, and a powerful being can alter the situation. In other words, it takes a gawdlike creature to set matters aright with certainty. 10% of these girdles actually remove all sex from the wearer.

Girdle of Giant Strength

This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It does not cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult Table B72: Girdle of Giant Strength. The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with Gauntlets of Ogre Power and magical war hammers.

Girdle of Many Pouches

This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration. Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven of them "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature Bag of Holding, able to contain up to one cubic foot of material weighing as much as ten pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spell casters, for it will hold components for many spells and make them readily available.



Gnarly Gloves of Transmute Stone to Mud

Gloves of Digging

These long, sturdy leather gloves with metal claws on the fingers greatly enhance the wearer's digging ability. The wearer is able to dig through dirt at a rate equal to their normal movement, and through rock at a rate equal to half that total. Furthermore, they automatically gain a +25% bonus to all checks relating in some way to digging. Legend has it that a band of Goblin assassins used these gloves to tunnel into the banquet hall of a great king, where they killed nearly all the nobles present. To prevent them from escaping punishment, one of the handful of survivors, a mighty magic-user, lifted the entire castle into the air. When the Goblins tried to evade the king's guard by digging through another section of the floor, they fell several hundred feet to their deaths.

Gloves of Missile Snaring

These gloves radiate slightly of enchantment and alteration if magic is detected for. Once worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round. All forms of small, hand-hurled or device-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears and the like) can be caught. A successful roll vs. AC 10 is required to snare the missile. Only missiles fired at the wearer can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

Gloves of Striking +5

These attractive-looking gloves provide the wearer with a +5 bonus on all unarmed attacks involving punching, slapping, etc. They are, however, quite stylish and tend to draw the attention and admiration of the well-dressed everywhere.

Gnarly Gloves of Transmute Stone to Mud

With these Bullette-paw-shaped gloves the wearer may - at will - simultaneously transmute solid stone to mud and dig through the transformed substance at a rate of five feet per combat round. This forms a tunnel approximately equal to his height and width. The mud automatically transforms back into rock as it is thrown against the walls and ceiling, thus shoring them up and protecting the tunnel from collapse.

Gnomish Mandolin

The bearer of this item may, up to four times per day, produce a magical effect equivalent to the Mass Charm spell simply by playing a tune. Bards may use this power up to six times per day, and gain +2 Charisma while playing the mandolin. Members of any race closely connected to the faerie-kin (namely brownies, dryads, elves, gnomes and pixie fairies) may access the above powers, gain +4 Charisma while playing and access any one bardic power once per day if they possess the mandolin.

Goggles of Detect Magic

The wearer of this item may activate its power at will, instantly sensing any and all magical auras within fifty feet, as per the spell Detect Magic. Such auras may be detected even if they are on the other side of solid rock walls, or otherwise concealed - as long as they are within fifty feet. This is the only power of the goggles, though they are of course the envy of gnomes and fairy-kin everywhere and raise the wearer's Charisma by two in the eyes of such creatures.

Gold Tooth of Purify Beverage

In order to use this item, the wearer must have one of his own molars (Gold Teeth of Purify Beverage are always molars) removed and replaced with the gold tooth. However, once it is in place, any liquid placed within the bearer's mouth will be instantly purified, magically removing poisons, stray insects and other unwanted components. Even the bearer's own backwash will be eliminated if necessary. Of course, the owner of this item could use it to put liquid in his mouth and then return it to a cup for others to drink. However, anyone who witnesses such an act must make a saving throw vs. paralyzation or vomit at once (despite the fact that even the bearer's own saliva is no longer part of the liquid in question).

Table B73:
Gut Stones
Roll (1d100)

Roll	Gem
1-25	Quartz (10 gp value)
26-45	Amethyst (15 gp value)
46-65	Ruby (50 gp value)
66-80	Emerald (70 gp value)
81-95	Sapphire (100 gp value)
96-100	Diamond (200 gp value)

Gut Stones

These magical items naturally form in the bellies of adult and older dragons. Thus, the only way to remove them is to cut open a dragon of appropriate age (or willingly enter its stomach), cut the stones free and find a way out. A given dragon will contain 1d4 stones, plus one additional Gut Stone for each of its age categories after adult. (Thus a old dragon would have 1d4+2 Gut Stones.) Upon exposure to air, Gut Stones immediately transform into gems or crystals determined using Table B73: Gut Stones. All Gut Stones (and gems resulting from same) are the size of an adult human's eyeballs.

Handkerchief of Healing

This item may only be used by a person of lawful good alignment with an Honor factor of at least 60. Whenever the bearer sneezes into the handkerchief, the by-products of that sneeze are instantly transmuted into a soothing salve that can be rubbed onto another person's skin, thus healing 2d8 damage. This occurs even if the sneeze is forced,

and as long as the bearer maintains his alignment and Honor, there is no limit to the number of times the handkerchief may be used.

Harp of Charming

When played by a person skilled in the instrument, the player is able to cast one Suggestion spell each turn of playing. Optionally, the GM can require a successful skill check be made to cast the suggestion. On a die roll of 95-100, the harpist has played so poorly as to enrage all those who hear.

Harp of Discord

This harp appears normal in all respects. However, when played the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a Harp of Charming. When discordant, the music has the effect of enraging all those within 30 feet. Those enraged will attack the musicians 50% of the time or the nearest other target the remaining 50% of the time. The harpist is not affected by this frenzy unless he is being attacked. The frenzy lasts for 1d4+1 rounds after the music stops.

Table B74:
Hat of Disguise

- Height: +/-25% of actual height
- Weight: +/-50% of actual weight
- Sex: Male or female
- Hair: Any color
- Eyes: Any color
- Complexion: Any color
- Facial features: Highly mutable

Hat of Disguise

This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as shown on Table B74: Hat of Disguise. Thus, the wearer could appear as a comely woman, a half-orc or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Hat of Stupidity

This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a beneficial item, for he will be overcome by stupidity. Intelligence is lowered to seven, or reduced by one point if the wearer has a seven or lower Intelligence normally. The wearer will always desire to have the hat on – especially when he is engaged in any activity which requires thinking, spell casting, etc. Without the benefit of a Remove Curse spell or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

Helm of Brilliance

When discovered, a Helm of Brilliance appears to be nothing more than an ordinary piece of armor for head protection (helmet, bassinet, mallet, etc.) of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm is AC 2. It is of brilliant silver and polished steel, and set with ten diamonds, 20 rubies, 30 fire opals, and 40 opals, each of large size and magicked to perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are shown on Table B75: Helm of Brilliance.

Table B75:
Helm of Brilliance

Diamond	Prismatic Spray (as 7th level magic-user spell)
Ruby	Wall of Fire (as the 5th level druid spell)
Fire Opal	Fireball (as the 3rd level magic-user spell)
Opal	Light (as the 1st level cleric spell)



Helm of Brilliance (transforming upon command)



Helm of the Dragonfly

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged. Until all of its jewels are magically expended, a Helm of Brilliance also has the following magical properties when activated:

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage per round to all such creatures except Skeletons and Zombies.
2. The wearer may command any sword he wields to become a Sword of Flame. This is in addition to any other properties the sword may have. This takes one round to take effect.
3. The wearer is protected as if a double-strength Ring of Fire Resistance were worn, but this protection cannot be augmented by further magical means.

If a creature wearing the helm is attacked by magical fire and fails to save, he must attempt another saving throw for the helmet without magical additions. If this is failed, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.

Helm of Comprehending Languages and Reading Magic

Appearing as a normal helmet, a Helm of Comprehending Languages and Reading Magic enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether the player normally understands all or none of the speaking/writing or inscription. Understanding does not necessarily imply spell use.) This device is AC 5.

Helm of the Dragonfly

The first Helm of the Dragonfly was a gift from the pixie fairy magic-user Ariel Silkwing to his betrothed, the human battle mage Hope Bloodsong. The helm was quickly identified for its usefulness in battle, and the Circle of Sequestered Magicks set about reproducing the fantastic piece of headgear. Now, the Helm of the Dragonfly can be found in use among most large armies in Garweeze Wurld.

The Helm of the Dragonfly appears to be a normal metal helm with two small decorative dragonfly wings on the side and a chin strap. However, if Detect Magic is cast, it will radiate strong alteration magic. When the helm is placed on the head and the command word is spoken, four large dragonfly wings sprout from the sides of the helm (two per side), and a large thorax springs from the back. In this form the helmet allows the wearer to fly with a speed of a Giant Dragonfly (36" movement flying) and maneuverability class B while keeping their hands free to use weapons, cast spells, etc. Flying with a Helm of the Dragonfly only requires the same concentration as walking, so most actions can be performed without penalty.

If the chin strap is broken or cut while the wearer is flying, he will immediately fall to the ground. A Dexterity check at -5 is permitted to try and grab the helm before plummeting. The helm can only be used if it is on the wearer's head.

Helm of Opposite Alignment

This metal hat looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is altered – good to evil, neutral to some absolute commitment (LE, LG, CE, CG), as radically different from the former alignment as possible. Only a Wish spell can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and atone if the curse is to be obliterated. Note that once a Helm of Opposite Alignment has functioned, it loses all of its magical properties.

Helm of Telepathy

This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a Helm of Telepathy is able to determine the thoughts of creatures within a 60-foot range. There are two limitations on this power: The wearer must know the primary racial language used by such creatures and there cannot be more than three feet of solid stone, three inches of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature will receive the emotional message of the wearer.

If the wearer of the helm wants to implant a Suggestion (as the spell of that name), he can attempt to do so as follows: the creature receiving the Suggestion gains a saving throw vs. spell with a -1 penalty for every two points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

Helm of Teleportation

This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may Teleport once per day, exactly as if he were a 9th level magic-user, but the destination must be known, and a risk is involved. If the wearer is a magic-user, the helm's full powers can be employed, for the wearer can then memorize a Teleport spell and use the helm to refresh his memory so he can repeat the spell up to three times per day and still be able to personally Teleport by means of the helm.

Helm of Underwater Action

When this helm is viewed, it is indistinguishable from a normal helmet. However, the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions and the like block vision in the usual manner.) If the command word is spoken, the Helm of Underwater Action creates a globe of air five feet in radius around the wearer's head, and maintains it until the command word is spoken again.

Hewitt's Handy Haversack

A magical backpack of this sort appears quite ordinary – well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a Bag of Holding and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. Hewitt's Handy Haversack and whatever it contains gain a +2 bonus to all saving throws vs fire or crushing damage.



Hipwaders of Protection

Hipwaders of Protection

These mystical hipwaders provide a bonus to the wearer's Armor Class and saving throws against aquatic monsters or other hazards found in a given body of water. The exact bonus varies, but it is never more than +5. The EP value likewise varies; specifically, 1,000 EP are granted per bonus point.

Hoe +5

This magical farming implement provides a +5 bonus to all attacks made with it, as well as all skill checks involving farming and planting. Additionally, if it is used to plant any vegetable - such as rutabegas, carrots, potatoes, etc. - the crops will automatically live to see harvest time and have a 40% chance of growing to five times their natural size, fetching a respectable price at market.

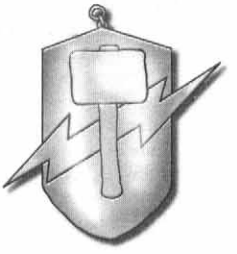
Holy Symbol of Protection

The Holy Symbol of Protection may only be used by a person of lawful good alignment with an Honor factor of at least ten. It automatically improves the wearer's Armor Class and saving throws versus all forms of attack by the amounts given on Table B76: Protection. To determine the value of any given holy symbol, roll on the aforementioned table. The radius bonus of five feet extends to all creatures within its circle, but only applies to their saving throws; only the bearer gains AC bonuses.

Table B76:
Protection
Roll (1d100)

Roll	Level of Protection
1-70	+1
71-82	+2
83	+2, five-foot radius protection
84-90	+3
91	+3, five-foot radius protection
92-97	+4 on AC, +2 to saving throws
98-100	+6 on AC, +4 to saving throws

The effects of a Holy Symbol of Protection are cumulative with all other protective items except as follows: (1) The item does not improve AC if magical armor is worn, but continues to provide saving throw bonuses. (2) Multiple symbols do not have stacking effects; only the strongest continues to operate. The other is dormant until the stronger is removed.



Holy Symbol of Protection

Hood of Misty Shadows

This magical hood attaches automatically to any cape or cloak to which it is pressed and changes color to match the item in question. It can be removed by touching a finger to the seam and speaking the command word. When the hood is pulled over the wearer's face, it grants a +4 AC bonus to all attacks to the wearer's head. In addition, the wearer gains a +10% bonus to all checks relating to hiding, and his face is instantly obscured, resulting in a -20% penalty to anyone who tries to recognize him or recall his face later. Finally, the wearer may cast the spell Obscurement once per day.

Horn of Blasting

This magical horn appears to be a normal trumpet, but it radiates magic if a Detect Magic is cast upon it. It can also be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following simultaneous effects:

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area must save vs. spell. Those successful are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.
2. An ultrasonic wave one foot wide and 100 feet long issues from the horn. This causes a weakening of metal, stone and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled from a large catapult. If a Horn of Blasting is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it. There are no charges, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

Horn of Bubbles

This cursed musical instrument will radiate magic if detected for. It appears either as a normal horn, or any of the many magical ones at the GM's choice. It will sound a note and call forth a mass of bubbles that completely surround and blind the individual who blew the horn for 2d10 rounds. These bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so the appearance of the bubbles might be delayed for a very short or extremely lengthy period.

Horn of Collapsing

The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded without first speaking the proper command word, or 10% of the time in any event, the following will result:

- Outside: A torrent of fist-sized rocks (2d6) will strike the individual sounding the horn, each causing 1d6 points of damage.

• Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

• Underground: The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each ten feet of height which the material above drops (i.e. double damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, etc.).

Proper use of a Horn of Collapsing enables the character to sound it while it is pointed at the roof overhead from 30 to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (ten-foot radius from the central aiming point) which inflicts damage as noted above if indoors or underground only.

Horn of Fog

This small, bugle-like device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a Fog Cloud spell. Each round spent blowing it creates a ten-foot cube of fog. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new fog cloud will begin (as the initial one has a life expectancy of but 2d4 more minutes and will have drifted away from the individual sounding it). The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

Horn of Goodness/Evil

This magical instrument will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good-aligned, then blowing the horn has the effect of a Protection from Evil spell on all friends/allies withing ten feet, which will last for ten rounds. If the blower is of evil alignment, then the effects are as a Protection from Good spell on friends/allies within ten feet. The horn can be blown once per day.

Horn of Salutation

The Horn of Salutation is simply used to announce one's presence or approach; it has no other power. The sound produced by this item may be heard up to thirty miles away, and anyone who does hear it instantly begins preparing for the arrival of the bearer and his companions. Of course, such people prepare as they would for any approaching member of the bearer's race - thus, while nobles might have their servants ready the castle for guests, monsters would be likely to set an ambush.

Horn of the Tritons

This device is a conch shell horn which can be blown once per day (except by a Triton who can sound it three times daily). Any sounding of a Horn of the Tritons can be heard by all Tritons within a three-mile radius. A Horn of the Tritons can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius, or dispel a Water Elemental.
2. Summon 5d4 Hippocampi (on a d6 roll of 1-2), 5d6 Giant Sea Horses (on a roll of 3-5) or 1d10 Sea Lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.
3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns.

Horn of Valhalla

There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Each horn summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting Table B77: Horn of Valhalla. Any character whose group is unable to employ a particular Horn of Valhalla will be attacked by the berserkers summoned when the character blows the horn. Summoned berserkers are AC 4, have eight hit points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or six turns have elapsed, whichever occurs first. Fully 50% of these horns are aligned and will summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

Table B77:
Horn of Valhalla
Roll (1d20)

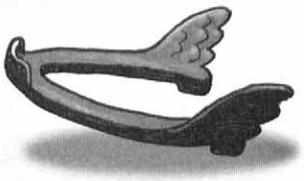
Roll	Type of Horn	Berserk Fighters Summoned	Usable By
1-8	Silver	2d4+2 2nd level	any group
9-15	Brass	2d4+1 3rd level	Cleric, Fighter, Thief
16-18	Bronze	2d4 4th level	Cleric, Fighter
19-20	Iron	1d4+1 5th level	Fighter

Horseshoes of Silence

These horseshoes, when worn by any creature with hooves, negate the sound of the creature's hoofbeats as per the spell Silence. Ordinarily, no other sounds are negated. However, 10% of these horseshoes negate all the sounds produced by both steed and rider unless the rider wills that effect into dormancy. The power may be reactivated at will as well.

Horseshoes of Speed

When placed on the feet of any shod animal, these horseshoes allow the wearer to travel at speeds equal to five times their normal movement rate. There is, however, a drawback - the animal will age at twice the normal rate, reaching old age (and dying) in half the usual amount of time. This can be counteracted by casting Cure Disease on the wearer at least once every two weeks.



Horseshoes of Speed

Horseshoes of a Zephyr

These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed, and movement is possible without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for 12 hours' continuous riding per day when wearing these magical horseshoes.

Hurdy Gurdy of Owlbear Summoning

When played, the cursed Hurdy Gurdy of Owlbear summoning automatically conjures 1d4 Owlbears per round. However, the user is often oblivious to this. While he is allowed a saving throw vs. spell every three rounds, the saving throw must be made at a -4 penalty. Failure indicates that the bearer steadfastly believes that the Owlbears have nothing to do with his music, and furthermore, the music might actually be keeping most of them at bay. The user will only recognize his guilt in the matter once the hurdy gurdy is destroyed or he is forced to stop playing.

Incense of Meditation

The small rectangular blocks of sweet-smelling Incense of Meditation are indistinguishable from non-magical incense until lit. When burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any cleric of 5th or higher level. When a cleric lights a block of the Incense of Meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, cure or healing spells are always maximum, spell effects are of the broadest area possible, saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down). When this item is discovered, there will be 2d4 pieces of incense. Each piece burns for eight hours, and the effects remain for 24 hours.

Incense of Obsession

These strange blocks of incense resemble Incense of Meditation. If meditation and prayer are conducted while the lit Incense of Obsession is nearby, its odor and smoke will cause the cleric to become totally confident that his spell ability is superior. The cleric will be determined to use his spells at every opportunity, even when not needed or when useless. The cleric will remain obsessed with his abilities and spells until all are cast or 24 hours have elapsed. There are 2d4 pieces of this incense normally, each burning for one hour.



Hurdy Gurdy of Owlbear Summoning

Table B78:
Ioun Stones
Roll (1d20)

Roll	Color of Stone	Shape	Effect
1	pale blue	rhomboid	adds one point to Str. (18 max.)
2	scarlet & blue	sphere	adds one point to Int. (18 max.)
3	incandescent blue	sphere	adds one point to Wis. (18 max.)
4	deep red	sphere	adds one point to Dex. (18 max.)
5	pink	rhomboid	adds one point to Con. (18 max.)
6	pink & green	sphere	adds one point to Cha. (18 max.)
7	pale green	prism	adds one level of experience
8	clear	spindle	sustains person without food/water
9	iridescent	spindle	sustains person without air
10	pearly white	spindle	regenerates one hp/turn
11	pale lavender	ellipsoid	absorbs spells up to 4th level*
12	lavender & green	ellipsoid	absorbs spells up to 8th level**
13	vibrant purple	prism	stores 2d6 levels of spells
14	dusty rose	prism	gives +1 protection
15-20	dull gray	any	burned out, "dead" stone

* After absorbing 10-40 spell levels, the stone turns dull gray, forever useless.
** After absorbing 20-80 spell levels, the stone turns dull gray, forever useless.

Ioun Stones

These magical stones always float in the air and must be within three feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release, where it will take up a circling orbit, whirling and circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the stone's benefits during that time. There will be 1d10 Ioun Stones found. Roll 1d20 to determine the property of each stone, a duplication indicating a stone which is burned out and useless but counts as one of the number found. (See Table B78: Ioun Stones.) Whenever Ioun Stones are exposed to attack, they are treated as Armor Class -4 and take twelve points of damage to destroy. They save as if they were of hard metal with a +3 bonus to the roll.

Iron Bands of Munari

When initially discovered, this very potent item will appear to be nothing more than a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch diameter globe. Magic detection will reveal strong magic of an indeterminate nature. When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and wrap around the target creature if a successful, unadjusted attack roll is made. A single creature of up to Frost Giant size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully bending bars. Only one attempt is possible before the bands are so set as to be inescapable.

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with special sigils and glyphs. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its saving throw vs. spell – after magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it very angry and totally hostile. A discovered bottle might contain any of the beasts shown on Table B79: Iron Flask.

Table B79:
Iron Flask
Roll (1d100)

Roll	Contents
1-50	Empty
51-54	Avenging Servant
55-65	Djinni
66-69	Elemental (GM's choice)
70-72	Efreeti
73-76	Golem, Diseased Muck
77-86	Insidious Ichor
87-89	Nefarian (GM's choice)
90-93	Rakshasa
94-97	Shriek
98-99	Spectre, Standard
100	Xill

Jewel of Attacks

This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when attempting to avoid monsters. Once picked up, the Jewel of Attacks will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a Remove Curse spell or an Atonement is cast upon him.

Jewel of Flawlessness

This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a Jewel of Flawlessness is placed with other gems, it doubles the likelihood of their being more valuable. When rolling on Table 13J: Gem Value Variations, divide the die roll by 2 (rounding up) before determining the effect. The jewel has from ten to 100 facets, and whenever a gem increases in value because of the magic of the Jewel of Flawlessness (a roll of two on a d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Karnaac's Ointment

This sovereign salve is useful for drawing poison, curing disease or healing wounds. A jar of the unguent is small – perhaps three inches in diameter and one inch deep – but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

Kneepads of Levitation

This enchanted item allows the wearer to Levitate at will as per the spell of the same name. They also provide a +2 AC bonus to the wearer's legs. Additionally, 10% of these items allow the owner to fly once per day and provide a +1 bonus to his kick attacks.

Leggings of Speed

These items, also known as Legwarmers of Speed, appear to be ordinary leggings in one of a handful of colors, but radiate strong magic. They do not adjust size to fit the wearer: 25% are sized for small characters (gnomes, halflings, etc.) while 75% are man-sized. The color of these magical leggings determines the exact powers of each pair. All alter the wearer's speed in some way, but do so in different ways, as described below.

- Rainbow: These multicolored leggings actually cause the wearer to move at one quarter of his normal movement rate (the Speed of the Turtle). As a cursed item, they have no EP value.
- Kelly Green: Green leggings grant the wearer the Speed of the Cheetah - three times his normal movement rate. They have an EP value of 1,500.
- Pink: These leggings grant their wearer the Speed of the Flying Crow - five times his normal movement rate - and are worth 2,500 EP.
- Powder Blue: The powder blue legwarmers of speed bestow upon their wearer the Speed of the Quickling, ten times his normal movement, and are worth 5,000 EP.
- Day-Glo Orange: These extremely rare leggings grant their wearer the Speed of Light. The wearer may travel almost instantly to any point on the planet, but until he spends at least three weeks learning how to control these sudden bursts of speed, he has a 50% chance of arriving at a point up to one thousand miles (1d1,000) away from his intended destination. The Day-Glo orange legwarmers of speed have an EP value of 10,000.

Lens of Detection

This circular prism enables its user to detect minute things at 50% of the ability of Eyes of Minute Seeing, but it also enables the possessor to look through the lens and track as a 5th level ranger does. The Lens of Detection is about six inches in diameter. It must be set in a frame with a handle in order to be properly used.

Libram of Gainful Conjuration

This mystic book contains much arcane knowledge for magic-users of neutral, chaotic neutral and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears and that character can never benefit again from reading such a work. Any non-neutral magic-user reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, and must seek a cleric in order to atone and regain the ability to progress in experience (until doing so, he gains no further experience). Any nonmagic-user perusing the work must roll a saving throw vs. spell in order to avoid insanity. Insane characters can be healed only by a Remove Curse and one-month's rest or by means of Cure-All or similar powerful spells.

Libram of Ineffable Damnation

This work is exactly like the Libram of Gainful Conjuration except that it benefits evil magic-users. Good characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

Libram of Legalese

Perusal of this tome for one week allows the reader to understand the most convoluted legal phraseology and turgid rulings.

Libram of Silver Magic

This mystic text, similar to the Libram of Gainful Conjuration, is greatly beneficial to good magic-users, for it automatically heals the reader of all his wounds, including levels and experienced drained within one year prior to the reading. If a character of good alignment spends a full week cloistered and undisturbed pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. Like all magical works of this sort, it vanishes after one week of study, and the character having benefited from it can never be so aided again. Characters of evil alignment who attempt to read this book take 4d6 points of damage unless they save vs. spell, at which point they take 2d6 points of damage. They then fall unconscious for a like number of turns. Any non-magic-user perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a Remove Curse and rest for one month or by Cure-All or similarly powerful spells.

Loki's Bracelet of Missiles

Also known as the Wrist Rocket of Loki, the bracelet holds seven to 12 reddish crystals which, at the wearer's command, will detach. The missiles will zoom towards the specified target, and each will inflict 6d6 of explosive damage in a five-foot radius (saving throw vs. spells applies for half damage). The wearer can fire any number of crys-

tals at a time, but may only target one creature per attack. The crystals are destroyed after their use.

Lyre of Building

The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a Horn of Blasting, a Disintegrate spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day. The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, etc. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days. A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 95-100 on 1d100. (Characters with the musical instrument-lyre skill play a false chord only on a roll of 100.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 51-100. (Skilled characters can avoid a false chord with a normal skill check.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

Manual of Bodily Health

The metal-bound Manual of Bodily Health appears to be an arcane and rare, but non-magical book. If a Detect Magic spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over three to five days) will know how to increase his Constitution by one point – this involves following a special dietary regimen and breathing exercises over a one month period. The book disappears immediately upon completion of reading its contents. The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Gainful Exercise

This work is similar to the Manual of Bodily Health, but its reading and prescribed course of action will result in the addition of one point to the reader's Strength.

Manual of Golems

This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the ten sorts of golems (see the Hacklopedia of Beasts for details).

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single magic-user or cleric must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting Table B80: Manual of Golems.

Table B80:
Manual of Golems
Roll (1d20)

Roll	Type of Golem
1-2	Blood
3-5	Clay
6-7	Flesh
8-9	Gristle
10	Guardian
11	Iron
12-14	Muck
15-16	Muck, Diseased
17-19	Puppet
20	Stone

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated. It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.

Manual of Puissant Skill at Arms

This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single fighter, cavalier or knight errant (but not a dark knight, barbarian, berserker, paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon quickly. The fighter cannot articulate what he has read, nor can it be recorded in any fashion. Paladins, rangers, dark knights, barbarians, berserkers and monks will understand the work but cannot benefit from reading it. Clerics and thieves cannot understand the Manual of Puissant Skill at Arms. If a magic-user so much as scans a few of its letters, he will be stunned for 1-6 turns and lose 10,000-60,000 experience points. A character can benefit from reading a Manual of Puissant Skill at arms only one time.

Manual of Quickness of Action

The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, non-magical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein. If this practice is faithfully done for one month, the character will gain one point of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to that character's Dexterity.

Manual of Stealthy Pilfering

This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Magic-users and most fighter types are unable to comprehend the work. Clerics, cavaliers, rangers and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, if a saving throw vs. spell is failed, they lose 5,000-20,000 experience points as well. In addition, such characters must atone within one day or lose one point of Wisdom.

Marble of Eagle Vision

This enchanted marble simply functions as a powerful telescope/microscope; the bearer may look through it to see very small or distant things with great clarity. When it comes to viewing small objects, the marble's maximum magnification factor is 1,000 times, though this factor may be decreased by any amount the user desires. Distance viewing works somewhat differently: the user may see anything within a radius of five feet of a point up to fifty miles away.



Marble of Eagle Vision

Mattock of the Titans

This huge digging tool is ten feet long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen earth or earthen ramparts in a 100 cubic foot area in one turn. It will smash rock in a 20 cubic foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see Girdle of Giant Strength).

Maul of the Titans

This huge mallet is eight feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or greater can employ it to drive piles of up to two feet in diameter into normal earth at four feet per blow – two blows per round. The maul will smash to splinters an oaken door of up to ten-foot high by four-foot wide by two-inch thickness in one blow – two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, before adding Strength bonuses.

Medallion of ESP

This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in an 49-foot radius area centering on the medallion. Note that the wearer cannot send thoughts through a Medallion of ESP. Use of the medallion requires a full round. It is prevented from functioning by stone over three-foot thick, metal more than one-sixth inch thick or any continuous sheet of lead, gold or platinum of any thickness greater than one coat of paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time is used. The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts will be understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions.

Medallion of Thought Projection

This device is like a Medallion of ESP in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it will broadcast the thoughts of the user to creatures in the path of its beam, alerting them. To prevent projecting thoughts, the user rolls 1d6. On a roll of six, his thoughts remain secret.

Mirror of Life Trapping

This crystal device is about four square feet in area, framed in metal, wood, etc. It is usable only by magic-users, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 nonspatial/extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, the probability dropping to 50% if the creature is aware that the mirror traps life. When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free to accommodate the latest one. If the mirror is broken, all victims are freed. Note that the possessor of a Mirror of Life Trapping can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

Mirror of Mental Prowess

This magical mirror resembles an ordinary mirror five feet long by two feet wide. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, even if these thoughts are in an unknown language.
2. Scry with it as if it were a Crystal Ball with Clairaudience, even being able to view into other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places (possibly other planes, as well, at the GM's option) by first scrying them and then stepping through to the place pictured –

an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scryed can step through if they detect the mirror user spying on them (50% chance).

4. Once per week it will speak the answer to one short question regarding a creature whose image is shown upon its surface.

Mirror of Opposition

This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being. This opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his items disappear completely.

Moss-Stone Necklace

The infamous Moss-Stone Necklace is usable only by those with grel blood in their veins. The bearer may, up to a number of times per day equal to his experience level, recite an ancient grel chant in an attempt to charm a single target. This chant takes 1d4 rounds and the potential victim is allowed to make a saving throw vs. spell. A failed saving throw causes the target to become a grel-slave and forces him to obey all orders given to him by any and all grunge elves. Additionally, when a grel fighter approaches, the victim must kneel and kiss the toe of his boot as a sign of continued subjugation. The target may make another saving throw vs. spell every six months to free himself from this enchantment.

Murgain's Spoon

This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container (a bowl, a cup, dish, etc.) the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

Necklace of Adaptation

The wearer of this twisted silver chain can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

Necklace of Jaded Peril

This highly magical necklace appears to be an exquisite chain of jade beads. By expending a single charge, however, the wearer may transform the necklace into a whirlwind of jade shards. This circular wall up to ten feet in radius, is centered on the wearer (who controls the size of the vortex). Anyone (other than the wearer) caught within the boundary automatically takes 1d10 points of damage each round until they leave it. (Though they may go back or forward.) By expending ten charges, the wearer may cause the shards to inflict 1d20 points of damage in a 20-foot radius, but with a completely impenetrable wall 5 feet in radius centered on him, thus protecting him and anyone else within the boundary. Regardless of the number of charges expended, the wall automatically dissipates in 1d8 rounds. Each Necklace of Jaded Peril has a maximum of 75 charges. Once the final charge is expended, it crumbles into a pile of useless dust.

Necklace of Missiles

This device appears to be nothing but a cheap medallion or costume jewelry. If a character places it about his neck, however, he can see the necklace as it really is – a golden chain from which hang 1d12 golden globes. The spheres are detachable only by the wearer, who can easily hurl them up to a 70-foot distance. When they arrive at the end of their trajectory, they burst as a magical Fireball spell cast by a magic-user of the minimum level required to cast that particular Fireball spell. The number of missiles and their type are determined on Table B81: Necklace of Missiles.

Table B81:
Necklace of Missiles
Roll (1d20)

Roll	Type
1	Fireball Barrage
2	Fireball, Death Brusher
3	Fireball, Delayed Blast
4	Fireball, Land Scraper
5	Fireball, Lava Yield
6	Fireball, Maximus
7-13	Fireball, Normal
14	Fireball, Proximity Fused
15	Fireball, Scatter-Blast
16	Fireball, Show-No-Mercy
17	Fireball, Sidewinder Factor (determine factor by rolling 1d4+1)
18	Fireball, Skipping Betty
19	Fireball, Torrential
20	Fireball, Volley

The size of each necklace globe will show that there is a difference in power between globes, but the type of each cannot generally be known. If the necklace is being worn or carried by a character who fails his saving throw versus spell, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.

Necklace of Prayer Beads

A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a cleric (but not a druid). The necklace of prayer beads consists of 3d6 semiprecious and 2d6 fancy stones. While wearing this necklace, the wearer will be 25% more likely to successfully petition his gawd to grant desired spells. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the sort shown on Table B82: Prayer Beads (roll 1d20 for each bead). Each special bead can be used once per day. If the cleric summons his gawd frivolously, the gawd will, at the very least, take the necklace as punishment. The function of each bead is known only when the bead is grasped and a Commune spell used. All powers of the special beads are lost if they are removed from the necklace.

Table B82:
Prayer Beads
Roll (1d20)

Roll	Results
1-5	Bead of Atonement – as the 5th level spell of the same name
6-10	Bead of Blessing – as the 1st level spell Bless
11-15	Bead of Curing – cures Blindness, Disease or Serious Wounds (as the appropriate spells – roll 1d3 to determine which)
16-17	Bead of Karma – allows the cleric to cast his spells as if he were four levels higher (with respect to range, duration, etc.)
18	Bead of Summons – calls the cleric's gawd (90% probability) to come to him in material form (but it had better be for a good reason!)
19-20	Bead of Wind Walking – as the 7th level spell of the same name

Necklace of Strangulation

A Necklace of Strangulation can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a Limited Wish or Wish spell. The wearer suffers six points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

Never-Empty Flask of Healing

The Never-Empty Flask of Healing appears on the surface to be little more than a standard metal flask, but it radiates healing magic. The bottle contains approximately three doses of Healing Potion. Most individuals discard the flask once it has been emptied, but wiser folk find that the Healing Potion is automatically replenished after five hours. Each dose of Healing potion from a Never-Empty Flask of Healing heals 2d8 hit points. If a Haste spell is cast upon it, the flask will refill instantly, but will not automatically replenish itself until ten hours have passed. If another Haste spell is cast on the flask before the ten hours have passed, all its powers will be lost forever.

Never-Empty Mead Tankard

This magical tankard is constantly filled to the brim with mead; if any amount is consumed or spilled, the cup will automatically be refilled within five minutes. Most of these items contain "cheap tavern" mead (i.e., mediocre quality at best), but 5% contain quality mead that can provide a day's nourishment if the glass is drained at once. Note that drinking so much quality mead in such a short period of time forces an immediate potency check at 25%. Failure pushes the character into the next intoxication level.

Never-Full Cargo Pouch

As with all most similar items, 5% of these pouches are Type II Mega-Storage Devices. The rest are Type I Devices - with one major difference. Never-Full Cargo Pouches are quite literally never full - they have no weight or volume limits. Anything and everything placed within the pouch is packed ever more efficiently so everything can fit. Note that this means living creatures cannot survive within the pouch, as no room is left for air. However, the non-dimensional space within the bag can still be pierced by sharp objects unless precautions are taken. If the pouch ever holds more than 1,500 pounds or 750 cubic feet of equipment or other material, there is a 20% chance that an avalanche will be caused whenever it is held upside down to remove all the contents.

Nulur's Marvelous Pigments

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image.

One pot of Nulur's Marvelous Pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Thus, a 10-foot by 10-foot rendition of a pit would result in an actual 10-foot by 10-foot by 10-foot pit; a 10-foot by 10-foot depiction of a room would result in a ten-foot by ten-foot room with a ceiling ten feet high; and so on. Only normal, inanimate things can be created – doors, pits, cells, etc.; monsters, people, golems and the like cannot be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about one foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments – precious metals, gems, jewelry, ivory, etc. – will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can be created, however.

Orb of Prosperity

The Orb of Prosperity, also known as the Orb of Opulence, brings good fortune to its owner, both in terms of monetary wealth and personal achievement. Made of solid, polished agate, the orb grants its owner at 10% experience point bonus if that character or NPC currently holds no such bonus (if the character already has a 10% bonus for a high prime requisite ability, he gets an additional 5% bonus). Furthermore, any gems, jewels or coins which the character or NPC stores within 30 feet of the orb for over one year will increase in value by 10% (gems and jewels increase in physical quality, coins actually multiply). The Orb of Prosperity is highly sought after for obvious reasons, and displaying it will bring about many admirers or those intent on stealing it away.

Pan Flute of Luring

This enchanted pan flute may only be used by gnomes, elves and fairy-kin. When played, it creates a charm effect that forces any and all creatures in hiding (including

those planning an ambush) to reveal themselves unless they make a successful saving throw vs. charm. The Pan Flute of Luring does not negate its victims' emotions or intentions, however, so any hostile entities revealed in this manner will attack at once.

Pan Flute of Water Dancing

This pan flute, when played, allows its owner to walk across any body of water (including enchanted ones, such as the infamous River of Eternal Flames) as if it were solid ground. The flute must be played at all times while the bearer is walking, so he is unable to talk, engage in combat, or perform any other tasks that would require interruption of the tune.

Pearl of Power

This seemingly normal pearl of average size and coloration is a potent aid to a magic-user. Once a day, a Pearl of Power enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the magic-user must have the spell to be cast among those he most recently memorized. The power of the pearl is determined by rolling percentile dice and consulting Table B83: Pearl of Power. One in 20 of these pearls actually causes a spell to be forgotten. These pearls can be gotten rid of only by means of a Wish spell!

Table B83:
Pearl of Power
Roll (1d100)

Roll	Level of Spell Recalled by Pearl
1-25	first
26-45	second
46-60	third
61-75	fourth
76-85	fifth
86-92	sixth
93-96	seventh
97-98	eighth
99	ninth
100	recalls two spells of 1st to 6th level (1d6)

Pearl of the Sirines

This beautiful pearl radiates faintly of enchantment if magic is detected for. If it is clasped firmly in hand (or to the breast), the possessor will be able to breathe in water as if he were in clean, fresh air, and move at an underwater movement rate of 24. The possessor is also immune to all magical powers of a Sirine.

Pearl of Wisdom

Although it appears to be a normal pearl, a Pearl of Wisdom causes a cleric to gain one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the cleric must keep the pearl with him or the one point gain will be lost. Note that one in 20 of these magical pearls is cursed to work in reverse, and once the point of Wisdom is lost, the pearl turns to powder. This loss is permanent barring some magical restoration means such as a Wish or Tome of Understanding.

Pen of Fine Print

This enchanted writing utensil allows the user to compose in a miniscule script that can only be read with the greatest difficulty. The writer will also easily be able to spin such phrases as "party of the first part" and "whereas, therefore, and unto thereof," etc. Only one document can be written per day, but it can be as long as the user desires, or at least until he gets writer's cramp.

Periapt of Foul Rotting

This engraved gem appears to be of small value. If any character claims it as his own, he will contract a terrible rotting disease which can be removed only by a Remove Curse spell followed by a Cure Disease and then a Cure-All, Limited Wish or Wish spell. The rotting can also be countered by crushing a Periapt of Health and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses one point each of Dexterity, Constitution, Comeliness and Charisma per week beginning one week after claiming the item. When any score reaches zero, the character is dead. Each point lost due to the disease will be permanent regardless of subsequent removal of the affliction.

Periapt of Health

This gem appears exactly the same as a Periapt of Foul Rotting, but the possessor will be immune from all diseases (save that of the Periapt of Foul Rotting) so long as he has it on his person.

Periapt of Proof Against Poison

The Periapt of Proof Against Poison is indistinguishable from other periapts. The character who has one of these magical gems gains a +4 bonus to saving throws vs. poison (this includes poisons that normally disallow any such opportunity.)

Periapt of Wound Closure

This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. It also doubles the normal healing rate and allows normal healing of wounds that would not do so normally.

Philosopher's Stone

This is a rare and magical substance that appears to be an ordinary black piece of rock that radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of base metals (iron and lead) into silver and gold. A magic-user will be required to bring about such transmutation, however. From 50 to 500 pounds of iron can be made into silver, and from ten to 100 pounds of lead can be turned into gold from a single Philosopher's Stone. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time. Two other substances may be found in a Philosopher's Stone instead of the quicksilver described above, at the GM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 Potions



Pan Flute of Water Dancing

of Longevity. There is a 25% chance that a white powder will be found in a Stone. When mixed with a Potion of Longevity, this powder can actually restore life to a dead human or demi-human. The mixture must be administered internally within one week of the creature's demise (this works as the Raise Dead spell).

Phylactery of Faithfulness

There is no means to determine what function this device performs until it is worn. The wearer of a Phylactery of Faithfulness will be aware of any action or item that will adversely affect his alignment and standing with his gawd. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the cleric, of course.

Phylactery of Long Years

This device slows the aging process by one-quarter for as long as the cleric wears it. The reduction applies even to magical aging. Thus, if a cleric dons the phylactery at age 20, he will age nine months in every 12 that pass. In 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

Phylactery of Monstrous Attention

While this appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the cleric wearing it. This results in the cleric being plagued by powerful and hostile creatures whenever he is in an area where such creatures appear. If the cleric is of 10th or higher level, the attention of his gawd's most powerful enemy will be drawn, causing this being to interfere directly. Once donned, a Phylactery of Monstrous Attention cannot be removed without a Wish spell. Even then, a quest must be performed to re-establish the cleric in his alignment.

Pick Axe of Breaching

The Pick Axe of Breaching appears to be an ordinary pick axe but radiates strong evocation magic. When struck against any wall, this item has a 5% cumulative chance per round of opening a breach in that wall roughly equivalent in size to a normal human. In addition, the pick axe functions as a +5 weapon.

Pick Axe of Tunnel-Ease

This magical pick axe allows its bearer to tunnel through solid rock at the rate of ten feet per round. The excess rock is automatically redistributed to help shore up the tunnel. If there is too much rock for this task it is sent to an extra-dimensional space. Additionally, the pick axe provides a +5 attack and damage bonus when used in combat.

Pipes of Haunting

This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spells. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

Pipes of Pain

These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character skilled in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must save vs. spells or be enchanted by the sound. So long as the pipes are played, no one affected will attack or attempt any other action. As soon as the piping stops, all those affected will be stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. This pain will last for 2d4 rounds. Thereafter, the least noise will cause the victim to wince, reducing the character's attack and saving throw rolls -2. The effect can be negated only by a Forget or Remove Curse spell.

Pipes of Sounding

When played by a character skilled in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (The GM can rule that other similar sounds are possible.)

Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from ten to 60 (1d6 x 10) giant rats or 30-180 (3d6 x 10) normal rats if either type is within 400 feet. If both types are within 400 feet, the piper will attract only 20% of the normal quantity of giant rats and only 80% of normal rats. For each 50-foot distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper. If the rats are under control of a creature such as a Vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

Portable Hole

A Portable Hole is a circle of magical cloth spun from the webs of a Phase Spider interwoven with strands of ether and beams of Astral Plane luminaries. When opened fully, a Portable Hole is six feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole ten feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains. The only oxygen in the hole is that allowed in by creation of the space, so creatures needing to breathe cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each Portable Hole opens on its own particular non-dimensional space. If a Bag of Holding is placed within a Portable Hole, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a Portable Hole is placed within a Bag of Holding, it opens a gate to another plane, and the hole, bag, and any creatures within a ten-foot radius are drawn to the Astral Plane. The Portable Hole and Bag of Holding are destroyed in the process.

Pouch of Accessibility

This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 pounds in 30 specially constructed pockets within it. Each pocket holds a maximum of 10 pounds, or one cubic foot of volume, whichever is reached first. This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp. These items are similar to Bags of Holding and Portable Holes, and the strictures about placement within such magical spaces apply fully. The pouch weighs one pound when empty and four pounds when filled.



Portable Hole

Pouch of Plenty

This small, enchanted bag appears at first glance to be nothing more than a large belt pouch, though it radiates conjuration magic. The wearer will find that each morning a day's worth of rations appears in the pouch - so as long as the item is worn, he'll never go hungry again. Unfortunately, most of these pouches provide only enough food for one person. These are worth 2,000 EP each. However, 5% will actually refill themselves instantly when the rations are removed, so any number of people can be fed. This latter type is worth 4,000 EP.

Quetzaalytochtipli's Feather Token

Usually referred to simply as "Feather Tokens", these small magical devices take on various forms to suit special needs. The types of tokens are listed in Table B84: Feather Token. Other token-types can be created as desired. Each token is only usable once. To determine the type of Feather Token discovered, consult Table B84: Feather Token.

Table B84:
Feather Token
Roll (1d20)

Roll	Tokens
1-4	Anchor
5-7	Bird
8-10	Fan
11-13	Swan Boat
14-18	Tree
19-20	Whip

- Anchor: a token useful to moor a craft in water so as to render it immobile for up to one full day.
- Bird: a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a Birch Roc (one day duration).
- Fan: a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds – if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It will not function on land.
- Swan boat: a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 men or any equivalent combination (one day duration).
- Tree: a token that causes a great oak to spring into being (six-foot diameter trunk, 60-foot height, 40-foot top diameter).
- Whip: a token that causes a leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to six turns (similar to the Sword of Dancing).

Quiver of Ehlonna

This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration (if magic is detected for), and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bow – spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce one of any one stored item he wishes, per round.

Robe of the Archmagi

This normal-appearing garment can be white (45% – good alignment), gray (30% – neutral, but neither good nor evil, alignment), or black (25% – evil alignment). Its wearer gains the following powers:

1. It serves as armor equal to AC 5.
2. The robe confers a 5% magic resistance.
3. It adds a +1 bonus to saving throw scores.
4. The robe reduces the victim's magic resistance and saving throws by 20%/-4 when the wearer casts any of the following spells: Charm Monster, Charm Person, Fascinate, Hold Monster, Hold Person, Polymorph Other, Suggestion.

The color of a Robe of the Archmagi is not determined until it is donned by a magic-user. If a white robe is donned by an evil magic-user, he suffers 11d4+7 points of damage and loses 18,000-51,000 experience points. The same is true if a black robe donned by a good aligned magic-user. An evil or good magic-user putting on a gray robe, or a neutral magic-user donning either a white or black robe, suffers 6d4 points damage, and 6,000-24,000 experience points loss. The wearer must also make a saving throw vs. spell or find his alignment changed to that of the robe.

Robe of Blending

This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A Robe of Blending enables its wearer to appear to be part of a rock wall or a plant – whatever is appropriate. It can even make the wearer appear to be a creature of his choice. The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities – either understanding or imitating the creature the wearer looks like. Creatures with exceptional (15-16) or better Intelligence have a 1% chance per point of Intelligence of detecting something amiss when they are within 30 feet of someone disguising himself with a Robe of Blending. Creatures with low Intelligence (5-7) or better and ten or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise not-

ing something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence magic-user of 12th level has a 30% chance – 18%+12% – of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer will see him normally.

Robe of Deep Pockets

This apparently ordinary robe contains two pockets within its interior that are, in fact, Mega-Storage Devices. 5% of these robes are Type II devices. The rest are Type I, and the pockets' weight and volume limits vary in accordance with Table B85: Robe of Deep Pockets. (Note that the pockets in any given robe match completely in terms of weight and volume limits.) The exterior weight of the robe is always that of a standard specimen. This item is similar to Bags of Holding and Portable Holes, and the strictures about placement within such magical spaces apply fully.

Table B85:
Robe of Deep Pockets
Roll (1d100)

Roll	Weight Limit	Volume Limit
1-30	200 lbs.	25 cubic feet
31-70	400 lbs.	70 cubic feet
71-90	800 lbs.	120 cubic feet
91-100	1200 lbs.	240 cubic feet

Robe of Eyes

This valuable garment appears to be a normal robe until donned. Its wearer is able to "see" in all directions at the same moment due to the magical "eyes" which adorn the robe. The wearer gains infravision to a range of 120 feet, and the power to see displaced or out-of-phase objects. The Robe of Eyes sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if infravision is being used). Invisibility, Dust of Disappearance, Robes of Blending and Improved Invisibility are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also cannot be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a Robe of Eyes is impossible. Finally, the robe enables its wearer to track as if he were a 12th level ranger. A Light spell thrown directly on a Robe of Eyes will blind it for 1d3 rounds, a Continual Light for 2d4 rounds.

Robe of Many Pockets

Each Robe of Many Pockets contains 2d100 concealed pockets within its interior; each of these are highly magical and may hold one item of any size. Sacks of gold or gems and the like do count as a single item, as do pairs of boots and other items that are metaphysically inseparable. The items thus contained will remain in a state of suspended animation until removed. Unlike most vaguely similar magic items, sharp items have no effect on the interior of the robe's pockets.

Robe of Powerlessness

A Robe of Powerlessness appears to be a robe of another sort (GM's option), and Detect Magic will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a Remove Curse and then a Cure-All spell placed upon him.

Robe of Scintillating Colors

This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a Robe of Scintillating Colors to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. This effect sheds light in a 40-foot diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack. Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% is attained (five continuous rounds of the dazzling play of hues).

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than ten feet from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for 1d4+1 turns.

Robe of Shielding

This enchanted robe negates the first 1d10 points damage inflicted upon the wearer in each combat round. Furthermore, should the wearer fall any distance while the robe is on, he has a 55% chance of suffering none of the effects normally associated with falling. Finally, the Robe of Shielding (also known as the Robe of Cushioning) is extremely comfortable and can provide its owner with a night of restful sleep under any but the most dire circumstances.

Robe of Shun Suspicion

The wearer of a Robe of Shun Suspicion benefits at all times from an "iron reputation." This means that anyone who would accuse him of any crime or associate him with any other negative act must make a saving throw vs. spell or instantly forget what he was about to do. Indeed, a saving throw vs. spell must be successfully made in order to allow anyone to hold an ill opinion of the wearer, as it is very difficult to see him as anything other than friendly and trustworthy. Should this belief ever be dispelled, however (if, for example, there is irrefutable proof of his involvement in a terrible crime), everyone affected by the robe's aura is instantly freed from the enchantment and will likely become quite hostile towards the wearer.

Robe of Stars

This rather ordinary-appearing garment seems typical of apparel worn by a magic-user. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws. The robe is embroidered with small metal stars, which the wearer can use up to six of as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to-hit and damage. Maximum range is 60 feet and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Robe of Useful Items

This appears to be an unremarkable item of apparel, but a magic-user who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A Robe of Useful Items always begins with two each of the patches shown on Table B86: Basic Useful Items.

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items as per Table B87: Robe of Useful Items. Multiple items of the same kind are permissible. Once removed, items are never replaced.

Table B86:
Basic Useful Items
Patches (two patches)

- Dagger
- Lantern (filled and lit)
- Mirror, Large (steel)
- Pole (10-foot length)
- Rope (50-foot coil)
- Sack, Large

Table B87:
Robe of Useful Items
Roll (1d100)

Roll	Result
1-8	Bag of 100 gold pieces
9-15	Coffer (2' x 3' x 1') made of silver (500 gp value)
16-22	Door, iron (up to ten feet wide and ten feet high and barred on one side – must be placed upright, will attach and hinge itself)
23-30	Gems, ten of 100 gp value each
31-44	Ladder, wooden (24 feet long)
45-51	Mule (with saddle bags)
52-59	Pit (ten cubic feet), open
60-68	Potion of Extra-Healing
69-75	Rowboat (12 feet long)
76-83	Scroll of one random spell
84-90	War Dawgs, pair
91-96	Window (two feet by four feet – up to two feet deep)
97-100	Roll twice more

Robe of Vermin

This garment will radiate a dim aura of enchantment if magic is detected for. The wearer will notice nothing unusual when the robe is donned. It will actually convey an AC bonus of +1 until the wearer is in a situation requiring concentration and action against hostile opponents, when the true nature of the garment will be revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe and generally show signs of extreme discomfort from the movement and biting of these pests. The wearer has a +5 segment penalty to initiative, and has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at half normal probability. The garment cannot be removed except by means of a Remove Curse spell.

Rope of Climbing

A 60-foot long Rope of Climbing is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support up to 3,000 pounds. Upon command, the rope will snake forward, upward, downward or any other direction at ten feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A rope of climbing can also be commanded to knot itself. This causes large knots to appear at one foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

Rope of Constriction

This rope looks exactly like a Rope of Climbing or Entanglement. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within ten feet. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 hit points of damage per round), and the rope continues to constrict until a Dispel Magic is cast upon it. Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast a Dispel Magic or try to cut through the rope. The rope is AC -2 and takes 22 points of damage to cut through; all hit points must be inflicted by the same creature (not the one entangled).

Rope of Entanglement

A Rope of Entanglement looks just like any other magical rope. Upon command, the rope lashes forward 20 feet, or upward ten feet, to entangle up to eight man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as shown in Table B88: Entanglement.

Add the values of all creatures in question to determine how many are affected by the rope. Any combination of sizes is possible as long as the total value does not exceed eight. The rope cannot be broken by sheer strength – it must be hit by an edged weapon. The rope is AC -2 and takes 22 points of damage to cut; all damage must be inflicted by the same creature (not the one entangled). Less than 22 points of damage will repair within six turns. If a Rope of Entanglement is severed, it is destroyed.

Table B88:
Entanglement

Size	Value
Tiny	.33*
Small	.5*
Medium	1
Large	3
Huge	4
Gargantuan	8

* Round up.

Rug of Smothering

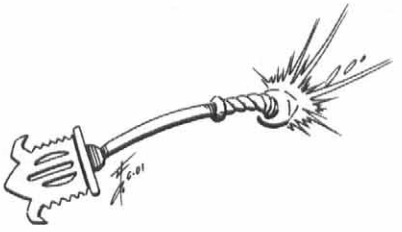
This finely woven rug resembles a Carpet of Flying and will detect as magical. The character seating himself upon it and giving a command will be surprised, however, as the Rug of Smothering rolls itself tightly around him, suffocating him to death in 1d4+2 rounds. The rug cannot be physically prevented from wrapping itself around its victim, and it can be prevented from smothering him only by the casting of one of the following spells: Animate Object, Hold Plant or Wish. The rug can take 1d10+15 points of fire damage before it will cease to function.

Rug of Welcome

A rug of this type appears exactly the same as a Carpet of Flying, and it performs the functions of one (six-foot wide by nine-foot long), but a Rug of Welcome has other additional powers. Upon command it will function as a Rug of Smothering, entrapping any creature up to Ogre-size that steps upon it. A Rug of Welcome can also elongate itself and become as hard and strong as steel, the maximum length being 27 feet by two feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 0 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

Sacred Spatula of Haarpang

Any food flipped or turned over with this tool by a PC of good or neutral alignment (at least twice, while the food is cooking) gains the abilities of a Potion of Healing. However, the food must be eaten with an hour of its preparation or the healing ability is lost. When used by characters of evil alignment, the food acts as the reverse (a Potion of Hurting). When used by a character of neutral alignment, this item acts as a normal, non-magical spatula.



Sacred Spatula of Haarpang

Saddlebags of Hefty Capacity

Each of these saddlebags appears to be of the standard type, approximately 25 inches tall by six inches wide by three inches deep. It radiates strong magic but otherwise seems ordinary. 5% of these items are Type II Mega-Storage Devices†. The rest open onto a non-dimensional space of considerable size, as determined on Table B89: Saddlebags of Hefty Capacity. The weight of the saddlebags remains constant regardless of their contents.

Table B89:
Saddlebags of Hefty Capacity
Roll (1d100)

Roll	Weight	Weight Limit	Volume
1-30	10 lbs.	300 lbs.	35 cubic ft.
31-70	15 lbs.	500 lbs.	70 cubic ft.
71-90	30 lbs.	1000 lbs.	175 cubic ft.
91-100	50 lbs.	2000 lbs.	300 cubic ft.

Salimic Acid

Each vial of this mystical substance, when thrown, has the power to blind its target instantly - even if that target is the most powerful of gawds. It furthermore has a 40% chance of inflicting 1d4 points of damage, and a 10% chance of robbing the target of all of his supernatural abilities. Salimic Acid is remarkably durable, and anyone who spends at least five turns trying to retrieve the substance after use and restore it to its vial has a 20% chance of succeeding.

Sandals of Indifference

This well-crafted footwear causes all creatures within 20 feet of the wearer (who fail their save vs. spell check) to remain indifferent to both his looks and his actions. Whether he robs a tavern, slaps a barmaid, walks through the village naked or saves the town from a horde of Ogres, his actions will be greeted with a shrug and a "So what?" or an "I don't care." This item is a particular favorite of muggers. Note that if the wearer can be observed by anyone outside of the area of effect, he may still suffer consequences to his Honor for certain actions.

Saw of Mighty Cutting

This notched adamantine blade is 12 feet long and over one foot wide. It requires 18/51 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a one-foot thick tree in three rounds, a two-foot thick hardwood tree in one turn, or a four-foot thick trunk in three turns. After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

Scarab of Death

This small pin appears to be any one of the various beneficial amulets, brooches or scarabs. However, if it is held for more than one round (or placed within a soft container such as a nonmagical bag) within one foot of a warm, living body for one turn, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single round, causing death. It then returns to its scarab form. Placing the scarab in a container of hard wood, ceramic, bone, ivory or metal will prevent the monster from coming to life.

Scarab of Enraging Enemies

When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally. Enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

Scarab of Insanity

This item is indistinguishable from any other amulet, brooch or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a Confusion spell with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

Scarab of Protection

This device appears to be any one of the various magical amulets, scarabs, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device. The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to appropriate saving throws. Thus, this device allows a saving throw vs. spell at base 20 against Magic Missile attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a Ring of Protection, any roll of 15 or better would indicate that the missiles did no damage. The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), touches of death, Death Spells, Fingers of Death, etc. However, upon absorbing 12 such attacks the scarab turns to useless powder. One in 20 of these scarabs will be a cursed item, giving the possessor a -2 penalty to his saving throws. However, one in five of these cursed items will become a +2 Scarab of Protection if the curse is removed by a cleric of 16th level or higher. In this case, the scarab will have absorption capability of 24 levels rather than 12.

Scarab Versus Golems

This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate for one round in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster with no special defenses.

Sheet of Smallness

A magical item of this sort appears to be nothing more than a well-made piece of material – possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for. This item causes any magical item wrapped within it to shrink to one-twelfth its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics or living material (it affects only non-living, ordinary magical items) and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Slippers of Spider Climbing

These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at 60-foot per round on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces – ice, oiled or greased surfaces – make these slippers useless.

Smoke Powder

This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate. Smoke powder will be available in a campaign only if the GM allows it. If the GM does not want it in the campaign, it simply does not exist.

Smoke powder is commonly found divided into two separate components – one, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed together, the Smoke Powder is complete and dangerous. When touched by a flame, the mixed powder explodes with great force, noise and smoke. The size and force of the explosion

†see the "Jackson Document" available at www.kenzerco.com

varies according to the amount of Smoke Powder used. A small, measured amount (a spoonful of each component) causes 1d3 points of damage. Such an amount is sufficient for a large firecracker, for example. Increasing the amount increases the damage proportionally – doubling causes 2d3 points of damage, tripling causes 3d3, and so on. An explosion capable of causing 30 points of damage (15 charges) has a five-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a Hill Giant's blow. When discovered, a pouch of Smoke Powder contains 3d6 charges. Charges from several pouches of Smoke Powder can be combined to create bigger, more damaging explosions.

Sovereign Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with Oil of Slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the Oil of Slipperiness must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container. One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when Oil of Etherealness or Universal Solvent is applied to the bond – Sovereign Glue is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

Spade of Colossal Excavation

This digging tool is eight feet long with a spade-like blade two feet wide and three feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After ten rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Sphere of Annihilation

A Sphere of Annihilation is a globe of absolute blackness, a ball of nothingness two feet in diameter. A sphere is actually a hole in the continuity of the TeraVerse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, utterly destroyed – even Wishes have no effect! A Sphere of Annihilation is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide.

Table B90:
Sphere of Annihilation

Level of Magic-user	Movement Round	Probability of Control per Round
up to 5th	8'	15%
6th-7th	9'	20%
8th-9th	10'	30%
10th-11th	11'	40%
12th-13th	12'	50%
14th-15th	13'	60%
16th-17th	14'	70%
18th-20th	15'	75%
21st & above	16'	80%

Control range is 40 feet initially, ten feet/level once control is established. Basic movement rate is ten feet per round, modified as shown on Table B90: Sphere of Annihilation. Concentration control is based on Intelligence and level of experience – the higher the level the greater the mental power and discipline. For every point of Intelligence above 12, the magic-user adds one percent; for every point over 15, he adds another three percent. In other words, add one percent for each point from 13 to 15, and an additional three percent for each point from 16-18 – a maximum of 12% bonus at 18 Intelligence. The bonus applies to Table B90: Sphere of Annihilation.

Any attempt to control the sphere will cause it to move, but if control is not established, the sphere will slide toward the magic-user attempting to move it. The sphere will continue to move in this direction for 1d4 rounds and as long as the magic-user is within 30 feet thereafter. If two or more magic-users vie for control of a Sphere of Annihilation, the one with the highest percentage chance to control the sphere is checked first, then the next strongest, etc. Control chance is reduced by 5% per person, cumulative, when two or more magic-users concentrate on the sphere (even if they are cooperating). If none are successful, the sphere will slip toward the strongest. Control must be checked each round. Should a Gate spell be cast upon a sphere, there is a 50% chance that the spell will destroy it, 35% that the spell will do nothing, and 15% that a gap will be torn in the spatial fabric. If the latter occurs, everything in a 180-foot radius will be catapulted into another plane or universe. If a Rod of Cancellation touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60-foot radius will sustain 3d4 x10 points of damage. See also Talisman of the Sphere.

Spurs of Speed

The Spurs of Speed enable the wearer to run at the speed of a riding horse (24" base movement speed). For every ten pounds of weight over 200 pounds, the wearer's movement is slowed by 1. So, a 180 pound human with 60 pounds of equipment would move at 20" base movement rate. If he was also carrying a sack of 500 gold pieces, the movement rate would be slowed by another 5. For every hour of continuous fast movement, the wearer must rest for one hour. No more than eight hours of continuous fast movement are possible before the wearer is forced to rest. Spurs of Speed also give a +4 bonus to Armor Class value in combat situations where movement of this sort is possible (i.e. outdoors). When on horseback, the wearer of the Spurs of Speed is able to imbue his horse with one and one-half times its normal movement rate.

Star of the Blind Mage

The Star of the Blind Mage is a large, sky-blue faceted crystal of extreme luminescence, roughly the size of an eye. When unclaimed, the star appears to be nothing more than a precious gemstone worth 15,000 gp. When claimed by a character or NPC, however, and carried by that person for 24 hours, the full powers of the star are revealed. After the period has elapsed, the gemstone will float up, above the head of its owner, becoming intangible in the process. Now invulnerable to physical harm and all magic (even Dispel Magic and anti-magic effects) the Star imbues its owner with normal vision in a 360° radius, its point of view always being one inch above the head over which it hovers. Such vision makes it nearly impossible for the owner to be surprised or backstabbed, and flank attacks against the Star's possessor do not gain bonuses. This magical form of sight is granted even to those who are blind. Once the owner of the star dies, and only then, will the Star of the Blind Mage become solid in form, awaiting a new owner to claim it.

Stone Horse

Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a heavy war horse (see "Beasts of Burden" in the Hacklopedia of Beasts). There are two sorts of steeds:

- Courser: This Stone Horse travels at the same movement rate as a riding horse (movement rate 24") and attacks as if it were a medium war horse. It is Armor Class 3 and has 38 hit points. It saves versus all applicable attack forms as normal stone.
- Destrier: This Stone Horse travels at the same movement rate as a Medium Horse (movement rate 18") and attacks as if it were a Heavy War Horse. It is Armor Class 1 and has 46 hit points. It saves versus all applicable attack forms as normal stone.

A Stone Horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a Stone to Flesh spell, thus causing the Stone Horse to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

Stone of Controlling Earth Elementals

A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an Earth Elemental of 12 Hit Dice size will come to the conjurer if earth is available, an eight Hit Dice elemental if rough, unhewn stone is the conjuring medium. (An Earth Elemental cannot be summoned from worked stone, but one can be from mud, clay or even sand, although one from sand is an eight-dice monster.) The area of conjuring for an Earth Elemental must be at least four feet square and have four cubic yards volume. The elemental will appear in 1d4 rounds (for detailed information about elementals and their abilities see the Hacklopedia of Beasts). The stone can be used to summon one elemental per day.

Stone of Good Luck (Luckstone)

This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 on all dice rolls involving factors such as saving, slipping, dodging, etc. – whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice. Additionally, the Luckstone gives the possessor a plus or minus 5% on rolls for determination of magical items or division of treasure. The most favorable results will always be gained with a Stone of Good Luck.

Stone of Weight (Loadstone)

This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a Stone of Weight is in a situation where he is required to move quickly in order to avoid an enemy – combat or pursuit – the item causes a 50% reduction in movement, and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any non-magical means – if it is thrown away or smashed, it will reappear somewhere on the character's person. If a Dispel Magic is cast upon a Loadstone, the item will disappear and no longer haunt the individual.

Stud of Many Tongues

When inserted in the tongue of one who wishes to use it, this tiny silver stud enables the possessor to speak additional languages, whether they are racial tongues or regional dialects. This does not allow the possessor to Speak with Animals. The stud enables the wearer to be understood by all creatures within 60 feet, though it does not allow him to understand the languages that are spoken to him. Furthermore, this item has a 15% chance to cause spell mishap when casting spells with a verbal component or using a magic item that requires a command word.

Talisman of Pure Good

A high cleric who possesses this item can cause a flaming crack to open at the feet of an evil cleric. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good-aligned, and if he is not exceptionally pure in thought and deed, the evil cleric will gain a saving throw vs. death. A Talisman of Pure Good has seven charges. It cannot be recharged. If a neutral cleric touches one of these magic stones, he will suffer 6d4 points of damage. If an evil cleric touches one, he will suffer 12d4 points of damage. Non-clerics will not be affected by the device.

Talisman of the Sphere

This is a small adamantite loop and handle which will be useless to nonmagic-users. Characters of any other class touching a talisman of this sort will suffer 5d6 points of damage. When held by a magic-user concentrating on control of a Sphere of Annihilation, a Talisman of the Sphere doubles the Intelligence bonus percentage for control (i.e. two percent per point of Intelligence from 13-15, six percent per point of Intelligence from 16-18). If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the magic-user at maximum speed (16 feet/round). Note that a Wand of Negation will have no effect upon a Sphere of Annihilation, but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

Talisman of Ultimate Evil

This device exactly resembles a Talisman of Pure Good and is exactly its opposite in all respects. It has six charges.

Talisman of Zargosa

A talisman of this sort appears exactly the same as a Stone of Controlling Earth Elementals. Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a Talisman of Zargosa, a reaction check is made as if the individual were meeting another creature. If a hostile reaction result is obtained, the device will act as a Stone of Weight, although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman. If a neutral reaction results, the talisman will remain with the character for 5d6 hours, or until a Wish is made upon it, whichever comes first. It will then disappear. If a friendly reaction result is obtained, the character will find it impossible to be rid of the talisman for as many months as he has points of Charisma. The device will grant one Wish for every six points of the character's Charisma. It will also grow warm and throb whenever its possessor comes within 20 feet of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses will be of no avail.) Regardless of which reaction result is obtained, when its time period expires, the talisman will disappear. A base 10,000 gp diamond will remain in its stead.

Tapestry of Dream Catching

This dark blue tapestry is woven to resemble a painting of the night sky above Garweeze Wurld, and is sometimes used as a reference by astrologers. However, it has a more significant function – any person who sleeps within ten feet of the Tapestry of Dream Catching will have one random dream image 'caught' and brought to reality, whether it be a creature, person, or thing. If the dream focused on an already existing object or entity (whether dead or alive), it will be teleported to the bedside of the dreamer. The GM may simply ask the player what his character dreamed (if the player is unaware of the tapestry's nature), or roll on Table B91: Dream Catching.

Table B91:
Dream Catching
Roll (1d6)

Roll	Object or Entity
1	Player's Arch-villain
2	Random Creature
3	Random NPC
4	Random Magic Item
5	Random Family member
6	Treasure (1d20 gp or GM's option)

Tie Tac of Ward Off Charm

The wearer of this small emerald pin receives a +4 modifier to all saving throws vs. charm spells. It is said that the Tie Tac of Ward Off Charm was created by Gundar, a dwarf whose gullibility was known throughout the land. This item also has the ability to completely protect the wearer from the effects of the Tongue Stud of Oration.

Thigh-High Boots of Quick Cadence

These boots allow the wearer to triple his normal movement rate. However, the wearer must move his arms and legs as if marching along with an army. Walking, running, skipping and so on will not activate the power of the boots. The Thigh-High Boots of Quick Cadence are rumored to have been created for an army of Amazons who were forced to travel long distances to fight an ancient Lich. See the Boots of Speed for weight and duration restrictions. These boots do not grant an AC bonus.

Tome of Clear Thought

This is indistinguishable from any normal book. Any single character who reads a Tome of Clear Thought will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, the reader's Intelligence increases by one point. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a Tome of Clear Thought will be of no benefit to the character.

Tome of Leadership and Influence

This leather-and-brass-bound book is similar to a Tome of Clear Thought, but upon completion of reading and practice of what was revealed therein, Charisma is increased by one point.

Tome of Understanding

This book is otherwise identical to a Tome of Clear Thought, though this work increases Wisdom by one point.

Tongue Stud of Oration

Like the Stud of Many Tongues, this tiny golden stud must be inserted into the tongue of the user. When inserted, the possessor gains the ability to hold the attention of a crowd and sway public opinion. In game terms, the character gains a skill mastery percentage for oration at 90%. If the character already has the oration skill, his preexisting skill is ignored. Should the character still fail his skill check, the crowd will quickly become an angry mob and turn against the wearer.

Universal Solvent

This strange and magical liquid appears to be a minor oil or potion. Upon first examination, it seems to have the properties of both Oil of Slipperiness and a Potion of Delusion. However, if it is applied to any form of adhesive or sticky material, the solution immediately dissolves it. Thus, the effect of Sovereign Glue will immediately be negated by this liquid, as will any other form of cement, glue or adhesive. The area of effect is one cubic foot per ounce, and a typical container holds 27 ounces. If the liquid is carefully distilled to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, as a Disintegrate spell. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. spell applies.

Vacuous Grimoire

A book of this sort is identical to a normal one, although if a Detect Magic spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine if one point of Intelligence is lost; the second is to find if two points of Wisdom are lost. Once opened, the Vacuous Grimoire remains; to be destroyed, the book must be burned and a Remove Curse spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of one of these other works.

Waterskin of Daze and Confusion

Any liquid consumed directly from this waterskin stimulates the pleasure center of the brain, causing mild euphoria. However, it also causes the imbiber to become indecisive and unable to take effective action, as on Table B92: Daze and Confusion. The effects wear off in d20+10 rounds.

Table B92:
Daze and Confusion
Roll (1d10)

Roll	Action
1	Wander away (unless prevented) for 1d4 rounds
2-6	Stand confused for two rounds (then roll again)
7-9	Attack nearest creature for two rounds (then roll again)
10	Act normally for three rounds (then roll again)

Well of Many Worlds

This strange inter-dimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world – a parallel Garweeze Wurld, another planet, or a different plane at the GM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a Portable Hole. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

Whetstone of Enchantment

A weapon sharpened with this wondrous stone gains a +2 to attack and damage rolls for the next four attacks at the cost of one charge from the whetstone. Once the blade dulls, the enchantment is lost unless the blade is again sharpened with the Whetstone of Enchantment. A newly created Whetstone of Enchantment contains 100 charges. If the user makes a successful weapon-smith skill roll, no charge is expended.

Wind Fan

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a Gust of Wind spell as if cast by a 5th level magic-user. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear itself into useless, non-magical tatters.

Wings of Flying

A pair of these magical wings appear to be nothing more than a plain cloak of old black cloth. If the wearer speaks a command word, the cloak will turn into a pair of huge bat wings (20-foot span) and empower the wearer to fly as shown on Table B93: Flight.

Table B93:
Flight

- Two turns at speed 32"
- Three turns at speed 25"
- Four turns at speed 18"
- Six turns at speed 15"
- Eight turns at speed 12"

The user flies at maneuverability class C. After the maximum number of possible turns flying, the wearer must rest for one hour – sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. Wings of Flying can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.

Yurdon's Thigh-High Boots of Plane Walking

These dark purple boots are not only of the finest quality make, but were woven from the webbing of Phase Spiders. The wearer of the boots need only desire to enter an adjacent plane of existence (the wearer must also be aware of the existence of the adjacent plane), and the boots will phase him to that plane at the beginning of the following

round. The footwear in no way gives the wearer himself immunity to the hostile effects of certain planes, but Yurdon's boots cannot be damaged in such a way.

Zarba's Collar of Rings

This magical device is a ringmail collar that is worn as a necklace and draped over the wearer's shoulder and chest. The wearer can place a magical ring of any variety on the collar and the ring instantly and permanently becomes part of the collar. The ring will resize and restructure itself to appear as another link in the ringmail. The collar can absorb up to 10 rings in this fashion. If the wearer wishes to use a particular ring's powers, he simply touches the collar and thinks of the ring he wishes to use. Rings can be 'turned-off' in the same fashion until needed. There is a major drawback to the collar. If an eleventh magical ring is placed on the collar, the collar instantly constricts and chokes the wearer to death. When the collar is found, there is a 50% chance that there are already 1-4 magical rings on the collar. The collar also contains two innate properties which are in constant operation:

- Friend to Canines. Animals in the canine family will be attracted to the wearer. Trained attack canines will only have a 25% chance of obeying any order to attack the wearer.
- Protection Against Backstabs: -3 to all attack rolls to backstab the wearer.

Zarba's Enchanted Saddle

This saddle appears quite ordinary. However, as soon as it is placed upon a horse, the following benefits will be bestowed upon the horse:

- The horse will be able to carry its maximum weight allowance without any effect on its movement rate.
- The horse will be able to endure seven days without food or water and suffer no ill effects.
- Once per day, the horse will be capable of leaping a span of 25 feet.
- The horse will receive +3 on saving rolls vs. fear effects.

Once placed upon a horse, the saddle can only be removed by uttering the proper command word. The saddle has one other remarkable characteristic: if a horse wears the saddle for an extended period of time (at least one month), there is a 15% chance that the horse permanently acquires the saddle's powers as its own. If this happens, the saddle loses its magical properties and becomes an ordinary saddle. Only one check for power acquisition is made per horse.

Zarba's Ruby

Zarba's Ruby appears as a small red gemstone. When placed against the flesh of a living creature, the gemstone begins to glow and then burns brightly without producing heat. The gemstone will then emit light equal to that of a normal lantern for 1d4 hours. The stone can be 'lit' once per day in this matter. The stone has another power. If the proper command word is spoken, while rubbing the stone, it will cause any magical item within 100 feet to glow. The glow will be undetectable to anyone but the owner of the gem.

Armor and Shields

In this section, the GM will find descriptions of some very special kinds of armor and shields. The GM should be fully familiar with the following armor gradation system: for each +1 bonus to armor, regardless of the type of armor, the wearer's Armor Class moves downward (toward AC 2 to 1, 1 to 0, -1, -2, and so on). Thus, Chain Mail +1 is like ordinary chain mail (AC 5), but one category better (AC 4). A magical shield improves Armor Class like magical armor – toward -1, -2, etc. Note, however, that Armor Class can never be improved beyond -10 in this way.

A normal shield improves the Armor Class as indicated by Table 9X: Shield Hit Points in the Player's Handbook. A small shield +1 is equal to AC 7 – three places better than no armor (+2 for bearing a small shield, +1 for the magical bonus of the shield). When adding magical armor to the game, be aware of sizing problems: 65% of all armor (except Elven Chain Mail – see below) is man-sized, and 20% is elf-sized, 10% is dwarf-sized, and only 5% is gnome- or halfling-sized.

List of Armor and Shields

Armor of Blending

This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command, the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a True Seeing spell will reveal the true nature of the armor when disguised.

Armor of Command

This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Otherwise, the armor functions as Plate Mail +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Armor of Missile Attraction

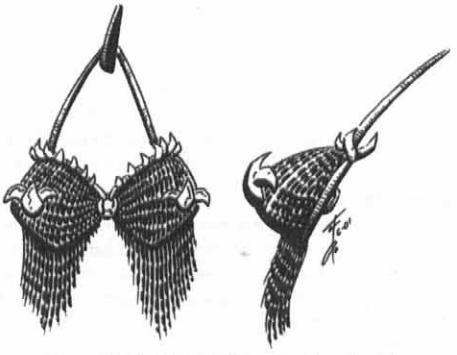
This armor appears to be a normal suit of magical armor (of any type). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of missiles fired at him. Furthermore, the magical protection of the armor will fail when calculated for missile attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnest – simple experiments (throwing rocks, etc.) will not suffice.

Armor of Rage

This armor is identical in appearance to Armor of Command and functions as a suit of Plate Mail +1. However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by -2. The effect is not noticeable to the wearer or those affected (i.e. characters will not immediately notice that donning the armor is the cause of their problems).

Chain Mail Bikini of Remote Eye Gouging

This otherwise-normal piece of chain mail is decorated with sharp, curved spikes which will deliver 1d3 points of damage if used to strike an unarmored body part. However, its real effectiveness lies in its long range ability of remote eye gouging. At the speaking of a command word, all creatures within 20 feet of the wearer (who are looking directly at the front of the wearer and fail their save vs. spell) are mystically poked in the eyes. The attack does 1d4 points of damage and all affected persons will cringe in pain and be unable to see clearly from either eye for two rounds. Attacks made during this time are at –1 to-hit. The owner of this armor is immune to all of its effects.



Chain Mail Bikini of Remote Eye Gouging

Elven Chain Mail

This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions (see Chapter 3 in the Player's Handbook). Elven fighter/magic-users use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult Table B94: Elven Chain Mail Size to ascertain what size character Elven Chain Mail will fit.

Table B94:
Elven Chain Mail Size
Roll (1d100)

Roll	Size of Elven Chain Mail
1-10	gnome (any)/halfling (Hairfoot)
11-15	dwarf (any)/halfling (Stout or Tallfellow)
16-80	elf (any)/half-elf
81-95	man-sized, normal (up to six feet, 200 lbs.)
96-100	man-sized, large (up to six feet six inches, 250 lbs.)

Elven Chain Mail of Astral Projection

Crafted of the finest quality by methods and metals unknown save by the grey elves alone, the Elven Chain Mail of Astral Projection allows its wearer to leave his body, and project both mind and soul onto the Astral Plane for a maximum duration of six turns, twice per day. If worn by a Grey Elf, however, the wearer may project thrice per day and watch over his physical incarnation via Clairvoyance in a 30-foot radius centered on the body. Once the duration has expired or the wearer of the chain mail wills himself back into his body, return is instantaneous. 90% of all Elven Chain Mail of Astral Projection are of elven size, 5% are human size, 3% are halfling size and 2% are dwarven size. See Table B95: Elven Chain Mail of Astral Projection.

Table B95:
Elven Chain Mail of Astral Projection
Roll (1d100)

Roll	Armor Bonus	EP Value
1-50	+1	1,000
51-60	+2	2,000
61-70	+3	3,000
71-80	+4	4,000
81-90	+5	5,000
91-94	+6	6,000
95-96	+7	7,000
97-98	+8	8,000
99	+9	9,000
100	+10	10,000

Great Helm of Fear

The Great Helm of Fear is highly sought by those who engage in mass warfare, for its properties can, if used strategically, alter the tide of battle. Made of hammered bronze spikes and dark steel plates with a face-plate of petrified blood-birch carved to resemble the terrifying visage of Chaos itself, the helm is both a beauty and terror to behold. Meant to be worn with face-plate raised, the Great Helm of Fear holds great power – the first time the face plate is lowered on any given day incites terrible magic. All enemy creatures within 300 yards of the lowered face-plate who are of two Hit Dice or less, must run in fear at their full movement rate for two full turns. They will be loathe to return for another six turns (suffering –4 to-hit penalties if fighting within 300 yards of the mask before this time has expired). There is no saving throw allowed against any magic effects of the helm.

Greaves of Trollkin Control

The Greaves of Trollkin Control come paired as a set of plain metal shin guards, both of which must be worn for their magic to take effect. The armor plates allow their wearer to possess the capacity to mentally dominate all Trolls and Troll-related monsters. The wearer of the greaves need only rap upon the shin pieces with any metal device (such as his gauntlet or sword blade). Those of Troll ilk who hear the sound will immediately obey and serve unto death, no saving throws withstanding.



Great Helm of Fear

Plate Mail of Etherealness

This is seemingly normal Plate Mail +5, but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if Oil of Etherealness had been used. While in the ethereal state the wearer cannot attack material creatures. A Phase Door spell will negate the ethereal state and prevent the armor from functioning for one day.

There are 20 charges placed upon Plate Mail of Etherealness. These cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by one. If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

Plate Mail of Fear

This armor functions as normal Plate Mail +1. However, it is imbued with 2d20 fear charges. Upon uttering the command, a charge is spent and the wearer radiates a 30-foot aura of fear. All creatures (except the wearer) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as Plate Mail +1. It cannot be recharged.

Plate Mail of Vulnerability

This appears to every test to be magical plate mail +1, +2 or +3, but it is actually cursed plate mail -2, -3 or -4. The armor's great vulnerability will not be apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor will fall to pieces whenever an opponent strikes the wearer with an unmodified attack roll of 20.

Shield of Command Weather

The bearer of this shield is able to command the weather within an area of 2d4 square miles, for a period of 4d4 hours. After this time period has expired, the shield bearer must wait a period of 24 hours before commanding weather again. The current weather conditions are decided by the GM, depending on the climate and season. Weather conditions have three components: precipitation, temperature and wind. The shield bearer can change these conditions as the Control Weather spell in the HackMaster Player's Handbook.

Shield of Far-Reaching Defense

This small Shield +6 is made of blue steel, its perimeter etched with fluttering wings. Not only is it a boon for its wielder, but for his companions as well. While the wielder of the shield gains full benefits, the shield also may also emit three visible beams of blue light, each with a 50-foot maximum range. Each of these beams provides its target with +1 magical protection to Armor Class and saving throws, though the shield's bearer may not target himself for the protection. Each blue light beam may be used to protect different targets, or they may be combined onto one target (for a +2 or +3 bonus). The beam is visible for as long as the target has the bonus. The bonus may be dropped at the wearer's command, at which point the beam disappears. Once targets are selected, however, it requires one full round to shift a beam to a new target. The beams may only be shifted at a rate of one per round.

Shield of Missile Attraction -1

At first glance, this shield appears to be perfectly normal. However, the bearer of the shield is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of missiles fired at him. Furthermore, the magical protection of the shield will fail when calculated for missile attacks. The true nature of the shield will not reveal itself until the character is fired upon in earnest – simple experiments (throwing rocks, etc.) will not suffice. This shield also lowers the bearer's normal AC by one point. This cursed shield is cumulative with the Armor of Missile Attraction.

Shield of Missile Defense +1/+4

This is a large shield with a +1 bonus vs. melee attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. Also, the shield has a 20% chance of negating Magic Missile attacks (from a frontal assault).

Shield of Provocation +3

This cursed shield is the perfect item to wish upon your worst enemy. Though harmless when resting in an armory or other location, in the hands of a living creature it becomes a dangerous target. Like a silent dawg whistle, the shield emits a powerful signal which seeks out the most powerful creature within a 20 mile radius. The noise it inflicts upon this target is unbearable, pushing aside all rational thought and replacing it with one deadly purpose – to destroy the one who bears the shield. This creature will stop at nothing until it succeeds at its goal. If the creature or the shield bearer and creature should somehow move farther apart than 20 miles, the shield will select a new opponent within its radius.

Magical Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, etc.) to both attack and damage rolls. Any weapon that is not totally self-explanatory is detailed in one of the special paragraphs below. Most weapons are of the specific type listed. However, 60% of swords are long swords, 20% are short swords, 10% are broad swords, 5% are scimitars, 4% are bastard swords, and 1% are two-handed swords, unless the description of a specific item indicates otherwise. Magical polearms can be of any type desired, but magical lances are always heavy lances. Other unusual weapons may have special restrictions given in the description of the item.

Missile Weapons

Spears can be used as hand or missile weapons. As missile weapons, they can be broken by any creature with 19 or greater Strength or by one that is of Huge size or larger. Intelligent creatures will be 70% likely to use the hurled spear against the hurler if struck by the weapon, 25% likely to break it (the spear must save versus crushing blow). Unintelligent creatures will be 25% likely to break it (save as above). Hand axes (not battle axes) can be thrown up to 30 yards and still gain any magical attack roll bonus, but no damage bonus.

Light Generation

Unless otherwise noted, magical weapons (swords, daggers and +3 or greater items) shed light and cannot be concealed when drawn. However, a magical sword should never glow until the wielder is aware of its magical properties – the light-giving property of a weapon should never be used as an excuse to identify a magical item. Note that the Flame Tongue, Frost Brand, Holy Avenger, Life Stealing and Sharpness swords have special properties with regard to light. These are dealt with in the individual weapon descriptions. Not being very bright, the radius of a glowing magic weapon is only five feet unless otherwise noted.

Unknown or Unusual Qualities

Intelligent Weapons: One of the rare and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing Intelligence. This information is found under "Intelligent Weapons," below.

Unknown Qualities: Whenever a weapon has some unknown quality (such as a Dagger of Hindsight) the GM may want to prepare a special index card describing the item and keep the information handy whenever the possessor of the weapon is playing.

Magical arrows and bolts: When a magical arrow or bolt misses its target, there is a 50% chance it will break or otherwise be rendered useless. A magical arrow that hits its target is either destroyed or loses its magical ability, becoming a normal arrow.

List of Magical Weapons

Arrow of Barbarian Slaying

These were created by the archmage Akkis, who had a pathological hatred of barbarians. The +4 arrow will automatically kill any type of barbarian with a single hit. Only characters of 10th level or higher get a saving throw (vs. death magic at –6, no other modifiers allowed). If the save is made, damage is 4d8. See also the Arrow of Slaying.

Table B96:
Direction Request

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Arrow of Direction

This typically appears to be a normal arrow. However, its magical properties make it function like a Locate Object spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc (it is irrelevant whether these are natural or man-made). Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated once for each of the next seven turns. The request must be for one of the four items shown in Table B96: Direction Request and must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Table B97:
Arrow of Slaying
Roll (1d20)

Roll	Arrow Type
1-2	Arachnid
3-4	Beholder
5	Bulette
6-9	Cockroach
10	Dragon
11	Dwarf
12	Elf
13	Giant
14	Gnome
15	Halfling
16	Human
17	Mammal
18	Reptile
19-20	Undead

Arrow of Slaying

This is an arrow +3 with unusual physical characteristics – a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on it, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against

the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature. Roll on Table B97: Arrow of Slaying to determine the arrow type. Rumors of many other types of arrows (such as the Arrow of Barbarian Slaying) abound. The GM may create other types of Arrows of Slaying.

Arrow of Smiting

A +5 arrow with a black head and feathers. The arrow will knock down (or unhorse) any man-sized opponent it hits. Smaller or larger targets are unaffected by this special attack.

Axe +2, Dwarven Hand

This weapon is especially powerful in the hands of a dwarf. The heavy curved blade does 1d6+2 damage (against medium creatures) when used by non dwarves, but does 2d6+4 when used by a dwarf.

Axe +2, Throwing

This hand axe can be thrown up to 180 feet with the same attack roll and damage bonuses (+2) as if it were swung by the character.

Axe +5, Vorpal

Similar to the Vorpal Sword, this two-handed axe adds +15 to severity level of critical hits. Naturally, this special attack does not work against creatures without heads. The weapon is heavy and somewhat unwieldy (speed factor 4).

Axe of Doom +3

The Axe of Doom is a +3 weapon, and is said to have been created in the lower planes. The silver and black, glyph-carved blade is greatly feared. It makes a weird keening noise when swung, and a creature hit by the axe must save vs. spell or suffer the effects of a Fear spell for 3d4 rounds. There is also 15% chance that anyone hit by the axe will be affected by a random curse. Any creature beheaded by the Axe of Doom cannot be Raised or Resurrected. Only a Wish or divine intervention can bring them back.

Axe of Mighty Hewing +5

This ordinary-looking woodcutter's blade is good for chopping things like trees, timbers, wooden structures, etc. Against wooden or wooden-like objects or creatures its bonus is +5. Damage is doubled against wooden defenses.

Axe of Hurling

This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180 feet, and it will return to the thrower by the end of the same round whether or not it scores a hit. Damage inflicted by the successful ranged attack is twice normal, with the weapon's magical bonus added thereafter. The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon. After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization. The magical bonus of an Axe of Hurling is determined by referring to Table B98: Axe of Hurling.

Table B98:
Axe of Hurling
Roll (1d20)
Magical

Roll	Bonus	EP Value
1-5	+1	1500
6-10	+2	3000
11-15	+3	4500
16-19	+4	6000
20	+5	7500

Axe of Rapid Whacks +2

The Axe of Rapid Whacks is a hand axe bestows the ability upon its wielder of four attacks per round against a single target. Damage is 1d6 +2 per attack. Characters with an 18 or greater Dexterity may attack six opponents per round,and characters with a Strength of 18 or greater do double damage (2d6 +4) per attack. Characters with both Strength and Dexterity scores over 18 gain both abilities while wielding the axe (this is known as the "buzzsaw effect").

Bang Stick of Annihilation

The stick, which appears as a ordinary wooden stick, can be activated once per round, and fires a magical energy blast which unerringly strikes the target named by the user. The target must be in plain sight with a 200-foot range. The target must make a saving throw vs. wands. If successful, damage is 3d6. If failed, the GM must roll 1d8 on Table B99: Annihilation.

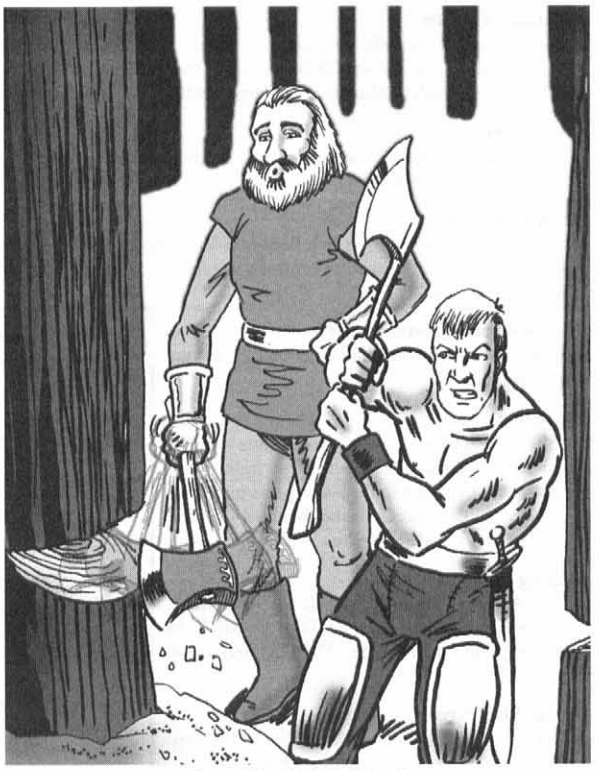
Bang Sticks of Annihilation have 1-10 charges when found. They have considerable recoil; a small creature (such as a gnome) takes 1-3 points of damage and a very small creature (such as a pixie fairy) takes 1d6 points of damage when they discharge the stick.

Table B99:
Annihilation
Roll (1d8)

Roll	Area Annihilated
1-4	Limb (random)
5	Head (save vs. death magic)
6	Chest (save vs. death magic)
7-8	All clothes, equipment and armor (individual magic items get saving throws)

Black Thorns of Throwing +5

In the hands of a pixie fairy, these small weapons can be thrown (60-foot range) and will automatically return to the thrower by the end of the same round, whether or not they hit their target. Anyone hit by a Black Thorn must save vs. poison or be paralyzed for 3d4 rounds. Damage is 1d2 +5. Thorns can be thrown at the same rate as darts. They are usually found in groups of 1d4. 20% of those found come in matched sets: if one thorn hits, the others in its set will automatically hit.



Axe of Rapid Whacks +2

Blood Thorn Stiletto +4

This pixie fairy weapon appears as a small reddish-black seed pod, but it conceals a tiny but wickedly sharp hidden blade. It can be sprung open on an unsuspecting victim, giving him a +4 bonus to-hit.

Bolt of Battering

Also known as a Battering Ram Bolt, this magical missile has a Strength of 18 for opening doors, and can deal one point of structural damage. It will knock down and stun a human-sized being or smaller for one round, but does no permanent damage.

Bolt of Bluntness

Damage inflicted by this bolt counts as subdual damage (25% real, 75% temporary).

Bolt of Demon Slaying +3

A +3 blessed crossbow bolt which will slay lesser demons (those of Type 4 or less) with a hit. Greater demons (Type 5 or greater) get a saving throw vs. death magic at -3. Damage is 3d10 if they succeed.

Bolt of Despair +6

The Bolt of Despair has a +6 to-hit, but does no damage. On impact it will explode, emitting a cloud of fear gas with a ten-foot radius. All creatures in the affected area must save vs. spell (a fear effect). Those failing the save will believe that they are facing insurmountable odds and will either flee in fear, or, if that is not possible, surrender.

Bolt of Devastation +8

This bolt inflicts a devastating, painful attack on its target, who drops any items or weapons carried. The bolt inflicts penetration damage on a 3 or 4 (for d4), a 7 or 8 (for d8), etc. Any armor worn must make a saving throw vs. crushing blow or be badly damaged and loses 2 Armor Classes (but not worse than 10) until repaired.

Bolt of Grappling

This bolt is affixed with an articulated, mechanical hand which resembles a miniature armored gauntlet. The firer must specify a target; there are no bonuses to-hit. The target must be within 200 feet. If a hit is made, there is no damage, but the bolt grasps the target with a Strength of 21. There is a provision for attaching a line to an eye in the back of the bolt to allow the target to be pulled in. A grasped target must make a opposed Strength check (succeeding at a Strength check by a greater margin than the bolt) to break the bolt's grip.

Bolt of Hellacious Pain +2

This +2 bolt requires the target to make a saving throw vs. spell or writhe in pain (no other actions allowed) for two to seven rounds. Damage is 1d8 +2 for nay size creature.



Bolts of Hellacious Pain

Bolt of Multiple Wounds
This large crossbow bolt actually contains six smaller bolts. As the fired bolt is in flight, it opens up to discharge the smaller bolts. Only one to-hit roll is necessary. If it is successful, 1d6 of the smaller bolts strike the target, each doing 1d4+1 damage.

Bolt of Reaving +6
A Bolt of Reaving does double damage against huge-sized creatures. It does triple damage against gargantuan-sized creatures.

Bolt of Rend Flesh +8
This +8 crossbow bolt requires a struck flesh-and-blood target to save vs. wands or suffer 1d3 bleeding damage of per round until the wound is bound up. The bolt damage against undead is halved.

Bolt of Return-Upon-Command +4
This bolt will return to the firer upon command, as long as he is within 300 yards.

Bolt of Skewering +5
A Bolt of Skewering can have one of three effects (roll d6) in addition to regular damage (roll 1d6): 1-2 target has a limb pinned to torso or another limb; 3-4 target is pinned to something nearby; 5-6 the target is instantly killed if it is at 15% or less of maximum total hit points.

Bolt of Slaying +3
Similar to an Arrow of Slaying, this bolt will kill a specified target with a successful hit. Roll on Table B100: Bolts of Slaying to determine the bolt type. The GM may create other types of Bolts of Slaying.

Bolt of Stone Shattering
A bolt which cracks and splinters stone, rocks and masonry construction. Siege attack value against stone is two.

Table B100:
Bolts of Slaying
Roll (1d20)

Roll	Bolt Type
1-2	Arachnid
3-4	Beholder
5	Bulette
6-9	Cockroach
10	Dragon
11	Dwarf
12	Elf
13	Giant
14	Gnome
15	Halfling
16	Human
17	Insect
18	Mammal
19	Reptile
20	Undead

Bolt of Thermal Fury +1
A +1 crossbow missile which explodes in flames upon striking a target. Fire damage is 2d6+2. Against creatures which are easily flammable, the bolt will continue to burn for 1d4 rounds, doing 1d6+1 points of damage per round.

Bolt of Thrashing
This bolt is actually a metal rod with a dozen leather straps wrapped around the shaft and attached to a spindle device. Once fired, the spindle magically begins to rotate at a furious speed, causing the straps to fan out. The "fan" halts just short of its target. It then hovers and circles around the target attempting to attack for the next 1d6 rounds with lashing attacks (1d12 straps can attempt to attack each round, each attacks as the character who fired the bolt and inflicts 1d6 points of damage per hit). Note that these lashing attacks only do half damage to fully armored characters and monsters who have similar natural armor. If the Bolt of Thrashing was fired by a crossbow with a magical storage compartment (such as the Crossbow of Slaying), it will Teleport back to the compartment when its attacks are finished.

Bolt of Throat Seeking +1
This bolt targets the neck of any creature hit, preventing speech, so long as the attacker makes a called shot to the neck. On a natural 20, the carotid artery is pierced and the target instantly dies. However, it will only work on targets which have a discernible neck.

Bolt of Withering +2
A limb hit by this bolt will wither unless a saving throw vs. spell is made. Withered arms and legs are nearly useless. A withered head renders the target almost blind and deaf. A withered chest knocks the target breathless to the ground. (Unless the attacker declares a called shot, the bolt hits the target's chest). Large creatures get +3 on their saving throw; huge creatures get a +7. A Bolt of Withering adds +8 to the severity level of critical hits. Undead are unaffected by this weapon.

Bolt of Woe +4
This missile causes the target to save vs. spell or become despondent, lethargic and bewildered. He will be unable to take any actions for 1d6 +1 hours. Non-intelligent creatures (Intelligence 0) are unaffected.

Boomerang of Cleaving +5
This unusual throwing stick is razor sharp on one side. Range is 100 feet, and it will return the round after it is thrown. On a natural 18 or better the Boomerang of Cleaving will sever the limb of any creature of human size or smaller. If the thrower fumbles while tossing or catching the Boomerang, he has a 50% chance to sever his own hand.

Bow +1
This bow gives a +1 bonus to attack and damage rolls to all arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. A normal arrow fired from a magical bow does not become a magical item; it only has the +1 bonus between the time it is fired and the time it strikes its target.

Crossbow of Accuracy, +3
This amazing weapon gives a +3 bonus to attack rolls with its missiles but not to damage. Ten percent of these weapons will be heavy crossbows.

Crossbow of Distance +1
This crossbow has double range in all categories. About 10% of these weapons will be heavy crossbows. This weapon is otherwise +1 bonus to attack and damage rolls.

Crossbow of Doom +3
A black, solid steel missile weapon which strikes fear into its targets. The extra-heavy bolts do 1d12+3 points of damage and have an additional +3 to-hit against any target not wearing full plate armor or better. Otherwise, the Crossbow of Doom functions as a heavy crossbow.

Crossbow, Rapid-Firing +1
This ingenious crossbow can fire two shots per round by automatically cranking and loading itself from a ten-bolt magazine. It counts as a heavy crossbow for range and damage, but only weighs as much as a light crossbow.

Crossbow of Speed
This item allows its possessor to double the normal rate of fire for the weapon. If it is grasped, the Crossbow of Speed will automatically cock itself. Otherwise, it allows first fire in any melee round, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls.

Crystal Blade +3
This small blade is a viciously sharp +3 fairy weapon that does 1d3 +3 points of damage per hit. Damage against unarmored creatures is doubled. When used against small size creatures, it can sever a limb on a natural roll of 18 or higher. It also adds +5 to the severity level of critical hits.

Dagger +2, Longtooth
When this broad-bladed weapon is wielded by a small demi-human (such as a gnome or halfling), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way, it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, automatically rolling maximum damage (thus getting at least one damage penetration die) against either substance.

Dagger of Dancing Lights (+1/+4)
A +1 dirk, but the bonus increases to +4 if the player is singing a battle song while wielding it. A minstrel, bard, troubadour or musician can command the dagger to activate a Dancing Lights spell twice per day. The spell operates at as if it were cast by an 8th level magic-user.

Dagger of Far-Reaching Vengeance (+3/+6)
A +3 dagger when used in hand-to-hand combat, it can be thrown to double range with a +6 bonus.

Dagger of Flesh Devouring +2
Once this blade has made a successful hit, the attacker can leave it in the wound to continue to cause damage until removed. No further to-hit rolls are required. The dagger blackens and destroys its target's flesh at 1d4+2 points of damage per round.

Dagger of Grief Reaping +3
A +3 dagger, this blade does double damage against second and third level characters, and triple damage against zero and first level types (and stunned characters of any level). If used against helpless opponents (sleeping, unconscious, etc.), up to four attacks per round can be made.

Dagger of Hindsight
The Dagger of Hindsight is a unique relic that is prized more for its special property than as a weapon. It is also unique in that it is one of the few weapons which allow the bearer to influence the fates (which is another way of saying it allows a player to alter a call made by the GameMaster). This marvelous weapon gives the bearer the ability to erase certain actions or events and turn back time so he can do things differently – a second chance. For instance, if the character falls into a pit, he can use the dagger and suddenly rewind the action so that he may chose to turn a different way to avoid the pit. Players are fond of this weapon because it prevents those senseless character deaths which occur from their frequent hasty or unwise actions.

Table B101:
Attack/Damage Bonus
Roll (1d10)

Roll	Bonus
1-7	+4
8-9	+6
10	+8

Some Daggers of Hindsight (25%), will have 1d6 charges when acquired. Most Daggers of Hindsight, however, (75%) work a bit differently. A dagger of this type has no charges of its own. It has to tap (expend a charge) from some other magical item that the bearer happens to possess in order to work. The bearer does not get to choose which magic item gets tapped - the GM does. The number of charges drained will vary; if it is a very potent device, then only one charge will be lost. Less powerful items may lose 1d3 charges. If it turns out that the bearer does not have any charge-based magic items, the penalty is severe – the dagger will attempt to draw from the bearer's life-force. If this occurs, the player will take 2d20 points of damage and must make an immediate Constitution check (failure means death). Roll 1d10 and consult Table B101: Attack/Damage Bonus to determine the blade's attack and damage bonus.

Dagger of Interrogation +5

In combat, this blade functions as a +5 Dagger. When placed at the throat (or other tender part of the anatomy) of a helpless creature, the victim must make a saving throw vs. spell or answer the next five questions truthfully. It can be used in this manner three times per day.

Table B102:
Dagger of Throwing
Roll (1d100)
Magical

Roll	Bonus	EP Value
1-35	+1	250
36-65	+2	350
66-90	+3	450
91-100	+4	550

Dagger of Throwing

This appears to be a normal weapon but will radiate strongly of magic when this is detected for. The magic of the dagger enables it to be hurled up to 180 feet without range penalties. A successful hit when it is thrown will inflict twice normal dagger damage, plus the bonus provided by the blade, which will range from +1 to +4. To determine the bonus for a specific dagger, roll percentile dice and consult Table B102: Dagger of Throwing.

Dagger of Venom +1

This appears to be a standard Dagger +1, but its hilt holds a hidden store of poison. Any hit on a roll of 20 (natural or adjusted) injects fatal poison into the opponent unless a saving throw vs. poison is successful. The Dagger of Venom holds up to six doses of poison. If the hilt contains fewer than six doses, the owner can pour more in, up to the maximum. (Use of this weapon by good-aligned characters must be carefully monitored for effects on Honor and alignment.)

Dagger of Vital Organ Seeking +3

Also known as a Dagger of Seeking, this dirk homes in on the target's essential internal organs. Against immobile creatures, a hit causes automatic death in one to three rounds. Against surprised creatures, a hit counts as a critical. Otherwise, it scores a critical hit on a natural 19 or 20 and halves the penalties for called shots. It has no special special effect on creatures without vital organs, such as slimes, jellies, molds, elementals, golems, etc.

Dagger, Gold +4

This beautiful gold-filigreed blade is an impressive work of art, and a useful weapon as well. If given as a gift, the recipient's reaction roll is modified by +75% in favor of the giver.

Darts of Dainty Demolition +1

A delicate pixie fairy weapon that can be targeted at a single small item, including one a character is carrying or wearing. The target gets a saving throw vs. crushing blow or it is destroyed. Magical items roll their usual saving throw depending on their bonuses, type and size. When used against a creature, damage is 1d2+1.

Darts of Homing

These appear to be normal projectiles, but are actually +3 magical weapons. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful hit against any size creature (four to nine points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts.

Faerie-kin Slayer +2

A type of miniature polearm designed to kill fairies and their kin, this pixie fairy weapon is +2 in ordinary combat (1d4+2 damage), but does 1d8+2 damage versus small demi-humans.



Dagger of Vital Organ Seeking +3



Gynzu Blade of Sharpness +6

Gynzu Blade of Sharpness +6

The Gynzu Blade of Sharpness is a large knife that automatically slices though vegetables, fruit and other vegetation and plant creatures (such as Dark Seethers or Mandragora) for 1d12+6 points of damage. Characters with proficiency or specialization in knives or daggers may attack plants at double the normal rate per round. Against other living, non-plant opponents, it counts a +6 dagger.

Hammer +3, Dwarven Thrower

This appears to be a standard Hammer +2, but in the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics:

- The hammer has a 180-foot range and will return to its wielder's hand like a boomerang by the end of the round in which it is thrown, whether or not it hits.
- When hurled, the hammer inflicts double damage against all opponents except giants (including Ogres, Ogre Magi, Trolls, and Ettins). Against these foes it causes triple damage (as well as the +3 bonus).

Hammer of Thunderbolts

This appears to be a large, extra-heavy hammer. A character less than six feet tall and with Strength less than 18 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and deals double damage on any hit. If the wielder wears a Girdle of Giant Strength and Gauntlets of Ogre Power, as well as knowing the Hammer's command word, the weapon can be used to full effect. When swung or hurled it gains a +5 bonus, double damage dice, all Girdle and Gauntlet bonuses, and strikes dead any giant upon which it scores a hit (if the giant fails a save vs. death magic). Depending on the campaign, the GM might wish to limit the effect to exclude Storm Giants and include Ogres, Ogre Magi, Trolls and Ettins; or Clay, Flesh and Stone Golems.

When hurled for a successful hit, a great noise like a clap of thunder stuns all creatures within 90 feet for one round. Throwing range is 180 feet. The Hammer of Thunderbolts is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn. Hammers can be hurled as hand axes.

Homing Bolt of Serpent Slaying

A bolt which can target any snake-like creature, it will instantly slay its target. The homing ability adds +4 to-hit, and the bolt can go around corners and the like in the search for its target. The bolt has a small letter 's' marked on the tip.

Hornblade

This is a magical weapon with a sickle-like blade resembling some sort of animal horn. Hornblades range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn one to two feet in length, set in some sort of handle or grip. If magic is detected for, a Hornblade will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out. The knife-sized versions are enchanted to +1, the daggers to +2, and the largest version (scimitar-sized) commonly has a bonus of +3. Smaller Hornblades can be thrown, the bonus applying to both the attack number and damage determination. Any character class permitted to use sickle-like weapons can use a Hornblade. The possessor can use it with proficiency, providing he has proficiency with

the appropriately sized weapon (knife, dagger or scimitar). The experience point value of a Hornblade depends upon its size and the amount of its magical bonus, as shown on Table B103: Hornblade.

Table B103:
Hornblade

Size	EP Value
Knife-sized	500
Dagger-sized	1000
Scimitar-sized	3000

Javelin of Lightning

A Javelin of Lightning is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 yards and whenever it strikes, the Javelin becomes the head of a five-foot wide, 30-foot long stroke of lightning. Any creature hit by the Javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either ten or 20 points of damage, based on whether their saving throws are successful or not. From two to five Javelins of Lightning will be found. The Javelin is consumed in the lightning discharge.

Javelin of Piercing

This weapon is not actually hurled; when a command word is spoken, the Javelin of Piercing launches itself. Range is 180 feet, all distances considered as short range. The Javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically or any combination thereof to the full extent of its range.) From two to eight (2d4) will be found at one time. The magic of the Javelin of Piercing is good for only one throw, after which it becomes a normal javelin.

Knife, Buckle

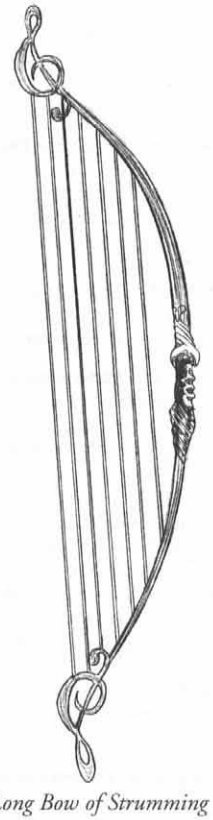
This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point. The GM should roll on Table B104: Buckle Knife to determine the type of knife found.

Table B104:
Buckle Knife
Roll (1d10)

Roll	Type	EP Value
1-4	+1	100
5-7	+2	200
8-9	+3	300
10	+4	400

Long Bow of Strumming +1

These fine bows were first produced by an elven minstrel magic-user. Each tune takes one round to strum, during which time the character can take no other actions. The first series of notes gives a +3 bonus to the first non-magical arrow fired in the next ten rounds. The second tune will cause the next arrow to be fired within ten rounds to burst into flame while in flight. The third ditty makes the next arrow fired, again within ten rounds, to be able to go around corners and over walls to hit a target, thus negating cover bonuses (though the firer must still know approximately where the target is). The fourth tune, which can only be used once per day, speeds up the repair of any bow or the manufacture of an arrow so that it is complete in half the normal time.



Long Bow of Strumming +1

Mace of Bashing +5

This weapon is designed to smash heavy armor. Any type of plate, banded, splint or scale mail armor that is hit must save versus crushing blow or lose one level of Armor Class (or magical bonus).

Mace of Disruption

This appears to be a Mace +1, but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a Mace of Disruption strikes any undead creature or evil creature from one of the lower planes, it may utterly destroy the creature. Skeletons, Zombies, Ghouls, Shadows, Wights and Ghasts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as shown on Table B105: Saving Throws.

Even if these saving throws are effective, the Mace of Disruption scores double damage upon opponents of this sort, including twice the damage bonus.

Machete of Reaving +2

This is a pixie fairy weapon equally useful for hacking creatures or plant growth. Its damage is 1d4+2, though any pixie fairies wielding it may cause +1 damage per hit against unarmored creatures. It will clear a path through vines, scrub, undergrowth and the like at 25 feet per round. If used by a pixie fairy against another pixie fairy it will swiftly and automatically sever something; roll 1d10: 1-5 leg, 6-9 arm, 10 head.

Table B105:
Saving Throws

Creature	Save
Wraiths	5%
Mummies	20%
Spectres	35%
Vampires	50%
Ghosts	65%
Liches	80%
Other undead	95%

Matched Daggers of Dwarven Kind +3

Although these daggers provide a bonus of +3 they are not considered to be magical. The bonus is attributed to superior craftsmanship and the fact they are made of hard silver.

Mattock of Ogre Kind +5 /+6

A mattock made by Ogre smiths and blessed by Ogre clerics. It is an ordinary weapon for an Ogre, but in human hands it is a +5 weapon (or +6 for characters with Strength of 16 or greater). It has no visible distinguishing characteristics to set it apart from any other ordinary mattock.

Morning Star of Glory +4

The Morning Star of Glory deals bone-crushing blows to the undead. The ebon steel ball is topped with gold and silver spikes capped with thrice-blessed mithril. Undead which are primarily skeletal in nature take 4d4+4 points of damage per hit. Other undead take 3d4+4. Damage against non-undead is 2d4+4.



Morning Star of Glory +4

Net of Ensnarement

This enchanted net provides its bearer with a bonus (anywhere from +1 to +5) to any attacks made with it. Additionally, if the net is successfully thrown over the head of a given person or creature, it automatically traps and holds him(it) firmly, making it impossible for him(it) to escape until at least 72 hours have passed. At this time the victim may begin making normal escape attempts. The EP value of this item is approximately 1000 EP for every point of attack bonus it provides.

Net of Entrapment

This magical rope net is strong enough to defy Strength under 20 and is equal to AC -10 with respect to blows aimed at cutting it. Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does five points of damage to a strand. Each net is ten feet square and has a three-inch square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful saving throw vs. breath weapon to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to 33 cubic feet. It can be loosened by its possessor on command.

Net of Snaring

This net looks just like a Net of Entrapment, but only functions underwater. There it can be commanded to shoot forth (30-foot range) to trap a creature. It is otherwise the same as the Net of Entrapment.

Nunchucks of SunWyrm Slaying

These martial arts weapons are embellished with ornate glyphs set in the handles. On a successful hit, they will instantly and automatically kill a SunWyrm. Only the largest of Wyrms get a saving throw (vs. death and adjusted by the AC the attacker hit). Against other opponents the Nunchucks inflict 1d6 -3 points of damage. They have a speed factor of -1.

Pain Giver +2

A +2 Short Sword, this blade jolts its target with an additional 1d4 of especially painful electrical damage (save vs. spell for half electrical damage).

Poisoned Dagger of Hives +1

An envenomed dirk that causes an outbreak of a painful and embarrassing skin condition with a successful hit (saving throw vs. poison negates). The irritating rash causes such blotchiness and itching that the target to gets –2 to-hit, –2 to Armor Class, and –2 to Charisma. The effect is cumulative up to four hits. A week of complete rest or a Cure Disease is needed to eliminate the condition.

Quarterstaff, Magical

This appears to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel and has two magical qualities. Upon command, the staff will alter its length from as short as six feet to as long as 12 feet (or any length in between). It inflicts damage as a quarterstaff, with additions to attack and damage rolls based upon its magical bonus (see Table B106: Magical Quarterstaff).

Table B106:
Magical Quarterstaff
Roll (1d20)

Roll	Type	EP Value
1-5	+1	250
6-9	+2	500
10-13	+3	750
14-17	+4	1000
18-20	+5	1250

Reaver +2 (+5 vs. Gnome Kind)

The Reaver is a nondescript broad sword that is +5 against gnomes, +3 versus other small-sized creatures and +2 against all other targets.

Scimitar of Speed

This is a magical weapon that automatically grants its wielder the first attack in a melee round (this occurs even if some magical effect might have otherwise slowed his

speed and reaction time). It also allows more than one strike in some rounds, increasing the wielder's number of attacks per melee round by one place, so that if one attack is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a Haste spell). The order of attacks in the round is determined normally after the wielder of the Scimitar of Speed has made his first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his remaining two attacks at the very end of the round. There is a chance that the weapon will have a bonus of something other than +2; roll percentile dice and refer to Table B107: Scimitar of Speed to determine the blade's bonus.

Table B107:
Scimitar of Speed
Roll (1d100)

Roll	Type	EP Value
1-20	+1	2500
21-70	+2	3000
71-85	+3	3500
86-95	+4	4000
96-100	+5	5000

Self Loading Bow +1

There are various types of self loading bows as indicated in Table B108: Bow Type.

A normal bolt or arrow magically appears already notched and ready to go upon command. In the case of crossbows, the weapon cocks itself as well. As a result of this self-loading, the bow can be fired at twice the normal rate.

Table B108:
Bow Type
Roll (1d100)

Roll	Bow Type
1-25	Short Bow
26-35	Long Bow
36-45	Light Composite Bow
46-55	Heavy Composite Bow
56-79	Light Crossbow
80-89	Heavy Crossbow
90-95	Hand Crossbow
96-100	Elven bow

Sling of Seeking

This handy item was designed by the kindly magic-user Kejiff, when her home began to be overrun by Quickling Brownies. Missiles hurled from this weapon gain a +4 bonus for attack and a +2 bonus for damage rolls. The sling also gives a +6 bonus to attack rolls against any creature with a normal movement rate of 24" or greater.

Spear, Cursed Backbiter

This is to all tests a magical spear with a +1 bonus (or, at the GM's option, +2 or +3). When used in melee combat against a foe, there is a 5% cumulative chance per attack made with it that it will turn against its wielder. Once it begins functioning in this way, it cannot be thrown away without a Remove Curse spell. The character always seems to find the spear in his hand despite his best efforts or intentions. When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield and Dexterity bonuses to Armor Class, and inflicting normal damage. The curse even functions when the spear is hurled, but the damage done to the hurler will be doubled. Once the spear has returned to him, the character will again find himself compelled to use the spear.

Spear of Impalement +3

This spear has a bonus of +3 in melee, but when used in a charge, the bonus is +6 and the damage doubled. If this spear is set against an opponent's charge, the bonus is +9 and the damage is tripled.



Poisoned Dagger of Hives +1

Suicide Bolt

This bolt, when voluntarily fired at oneself, will automatically hit and slay the firer, regardless of where on the body it strikes. It is obviously for use only in extreme circumstances. This bolt acts as a normal crossbow bolt against any other target.

Sword +1, +2 vs. magic-using and enchanted creatures

This sword provides a +1 bonus to attack and damage against all targets. The +2 bonus takes effect when the sword is employed against magic-users, monsters that can cast spells, and conjured, created, Gated or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a Ring of Spell Storing) to cast spells.

Sword +1, +3 vs. lycanthropes and shape changers

This gives its an attack and damage bonus of +3 against those able to assume the form of another creature (such as a Vampire or a druid), or any creature under the influence of a Polymorph or other shape changing spell.

Sword +1, +3 vs. regenerating creatures

This will give its wielder an attack and damage bonus of +3 whether or not the creature attacked can regenerate naturally or whether it does so because of a magical device such as a Ring of Regeneration.

Sword +1, +4 vs. reptiles

This gives the wielder an attack and damage bonus of +4 against such creatures as dinosaurs, dragons, Hydras, lizards, snakes, Wyverns, etc.

Sword +1, cursed

This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can lose, but never rid himself of, the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by a Remove Curse spell.

Sword +1, Flame Tongue

This sword bestows upon its wielder an attack and damage bonus of +2 vs. regenerating creatures, +3 vs. cold-using, inflammable or avian creatures, and +4 vs. undead. It also sheds light when its possessor speaks a command word or phrase. When activated, the Flame Tongue sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (Ice Fiends, for example).

Sword +1, Luck Blade

This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 Wishes. The possessor must be wielding the blade when he makes his Wish. The GM should keep the number of Wishes secret from the player. In fact, the wielder should not be aware of the Luck Blade's power until he makes an idle wish while holding the blade.

Sword +2, Cursed Berserking

This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within a 60-foot radius. The possessor of a Cursed Berserking Sword can be rid of it only if it is exorcised via a Remove Curse spell or Wish.

Sword +2, Dragon Slayer

This has a +4 bonus against most sorts of true dragon (not creatures such as the DragonHorse or DragonFairie). It inflicts triple damage (i.e. 3d12+4 for a long sword) against one sort of dragon. If the GM declares that this is an intelligent sword, he should note that the Dragon Slayer will not be made to slay dragons of the same alignment. The Dragon Slayer is powerless against Tiamat or Bahamut. Determine dragon type by rolling 1d100 on Table B109: Dragon Type.

Table B109:
Dragon Type
Roll (1d100)

Roll	Dragon Type
1-3	Albino Scoria
4-8	Black
9-10	Blue, Horny Ridged
11-13	Blue, Spiny-Backed Blue-Ridged
14-15	Blue, Spiny Horned
16-17	Brass
18-20	Bronze
21-24	Cloud
25-30	Copper
31-34	Slag-Copper
35-39	Gold
40-45	Green
46-48	Mist
49-52	Mottled
53-55	Onyx
56-65	Red
66-69	Red-Crested Amber-Bellied
70-74	Shadow
75-79	Silver
80-83	Slag-Scaled Titanium
84-88	Speckled
89-91	Spiny
92-94	Swack Iron
95-96	Swack Iron, Albino
97-100	White

Sword +2, Giant Slayer

This provides a +3 bonus versus any giant, giant-kin, Ettin, Ogre Magi or Titan. Against any of the true giants (Cloud, Fire, Frost, Hill, Stone and Storm) the sword also causes double damage (i.e. 2d12+3 for a long sword).

Sword +2, Nine Lives Stealer

This will always perform as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this for a total of nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword

does not function, no charge is used and normal damage is determined. If this fails, the victim cannot be Raised or Resurrected.

Sword +3, Frost Brand, +6 vs. fire-using/dwelling creatures

This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that live in fiery environments or use fire to attack (such as Fire Elementals or Firetoads). The weapon does not shed any light, except when the air temperature is below zero degrees Fahrenheit. It does give special benefits against fire as well, for its wielder is protected as if he were wearing a Ring of Fire Resistance. The Frost Brand sword also has a 50% chance of extinguishing any stationary fire within a ten-foot radius (including a Wall of Fire but excluding a Fireball, Meteor Swarm or Flame Strike).

Sword +3, Vorpal

Similar but superior to a Sword of Sharpness, a Vorpal Sword has a +3 bonus to attack and damage rolls. This heavy and fearsome weapon also adds +16 to the severity level of critical hits. Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are Doppelgangers, elementals and golems).

Sword +4, Defender

This gives its wielder the option of using all, some or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

Note that there is also a sword, +5 Defender. This is identical to the +4 sword with one extra bonus point.

Sword +5, Holy Avenger

In the hands of any character other than a paladin, this holy sword will perform only as a Sword +2. In the hands of a paladin, however, it creates a magic resistance of 50% in a five-foot radius, Dispels Magic in a five-foot radius at the level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents. It also inflicts penetration damage on a 7 or 8 on d8, an 11 or 12 on d12, etc.

Sword +6, Banesmith

The Banesmith is a beautifully crafted, engraved blade bearing strange runes. It is always found with a gold inlaid scabbard made from the rib bone of a Swack Iron Dragon. The sword, unfortunately, bears an awful curse that inevitably leads to the doom of the wielder and possibly other members of the party. It is up to the GM to decide precisely how this happens. For example, the sword may have created powerful enemies in the past who are seeking the current owner. Some short term possibilities are:

- In battle, the sword twists in the wielder's hand, dropping or plunging into another character or the PC himself.
- The sword clouds the wielder's mind, causing him to mistake a character for someone or something else.
- The sword refuses to be pulled from its scabbard, or flies out on its own and into the owner's hand at an inopportune moment.

Sword +7, Holy Reaver

This hand-and-a-half (bastard) sword can only be used by lawful good beings. The basic bonus is +7 and it can Detect Evil with 60 feet for one turn (three uses per day). Its true powers, however, only come into play when wielded by a paladin. He can command it to shed light (per the Light spell) for one turn, four times per day. It does double damage against evilly aligned creatures. On a natural 20, evil extra-planar creatures are driven back to the plane of their origin by a blast of holy righteousness. Once per day, the paladin can call upon its reaving power to slay wickedness; gaining two additional attacks per round for the next ten rounds, with an additional +3 bonus.

Sword -2, cursed

This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected. All damage scored is reduced by 2 hit points, but never below a one in any event. The sword will always force the character to employ it against enemies, appearing in the character's hand despite his best efforts. It can be gotten rid of only by means of Limited Wish or Wish.

Sword of Dancing

On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance."

Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of melee combat.

When dancing, the sword will leave its owner's hand and may go up to 30 feet distant. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a Fireball, Lightning Bolt or Transmute Metal to Wood spell could affect it.

Finally, remember that the dancing sword fights alone exactly as its wielder; if a 7th level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desired – resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc. – as long as he remains within 30 feet of the sword. If he moves more than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

Sword of Infinite Sharpness +7

In addition to the +7 bonus to attack and damage, a natural roll of 20 adds +24 to the severity levels of the critical hit. On a natural 19, it inflicts a normal critical hit (no bonuses to severity level). A character proficient with sword use can also attempt a weapon breaking attacks against an opponent, who must save vs. wands to avoid having his weapon hit. If struck, the weapon must make a further saving throw vs. crushing blow or break. This sword never needs sharpening, repair or any form of maintenance. It sheds light as a Sword of Sharpness.

Sword of Life Stealing

This +2 weapon will eliminate one level of experience (or one Hit Die) and the accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures. The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e. only a character who has suffered loss of hit points can benefit from the function).

Sword of the Planes

This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any inner plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against opponents from the inner planes.) Similarly, when used on an outer plane or against creatures from the outer planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane, or when used against opponents from either of those planes.

Sword of Quickness +2

This is a special +2 Short Sword that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g. a Scimitar of Speed), both strike simultaneously.

Sword of Sharpness +1

This weapon is treated as +1 for attack and damage rolls. Its power is great, however, for on a natural attack roll of 20, it tends to sever extremities. A Sword of Sharpness adds to the severity levels of critical hits. Use Table B110: Sword of Sharpness +1 to determine the exact bonus. A Sword of Sharpness will respond to its wielder's desire with respect to the light it sheds – none, a five-foot circle of dim illumination, a 15-foot circle of light or a 30-foot radius glow equal to a Light spell.

Table B110:
Sword of Sharpness +1

Roll (1d100)	Bonus to Severity Level of Critical Hits
1-25	+4
26-50	+6
51-80	+8
81-95	+10
96-100	+12

Sword, Sun Blade

This sword is the size of a bastard sword. However, its enchantment enables the Sun Blade to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor and ease of use (the Sun Blade appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a Sun Blade. In normal combat, the glowing golden blade of the weapon is equal to a +2 sword, but against evil creatures, its bonus is +4. Against Negative Material Plane creatures or those drawing power from that plane, the sword inflicts double damage. Furthermore, at the wielder's command, the Sun Blade may cast forth a dazzling beam of light (this works as the Sunray spell). All Sun Blades are of good alignment.

Sword of Wounding

This is a sword of only +1 bonus, but any hit made with it cannot be healed by regeneration. In addition, the target suffers one point of bleeding damage in every subsequent round for each wound inflicted by the sword. Thus, an opponent hit on the first melee round will automatically lose one additional hit point on the second and each successive round of combat. This loss is cumulative if the target is hit again. Loss of the extra point(s) stops only when the creature so wounded bandages its wound or after one turn, whichever comes first. Damage from a Sword of Wounding can be healed only by normal means (rest and time); never by potion, spell nor any magical means short of a Wish.

Tracer Bolts

These crossbow bolts leave a fiery yellow trace in their path, marking the way to a target. They do no damage, but they do allow magical missile weapons or spells (such as Sidewinder Fireballs) to home in on the tracers. This gives any subsequent such attack a +6 to-hit bonus against the target hit by the Tracer Bolt. The Tracers have been known to befuddle or frighten ignorant creatures even if they do not understand their effects.

Trident of Fish Command

This three-pronged fork sits atop a stout six-foot long rod, and appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the Trident. Fish failing this throw are completely under empathic command and will

not attack the possessor of the Trident nor any creature within ten feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e. fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within ten feet of the trident. In addition to ordinary fish, the Trident affects sharks and eels. It does not affect mollusks, crustaceans, amphibians, reptiles, mammals and similar sorts of marine creatures. A school of fish should be checked as a single entity. A Trident of this type contains 17-20 (1d4+16) charges. It is otherwise a +1 magical weapon.

Trident of Submission

A weapon of this nature appears exactly as any normal trident. The wielder of a Trident of Submission causes any opponent struck to save vs. spell. If the opponent fails to save, it must make a morale check the next round instead of attacking. If successful, the opponent may act normally next round, but if morale is poor, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness lasts two to eight rounds. Thereafter the creature is normal. The Trident has 17-20 (1d4 +16) charges. This Trident is otherwise a +1 magical weapon.

Trident of Warning

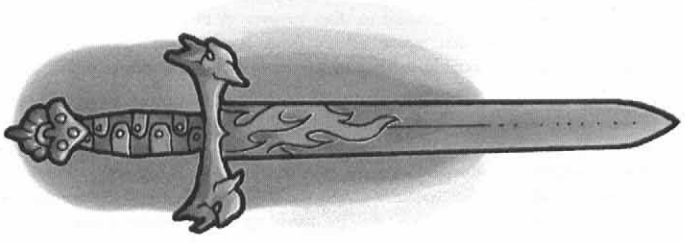
A weapon of this type enables its wielder to determine the location, depth, species and number of hostile or hungry marine predators within 240 feet. A Trident of Warning must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 19-24 (1d6+18) charges in a Trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.

Trident of Yearning

A Trident of Yearning looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of water (one that is sufficient to completely cover his person) . Once there, he will immerse himself. The character cannot loosen his grip on the Trident, and only a Water Breathing spell (after submersion) or a Wish will enable the character to do so. The Trident is otherwise a -2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

Troll Slapper +2 (+5 vs. Trolls)

This short sword is a basic +2 magical weapon. However, it has a +5 attack and damage bonus versus Trolls. Wounds inflicted by the Troll Slapper cannot be regenerated, either by natural or magical means, making it highly effective against trollkin and other regenerating creatures.



Troll Slapper +2 (+5 vs. Trolls)

Intelligent Weapons

Intelligent weapons are useful to give higher level fighters some additional tactical options and limited-use special abilities. An intelligent weapon will have one or more special powers. It may also have a special purpose or limitations on its use. The chance of Intelligence varies according to the type of weapon. Swords have a 25% chance of some form of Intelligence. Other melee weapons (axes, spears, polearms, etc.) have a 5% chance of being intelligent, provided they do not already possess special powers. Missile weapons (including bows, crossbows, arrows and bolts) never possess Intelligence. Single-use items and those items that do not have a bonus to hit (such as a magical net) never possess Intelligence.

Tables B111 through B118 should be used to determine the properties of an intelligent weapon and its number of powers. You must let the dice fall where they may! Intelligent weapons are created by deranged gawds and absent minded magic-users and thus can have bizarre combinations of powers. The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d100 on Table B111: Weapon Intelligence and Capabilities. Then, move onto Tables B112-B118 until all the capabilities of the weapon have been specified. Only experienced GMs may attempt to design unusual magic weapons along special themes for specific campaign purposes.

Intelligent Weapon Alignment

Any weapon with Intelligence will have an alignment. Note that some weapons (such as the Holy Avenger) have alignment restrictions. All cursed weapons are absolutely neutral. Any character whose alignment does not correspond to that of the weapon, except as noted by the asterisk in Table B112: Weapon Alignment, will sustain points of damage equal to the number of ego points (see Table B118: Weapon Ego) of the weapon.

Table B111:
Weapon Intelligence and Capabilities
Roll (1d100)

Roll	Intelligence	Communication	Capabilities
1-34	12	Semi-empathy*	1 primary ability
35-59	13	Empathy	2 primary abilities
60-79	14	Speech**	2 primary abilities
80-91	15	Speech**	3 primary abilities
92-97	16	Speech**	3 primary abilities†
98-100	17	Speech and Telepathy***	3 primary abilities†† +1 extraordinary power

* The possessor will receive some signal (a throb, tingle, etc.) and feel urges when its ability functions.
** The weapon will speak the character's native tongue plus one or more other tongues as indicated on Table B117.
*** The weapon can use either communication mode at will, with language use as any speaking weapon.
† The weapon can also read languages/maps of any non-magical type.
†† The weapon can read languages as well as magical writings.

Table B112:
Weapon Alignment
Roll (1d100)

Roll	Alignment of Weapon
1-5	Chaotic good
6-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral (absolute)
81-100	Neutral good*

* The item can also be used by any character whose alignment corresponds to the non-neutral alignment portion of the weapon's alignment (i.e. chaotic, evil, good or lawful). Thus any chaotic character can use a weapon with chaotic neutral alignment.

Table B113:
Weapon Primary Abilities
Roll (1d100)

Roll	Ability
1-11	Detect "elevator"/shifting rooms/walls in a ten-foot radius
12-22	Detect sloping passages in a ten-foot radius
23-33	Detect traps of large size in a ten-foot radius
34-44	Detect evil or good in a ten-foot radius
45-55	Detect precious metals (type and amount) in a 20-foot radius
56-66	Detect gems (type and number) in a five-foot radius
67-77	Detect Magic in a ten-foot radius
78-82	Detect secret doors in a five-foot radius
83-87	Detect invisible objects in a ten-foot radius
88-92	Locate Object in a 120-foot radius
93-98	Roll twice on this table, ignoring scores of 93 to 00
99-100	Roll on Table B114 instead

Table B114:
Weapon Extraordinary Powers
Roll (1d100)

Roll	Power*
1-7	Charm Person on contact – three times/day
8-15	Clairaudience, 30 yards range – three times/day, one round per use
16-22	Clairvoyance, 30 yards range – three times/day, one round per use
23-28	Determine direction and depth – twice/day
29-34	ESP, 30 yards range – three times/day, one round per use
35-41	Fly, 120 feet/turn – one hour/day
42-47	Cure-All – one time/day
48-54	Illusion, 120 yards range – twice/day, as Wand of Illusion
55-61	Levitation, one-turn duration – three times/day, as a 6th level magic user
62-67	Strength – one time/day (upon wielder only)
68-75	Telekinesis, 250 pounds maximum – twice/day, one round each use
76-81	Telepathy, 60 yards range – twice/day
82-88	Teleportation – one time/day, 600 pounds maximum, casting time two segments
89-94	X-ray vision, 40 yards range – twice/day, one turn per use
95-97	Roll twice on this table ignoring scores of 95-97
98-99	GM may choose one power from this table
100	GM may choose one power from this table, and then roll for a Special Purpose on Table B115

This damage is suffered every time (or for every round) the character touches any portion of the weapon unless the weapon is in the grasp or possession of a character whose alignment is compatible with the weapon.

Weapon Abilities

Using the number of capabilities determined by rolling on Table B111: Weapon Intelligence and Capabilities, the weapon's specific abilities are determined by rolling on

Table B115:
Special Purpose
Roll (1d100)

Roll	Purpose
1-10	Defeat/slay diametrically opposed alignment*
11-20	Defeat clerics (of a particular type)
21-30	Defeat fighters
31-40	Defeat magic-users
41-50	Defeat thieves
51-55	Defeat bards
56-65	Overthrow law and/or chaos
66-75	Defeat good and/or evil
76-95	Defeat nonhuman monsters
96-100	Other

*The purpose of the true neutral version of this weapon is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (lawful good, lawful evil, chaotic good, chaotic evil).

Table B116:
Special Purpose Power
Roll (1d100)

Roll	Power
1-10	Blindness* for 2d6 rounds
11-20	Confusion* for 2d6 rounds
21-25	Disintegrate*
26-55	Fear* for 1d4 rounds
56-65	Zarba's Sphere of Insanity* for 1d4 rounds
66-80	Paralyzation* for 1d4 rounds
81-100	+2 to all wielder's saving throws, -1 to each die of damage sustained

* Upon scoring a hit with the weapon, unless the opponent succeeds with a saving throw vs. spell.

Table B113: Weapon Primary Abilities, and Table B114: Weapon Extraordinary Powers. If the same ability is rolled twice or more (on Table B113), range of the power is doubled, tripled, etc. All abilities function only when the weapon is held, drawn and the possessor is concentrating on the desired result. A weapon can perform only one function at a time, and thus can fight or detect but one thing at a time. Other detection abilities are merely rumors.

If the same power is rolled twice (on Table B114), the number of uses/day are doubled, etc. Powers function only when the weapon is drawn and held and the possessor is concentrating upon the desired effect. Most powers require that the character stop and concentrate for a full round.

Special Purpose Weapons

A special purpose must suit the type and alignment of the weapon in question. Killing is always restricted to evil targets when the weapon is of good alignment. Weapons dedicated to slaying monsters will always be either good and slay neutral or evil monsters, or evil and slay neutral or good monsters.

Note for Table B116: Special Purpose Power: The weapon's power will operate only in pursuit of the weapon's special purpose, as determined on Table B115.

Languages Spoken by Weapon

The GM must consider the history of the weapon when determining the languages it speaks. Thus, an intelligent war hammer fashioned by dwarves would certainly understand dwarvish as one of its powers. Roll on Table B117: Weapon Languages to determine the number of languages spoken/understood by the weapon.

Table B117:
Weapon Languages
Roll (1d100)

Roll	Number of Languages
1-40	1
41-70	2
71-85	3
86-95	4
96-99	5
100	6*

* Or the result of 2 additional rolls ignoring a score of 100, whichever is the greater.

Weapon Ego

Only after all aspects of a weapon have been determined and recorded can the ego rating of a weapon be determined. Ego, along with Intelligence, will be a factor with regard to the dominance of weapon over character, as detailed on Table B118: Weapon Ego.

Table B118:
Weapon Ego

Attribute of Weapon	Ego Points
Each + of weapon*	1
Each primary ability**	1
Each extraordinary power**	2
Special purpose	5
Each language spoken	1
Telepathic ability	2
Read languages ability	1
Read magic ability	2

* Thus, a Sword +1 has one ego point, but if it has another (higher) plus, this is also counted. For example, a Flame Tongue has a maximum bonus of +4, so it is +1/+4 for five ego points (only the lowest and highest pluses count, in the case of multiple pluses). In addition, weapons that have no extra pluses but extra powers (Holy Avenger, Sharpness, etc.) add double their + rating for ego.
** If double ability, double ego points.

Weapons Versus Characters

When a weapon possesses unusual characteristics, it has a personality, which is rated by combining its Intelligence and Ego scores. The weapon will, of course, be absolutely true to its alignment, and if the character who possesses the weapon is not, personality conflict – weapon versus character – will result. Similarly, any weapon with an ego of 19 or higher will always consider itself superior to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

The personality score of a character is: Intelligence + Charisma + Experience Level.

Note that the personality score is reduced by one for every increment of damage taken equal to the character's average number of hit points per level: Divide the character's total hit points by his level and round up. For example: A fighter of 7th level has 59 hit points: 59 divided by seven equals 8.4, rounded down to eight. Thus, for every eight points of damage he suffers, his personality score will be lowered by one.

Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

1. Removal of associates, henchmen, hirelings or creatures of alignment or personality distasteful to the weapon.
2. The character divesting himself of all other magical weapons.
3. Obedience from the character so that the weapon can lead the expedition for its own purposes.
4. Immediate seeking out and slaying of creatures hateful to the weapon.
5. Elaborate encrustation of pommel, hilt, scabbard, baldric or belt with gems and a special container made of precious substances for its safekeeping.
6. Magical protections and devices to protect it from molestation when not in use.
7. That the character pay it handsomely for all abilities and powers the weapon is called upon to exercise in behalf of its possessor.
8. That the character carry it with him on all occasions.
9. That the character relinquish the weapon in favor of a more suitable person due to alignment differences or conduct.

Anytime the personality score of a weapon exceeds the personality score of the character who possesses it, the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:

1. Force its possessor into combat
2. Refuse to strike opponents
3. Strike at its wielder or his associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Naturally, such actions are unlikely where the character-weapon alignment and purposes are harmonious. However, the weapon might well wish to have a lesser character possess it so as to easily command him, or a higher level possessor so as to better accomplish its goals. All magical weapons with personalities will desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same alignment. They will be aware of the presence of any similar weapon within 60 feet, and try their best to lead a possessor into ignoring or destroying the rival unless this is totally inimical to their nature. A Holy Avenger, for example, would certainly not allow destruction of any other lawful good weapon and might encourage their discovery, even at the risk of having to face grim odds to do so.

Weapons of this nature will never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force. They may be powerless to force their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy, etc. Note: Most players will be unwilling to play weapons with personalities as the personalities dictate. It is incumbent upon the GM to ensure that the role of the weapon is played 'to the hilt,' so to speak. An intelligent weapon is a full-fledged NPC (see Chapter 11: Non-Player Characters) and must be treated as such.

Artifacts

Unless otherwise noted, each artifact is a singular item of potent powers and strange side effects. As each unique item is placed in your campaign or found by your player characters, you must draw a line through its listing on the table to indicate that it can no longer be discovered randomly – if the dice indicate an item no longer available, you may substitute a clue as to its whereabouts or simply ignore the result so that no magic item is found at all.

Because of the unique nature of artifacts, their powers are often only partially described. This prevents players from gaining any illicit knowledge of these items, even if they somehow gain access to this volume. Those artifacts that you do bring into play should be so carefully guarded (by location, warding devices and monsters) that recovery of any one is an undertaking of such magnitude that only powerful characters, in concert and after lengthy attempts, have any chance whatsoever of attaining one. Naturally, each artifact has a body of rumors, tales and other lore concerning it. Discovery of such information should not be accidental. Minor clues may be placed, but extensive oral or written information must be sought out and obtained only after considerable expenditure of time and money, if at all.

When dealing with artifacts, you must be especially cautious to maintain your GM advantage. A super-weapon is certain to blast your whole campaign to smithereens, unless it has proper limitations, side effects and nemesis creatures. Player characters who play with artifacts enter a very dangerous arena. The others involved are the most powerful monsters and NPCs in HackMaster.

Following the individual artifact descriptions you will find Tables B123 through B128. These tables list the various powers and side effects of such powerful items. The

main attributes of each artifact in this section are described in the text. Following the text, other abilities are listed as a number of powers or effects to be rolled on Tables B123-B128, from which you must determine the specifics of that artifact in your milieu. Players can know virtually nothing about these powers and effects. They must be discovered through experimentation, legends, Legend Lore, etc.

If a player refuses to risk his own character when an item is discovered, preferring to allow some hireling or henchman to hazard the trial and error process necessary, the character given the item or ordered to determine its powers and effects will certainly do one of the following things:

1. If the character is evil, he will destroy, or at least escape from, the player character once he knows the artifact's abilities (or possibly even before that).
2. If the character is neutral and neither good nor evil otherwise, he will use the powers to control his former employer/master, destroying him if threatened.
3. If the character is good, he will realize that his employer/master acted in a most evil fashion by giving/forcing upon him the artifact in question. The character will use every wile to escape the PC and take the item along to deliver to his religious leaders or other suzerain. (And, of course, the character will never again associate with the PC in question.)

All of the hirelings, henchmen, etc. of a player character foisting an artifact on someone in such a manner will have a 10-30% drop in loyalty if the NPC is permanently harmed or killed.

All artifacts are of such power that they are virtually impervious to harm – magical or physical. Some predate the known gawds, others were formed by the gawds. Typically, each can only be destroyed by a single, very specific procedure. (See the end of this section.) Any character attempting to destroy an artifact by disassembling its parts, removing a portion or similarly defacing it must save vs. spells at -5; failure means death. Many of these items tend to make their possessor reclusive, secretive, arrogant and/or greedy. These effects are best handled through manipulation of the player by means of powers, NPCs, etc.

Finally, whatever befalls the possessor of an artifact, as well as the effects of its prime (and in some cases major) powers, is permanent and irreversible even by the most powerful spells (including Wish, for example) and gawds. The exception is when a gawd created the item. Also, if a gawd has full control over a given artifact's area of influence, that gawd may be able to reverse the effects of some of its powers.

A Word about HackMaster Class Relics

Certain relics are associated with the HackMaster Character Classes (see Chapter 2: Player Character Races and Classes). In the hands of a true HackFighter, HackMage, HacKleric or HackSassin additional powers are often (but not always) unleashed in such items. HackMaster Class items are shown with an asterisk (*) after their name. Any additional powers for HackMaster characters are as indicated in the relic's description. Special Note: All HackMaster Class relics have one thing in common – they will not function in the hands of a character of dishonor.

List of Artifacts

Alena's Mask

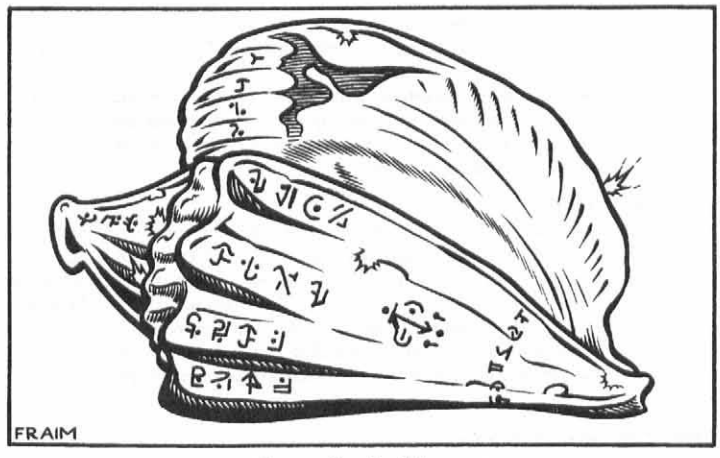
The High Priestess Alena supposedly tricked the evil Mage Zerdav into making this strange artifact and then wisely used it to overthrow his hold upon her nation. The Mask covers the wearer's face and enables the wearer to assume the likeness of any human-like creature. It prevents all forms of mind contact, detection or attack. Alena's Mask is rumored to give the wearer total immunity to all gaze attacks (Basilisk, Catoblepas, Medusa, etc.) and the following powers/effects: 2 x I; 1 x II; 1 x VI.

Axe of the Dwarvish Lords

Legend relates that the first dwarven king forged this weapon in volcanic fires with the aid of his patron gawd. It passed from dwarven monarch to dwarven monarch until it was lost centuries ago. Rumors persist of the appearance of the Axe in various places. The blade of the Axe is equal to a Sword of Sharpness (+10 severity levels), and it is backed by a head equal to a +3 Hammer. The handle extends or contracts upon command to equal a battle or hand axe (of throwing). If thrown, the axe will return to its thrower from up to 30 feet away by the end of the round in which it is thrown. The possessor gains the dwarven abilities of infravision, trap detection, etc.; double abilities if a dwarf. The possessor's life span is 50% longer than normal, but he becomes more and more dwarf-like with time, until eventually he resembles one. The Axe has the following additional powers/effects: 2 x I; 1 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Bronze Conch of Aarnz

The Bronze Conch of Aarnz is an extremely rare and powerful magic item – only three are known to exist. Said to be created by the Ape Gawd himself, each Bronze Conch is incredibly beautiful, emitting a soft green, illuminating aura. If carefully studied, faint runes can be seen on its underside, tarnished and difficult to discern. If rubbed or polished, the Priestess of the Conch will speak into the mind of the item's possessor. Her words will warn the owner of the Conch not to sound the horn unless in mortal danger, for to summon its power without great cause will entail a dire price to be paid. When sounded, a deep, hollow reverberation will be heard, followed by silence and a flash of brilliant white. Two thousand and three fully armed and armored (obsidian short sword and magical totem necklace of protection: +2 to AC) Warrior and Shaman Apes emerge, each a two Hit Die creature and able to cast Cure Light Wounds once per



Bronze Conch of Aarnz

day. In battle, they fight until wounded, then fall back to heal themselves before resuming melee – unless instructed otherwise. They will faithfully serve the possessor of the Conch for one turn, before disappearing back from whence they came. If ever summoned when the owner of the Bronze Conch is not in direct mortal danger, the apes will serve obediently. When it is time for them to return to the Conch, however, any surviving apes will grapple and grab the summoner, carrying him with them into the Conch. The item will then immediately become non-magical, the character forever lost. Each Conch has but one charge; regardless of its magical/non-magical status, the ocean can always be heard if an ear is placed next to its opening.

Chooney's Quill

There can be but little dispute that the master thief Cho'Noi Kai (Chooney) was the most successful of his profession, and several sages attribute his performance to the acquisition of a writing instrument of unknown antiquity which now bears Cho'Noi Kai's name. This Quill reportedly draws and writes infallibly upon command, depicting whatever its possessor sees or speaks accordingly. It also is supposed to be able to find treasure (as a Potion of Treasure Finding) once per month. These powers and effects are attributed to it as well: 2 x I; 1 x III; 1 x IV; 1 x VI.

Codex of the Infinite Planes

In the distant past, a powerful cleric discovered this work and used its arcane powers to dominate the neighboring states. However, legend has it that these awesome powers eventually brought doom to the cleric and his tyrannical domain. It must be that somehow the Codex survived the inundation, for the magic-user Jhiffurk scribed the following fragment prior to his strange disappearance:

> " . . . and the two strong slaves lifted it [the Codex] from the back of the Beast. Thereupon I commanded the Dark Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efreet howled in fear and fled when I caused the page to be read, and the Beast passed into the Abyss. Now was one, Krendaar, Master of the Plane of Molten Skies. With sure hand I closed this tome [the Codex], dreading to -"

From the foregoing it is evident that the item is very large and of exceptional power. Any person reading its 99 damned pages is 99% certain to meet a terrible fate (one percent cumulative chance per page). The Codex's other pages have the keys to instant physical transference to any one of the other planes and alternates of any world or universe. The work will destroy instantly any character under 11th level of experience who touches it, but those of 11th level or higher who make a saving throw versus spell can command the powers and effects of the Codex: 4 x I; 4 x II; 2 x III; 2 x IV; 2 x V; 2 x VI. Note: When activating powers and effects, base their coming into play upon the progress of the character's perusal of the Codex.

Crown of Might*

According to tradition, great items of regalia were constructed for special servants of the gawds of each alignment when the gawds were contending amongst themselves. Who amongst them first conceived the idea is unknown. The champion of each ethical alignment- Evil, Good, Neutrality - was given a crown, an orb and a sceptre. These items have been scattered and lost over the centuries of struggle since they first appeared. These three complete sets bestow great powers, but even mere possession of a Crown of Might gives a character of the same ethos great benefits (if a character of another alignment touches such an item he takes 5-30 points of damage and must save versus spell or be instantly killed). The alignment of a Crown is determined on Table B119: Crown of Might. While being worn, the Crown raises its wearer's level of experience by one and confers the following additional powers/effects: 2 x I; 1 x II; 1 x III.

Table B119:
Crown of Might
Roll (1d20)

Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutrality

Each Crown (Evil, Good and Neutral) has different powers. Should a character wearing a Crown touch an Orb of Might or a Sceptre of Might of a different ethos, he takes damage and must save as noted above, and if the saving throw is successful, one malevolent effect from Table B126: IV. Major Malevolent Effects will affect him. However,

if the Orb or Sceptre is of the same ethos, the following extra powers (and effects) are conferred upon the possessor: 1 x I; 1 x II.

Again, these powers are different for the Evil, Good and Neutral versions. Possessing all three of one alignment confers additional powers/effects: 1 x I; 1 x II; 1 x IV; 1 x V; 1 x VI.

Note: Each of these items is so similar in appearance to the others that examination will reveal no difference, and detection magically will not reveal their alignment. Each Crown is a slender diadem of gold set with 3 precious stones of great size so as to bring 50,000 or more gold pieces if openly sold.

Crown of Thrain*

Rumored to be made from the core of the universe by a supreme entity, the Crown of Thrain is fashioned of solid platinum, its gleaming surface etched with elder runes which none save the gawds may decipher. Its whereabouts unknown, the Crown is constantly sought after by heroes of the highest caliber, for when placed upon the head of any character or NPC which has advanced 36+ levels, that person will be imbued with divine essence, attaining demi gawd status and all the luxuries of immortality. Once the Crown of Thrain gifts a hero in such a way, it Teleports to a random place in the universe, unable to be located through scrying or other means.

Crystal of the Ebon Flame

The origin of this artifact is entirely unknown, as is its exact location. It is a beautifully formed, diamond-hard mineral the size of a hand. When it is touched, the Crystal sends forth rays of light and a black flame seems to leap and dance in the heart of the jewel. All creatures within 30 feet must save versus spell or be charmed as if by a Fire Charm spell. The possessor of the Crystal may draw upon its powers by gazing at the Ebon Flame at its center. These powers and effects are: 4 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Cup and Talisman of Gan'Don*

This pair of holy relics were given by the gawds to their most exalted high HacKleric of lawful good alignment. Rumor has it that they were lost to demi-human raiders somewhere in the Southeastern portion of the Praxter Mountains. The Cup is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings - a jewelry value of 75,000 or more gold pieces on the open market. It does not radiate magic, but it has the following powers/effects: 4 x I; 1 x III.

The Talisman is made of hammered platinum, a star of eight points, chased with gold inlays, and with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading (eight sets of three beads each) - a jewelry value of 10,000 or more gold pieces. It does not radiate magic either, but has the following powers/effects: 2 x II; 1 x IV.

If a cleric, druid, paladin or ranger possesses both, he may fill the cup with holy water and immerse the Talisman into the fluid to create a potion once per week. The type of potion that is created is determined using Table B120: Potions Created. And the possessor gains the following powers/effects from both: 1 x V; 1 x VI.

Table B120:
Potions Created
Roll (1d20)

Roll	Potion
1-5	Healing
6-10	Extra-Healing
11-15	Poison antidote balm
16-17	Cure Disease salve
18-19	Remove Curse ointment
20	Raise Dead balm

Dark Orb of Monfyr

It was deep within the crypt of the Wraith-Lord Monfyr that this unholy orb was created out of pure hatred by the dark one himself. The size of a fist and made of polished obsidian, it acts as a direct conduit to the Negative Material Plane – magnifying those properties onto a small space within the Prime Material Plane.

The Dark Orb of Monfyr creates a globe of absolute darkness in a ten-foot radius, even extending through solid objects. Within this area that cannot be penetrated by light, sunlight or magical light, conditions are most inhospitable to all save undead. Any living creature that even partially enters the globe of darkness for one full round suffers 1d10 x10 points of damage from freezing cold (save vs. spells for half damage), is drained of two life energy levels (no save), and suffers 6d6 points of damage (save vs. spells for half damage) from being ravaged by negative energy. These effects continue for each full round a character spends in contact with the globe. Characters slain by the globe arise on the following round as a Wraith. This artifact has the following powers: 2 x I; 1 x II; 1 x III.

Death Wand of Kandeer*

It was HackMage Thrash Kurgin'var who first used the Death Wand of Kandeer to punch a hole in his enemy's defenses and gut the famed Creosote. Ever since, similar fantastic tales have surrounded the Death Wand upon its occasional resurfacing, before it slips yet again through the eternal cracks of time.

The Wand is fashioned of human skulls fused together and stacked five high, each portraying a wicked grin. Upon activation, it will instantly slay (no save) all 1 HD creatures within a 100-foot radius, all 2 HD creatures within an 80-foot radius, all 3 HD creatures within a 60-foot radius, all 4 HD creatures within a 40-foot radius, and all 5 HD creatures within a 20-foot radius. The Wand may be activated three times per day, but if activated more than once per day, each activation beyond the first causes the character's alignment to shift one step toward chaotic evil. The Death Wand of Kandeer also has the following properties: 3 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Door Knocker of Pestilence

The Door Knocker of Pestilence, originally created for the gate of a powerful demon, now randomly Teleports itself onto gates of great importance, such as a portal to a vast kingdom or plane. Made of solid brass, the smooth ring measures 10 feet in diameter and requires an 18 Strength (or combined equivalent) to move. All such knockers are keyed to a command word, and if the command is not spoken before the Knocker is put into operation, a devastating magic will encompass a 50 foot radius from the center of the ring. All within this area must save vs. death magic or die immediately, and those who do save still suffer 6-36 hit points of damage. Furthermore, a save vs. poison is required to avoid instant death yet again, and even if successful, the Ability Scores of Strength, Dexterity and Constitution area are reduced by 2d6 points (to a minimum of three) until cured by a Restoration or Wish spell. A third save must also be made, and any who fail this roll will contract an advanced form of leprosy, losing one limb per day until healed by a Wish or Cure Disease, or temporarily alleviated by a Regeneration spell. If not healed by the fifth day, death immediately ensues. Regeneration will hold the condition in a state of suspension, but hit points cannot be regained while doing so.



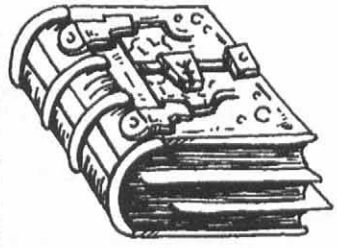
Door Knocker of Pestilence

If the proper command word is known and spoken prior to operation, the portal to which the Knocker is attached will swing open to allow entrance.

Drayton's Dancing Hut

Early in his career, Drayton developed a small hut of ordinary appearance - a circular, thatched structure of 15 feet diameter and 10 feet high. To this dwelling are attached two powerful fowl legs 12 feet long, which appear to be stilts. Furthermore, the Hut is highly intelligent (Intelligence of 14) and possesses the five human senses, plus infravision ability to 120 feet and ultravision. Inside, the Hut is a small palace - garden, fountains of water and wine, and 30 rooms on three floors, all lavishly and richly furnished! Despite the commodious interior, the bird legs can move Drayton's Hut at a movement rate of up to 48 over swamp, 36 over rough or normal terrain and 12 over hills, through forests, etc. The Hut will obey commands from one person (the one first using a key phrase) and can come to a call from as far away as one league. Its legs deliver blows equal to those of a Hill Giant, two attacks per round, to any so rash as to come near without invitation or knowing the command phrase. The legs are AC 2 and can take 48 points of damage each, regenerating at one hit point/melee round. The walls of the Hut are the equivalent of five-foot thick granite. The Hut has the following additional powers/effects: 4 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Drayton's Tome of Magic



Drayton's Tome of Magic

This intensely powerful tome, created by the Arch-Mage Drayton, appears when first discovered as a thick book full of blank pages. It is quite definitely a spell book and the owner may write spells in it quite easily. However, the Tome's appearance is quite deceptive as it is no ordinary magical notebook. At the bearer's command it can automatically print upon its pages the details of any spell ever written in it. Furthermore, if the owner has the book out while a spell is cast by any other magic-user, the book can be commanded to analyze the spell, and if left open for ten rounds it will automatically commit the details of that spell to paper. (Note that the owner can access a spell based on a description of its effects as well as its name.) Legends claim that Drayton used this Tome to forge one of the first magocratic empires in the wurld, simultaneously attaining a mastery of magic far beyond that of any other magic-user - though it is probable that his infamous addiction to Potions of Longevity didn't hurt either.

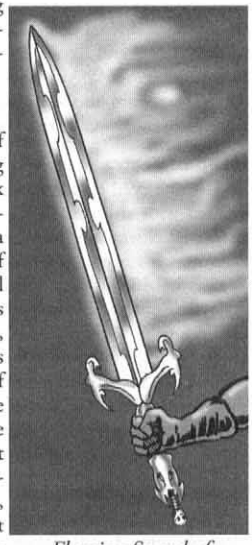
Eye of Vectra

Seldom is the name of Vectra spoken except in hushed voice, and never within hearing of strangers, for legends say that the phantom of this once supreme Lich still roams the wurld. It is certain that when Vectra finally met his doom, one eye and one hand survived. The Eye of Vectra is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living character. Once pressed in, it instantly and irrevocably grafts itself to the head, and it cannot be removed or harmed without slaying the character. The alignment of the character immediately becomes neutral evil and may never change. The Eye bestows 60-foot infravision to its host, and gives the following additional powers/effects: 2 x I; 2 x II; 1 x IV; 1 x V. The minor or major powers may be used without fear of harm, but each use of the primary power causes a malevolent effect upon the host character (see Table B126: IV. Major Malevolent Effects).

The Feet of Vectra

Perhaps the greatest blunder in Vectra's plan to give his body parts everlasting life was to bestow his feet with power. With only enough everlasting emollient for the Lich's minions to prepare the Hand of Vectra for timeless beauty, the feet were merely scrubbed in haste and thrown in a vault. Through the ages, they have withered to resemble a skeletal foot covered in small prunes. If a decayed foot is placed next to the bloody stump of an ankle, it will instantly graft hold, but remain in its pitiful state. It is impossible to

walk, much less run, with the Feet of Vectra. Crawling seems a viable option, all things considered. When combined on the same host, the Feet of Vectra have the additional powers/effect: 1 x I; 3 x IV.



Flaming Sword of Soul Devouring

Flaming Sword of Soul Devouring

The hilt of this sword is engraved with the images of dancing flames, which gives this sword its name, along with its horrific ability. Upon a successful killing attack with this sword, the soul of the victim is imprisoned within the magical ruby in the hilt. The victim is allowed a saving throw vs. death magic at a -6 penalty to resist. If this fails, his soul is captured. The Flaming Sword of Soul Devouring may hold up to eight souls (if the bearer of this soul attempts to imprison another while the sword is full, a random trapped soul will be consumed). Any victims killed by the sword cannot be Raised or Resurrected. If the owner of the Sword wishes to release one of the trapped souls, he must place the sword tip directly on the head of any creature whose death occurred within the last 24 hours, and speak the command word. The soul chosen by the wielder will then be transferred into the corpse, and work as per the Raise Dead spell. This power cannot be used upon the soul's original body. The Flaming Sword of Soul Devouring also contains the following powers: 2 x III; 1 x V.

Golden Laurel of Odin

This wreath is fashioned of solid gold and worn by the greater gawd Odin at all times. If donned by any entity which has achieved divine status, its powers will be revealed. The artifact grants its wearer complete immunity to psionic attack. Furthermore, it doubles the wearer's psionic ability and allows access to any and all psionic disciplines. The Golden Laurel of Odin also contains the following properties: 6 x I; 4 x II; 3 x III; 1 x IV; 3 x V.

Golden Vest of Kenwit Mon

It was during an eclipse on the summer solstice, while the very rare Draggost Comet passed overhead as the planets aligned, that the Golden Vest of Kenwit Mon was sewn together by the tailor lord using patches of red velvet and copper thread. A sturdy garment, it is usually (but not always) found with a single, sequined silver glove of non-magical properties.

Once per month the Golden Vest may grant a Limited Wish. Thieves or paladins who mistakenly don this garb will sustain 6-24 hit points of damage and lose 6000 – 36,000 experience points. Kenwit Mon was once backstabbed by a thief and later witnessed a paladin aiding that same thief by cleaning the bloody dagger and then blessing it with a kiss - hence his severe distaste for both of those professions. The Golden Vest of Kenwit Mon also has the following powers: 1 x IV.

Gudrun's Hammer of the Crippled Mage

Not much of a weapon, this small silver hammer has spell amplification and storage capabilities. When the magic-user casts a spell the Hammer will add to the spell level effect (roll 1d4 to determine how many levels are added). The Hammer will also store 2d4 spells of levels one to eight (the magic-user chooses which spells, and can cast them at will). For every three months the magic-user possesses the Hammer, it learns mimic-casting, up to a maximum of four mimic-castings per day. Mimic-casting allows the Hammer to throw an identical spell as the caster.



Gudrun's Hammer of the Crippled Mage

Haarpang's Mystical Organ

In the pages of the ancient tome Menus' Kai there is mention of a musical instrument of large size, an organ of such power that the mighty and terrible enchantments possible to cast by playing upon it are only hinted at. Haarpang's Organ has 77 great and small pipes, a console with many keys of black and white beneath 13 ivory stops, and three great foot pedals. The bellows which sends a rush of wind to the pipes is said to be worked by a conjured and chained Air Elemental of huge size. Each stop causes the pipes to sound in a different voice, while the keys vary the notes, of course. No one is certain what purpose the foot pedals serve. Despite the ravages of time which have silenced some of its pipes, and abuse and neglect which have supposedly made some keys and stops unworkable, the Organ can still work mighty magics when properly played. The would-be conjurer must be most careful, however, when attempting to work this relic, for pulling the wrong stops can cause the summoning of something undesired or the casting of the wrong type of spell. If the wrong keys are depressed – or the right ones are not – something called up might be unbound or the magic might backfire. Similarly, the alignment of the caster or manipulator of the Organ might be changed by improper playing.

After the powers and effects of the Organ have been determined by the GM, decide which stops and what key sequence/combinations will do what. (If the GM is conversant with musical notation, he can write tunes and make his players actually perform them on a piano or other instrument. Otherwise, the GM should pick some appropriate songs and give clues so that the player character can hum different songs. Remember that effects can be negated, reversed, changed, etc. by misplaying the Organ. The suggested powers and effects are: 7 x I; 7 x II; 3 x III; 7 x IV; 7 x V; 3 x VI.

HackMaster Class Swords*

These highly prized and unique weapons are among the rarest magic weapons on the face of Garweeze Wurld. They were forged by order of the dark gawd, Yigor, with the express purpose of shattering the Twelve Tablets of Mother Stone. Eventually they found their way into the world of mortals. They are weapons that seem to have their own destinies, which the world of men can guess at but scarcely fathom. Slowly, over the span of many generations, they move from owner to owner, hand to hand, and always seem to find themselves in the possession of the right man at the right time. Most HackMaster Class swords are associated with HackFighters but certain, specific swords are tied with various lineages of kingship. At one time there were fifty such weapons, but over the years most have been destroyed by the infamous BlackHands (a splinter group of the Circle of Sequestered Magicks) who valued the power-bestowing gutstones in their hilt (see the entry for Dragons in Hacklopedia of Beasts Volume II) more than any inherent powers the weapons themselves may have possessed.

It is believed only twelve HackMaster Class swords still exist (All the swords share the same history and have the same abilities except as noted in their individual descriptions):

Type	Number Existence	Name
+13	1	Thadius
+12	4	Atticus, Tremble, Rydylus, Ravager
+10	1	Marvin (see Carvin' Marvin)
+8	3	Shyra, Kaylee, Doomsaker
+6	3	Dicer, Slicer, Vixen

HackMaster Long Swords*

Standard Features: As already mentioned, all of the HackMaster swords were forged by order of Yigor. But it was the calloused hands of the dwarven gawd Skraad who actually wrought them of dwarven steel. Forged in the belly of the bound and blinded gawd Luvia he toiled for a year. Each sword was fitted with its own gutstone and tempered in a vat of Swack Iron Dragon blood. Fifty dwarven craftsmen etched the runes on each blade and each blade was then polished with chest hair stolen from Thor himself. All HackMaster swords are capable of speech but generally (90% of the time) will only speak or converse with true HackMasters.

HackMaster +13 (Thadius)*: This is the undisputed king of the "big ass" swords, and a major relic in the truest sense. Only one exists and is currently in the treasure hoard of Rot Gut himself and closely guarded. The sword is of Supra-genius Intelligence (19), and can speak eleven languages (including Dragon Speak). In addition, the sword will learn the language of any intelligent talking creature to which it deals the death blow. However, it must "forget" a language to learn a new one, so the total known does not exceed eleven. Thadius has a few quirks: inappropriate sense of humor and clingy.

Thadius acts as a Sword of Sharpness (+13 to critical hit severity levels). Its default form is a long sword. Once per day the correct command word can cause the sword to morph in length and blade-style to become one of the following sword types: short sword, bastard sword or two-handed sword. It will retain its size/style until the command word is again uttered and a new size/style is stated.

In addition the sword can also grow to ten feet long and remain that way as long as the wielder desires, but cannot be used for sword fighting in such a state. The sword can detect invisible objects within ten feet for one turn, allows Clairaudience for one turn, gives the user ESP (three rounds), and can cast a Strength spell (with a one hour duration). Each of these abilities can only be used once per day. The HackMaster also has a death rune inscribed on the guard, but it can only be used once per owner. The victim's soul is stolen by the death rune and trapped in the sword. The sword has an ego of 17. In the hands of a true HackMaster the sword bestows the following additional powers: +5 Honor modifier, +1 to wielder's Intelligence, +5 morale modifier to all NPCs in the employ of or under the wielder's command.

HackMaster +12 (Atticus, Tremble, Rydylus, Ravager)*: This type of HackMaster sword is identical to the +13 variety with the following exceptions – the sword's Intelligence is Genius (18) and it can only speak seven languages. The HackMaster +12 acts as a Sword of Sharpness (+12 to critical hit severity levels). Upon a word of command, this sword can grow to ten feet long and remain that way as long as the wielder desires, but cannot be used for sword fighting in such a state. The sword can detect invisible objects within ten feet for one turn, allows Clairaudience for one turn, gives the user ESP (three rounds) and can cast a Strength spell (with a one hour duration). Each of these abilities can only be used once per day. The HackMaster +12 usually has a death rune inscribed on the guard that can be used only once. The victim's soul is stolen by the death rune and trapped in the sword. Despite all these awesome powers, the sword only has an ego of 12, making it rather easy to control.

HackMaster +10 (Carvin' Marvin)*: Carvin' Marvin is unique among the HackMaster Class swords. It possesses both speech and Intelligence and is capable of stealing the souls of those who are slain by him. Thousands of souls have been trapped in the blade of this HackMaster +10 and have become a single sentient (albeit insane) being named Marvin. This sword is nothing short of gawdlike fury trapped in cold dwarven steel. If the wielder is a true HackMaster the sword is respectful and useful. However, if the bearer is NOT a HackMaster the sword causes him to lose 1 point of Honor per day from the constant barrage of insults which must be endured.

In the hands of a non-HackMaster, Marvin will speak in a deep, husky voice, and is highly insulting towards his wielder, the party and others nearby. He is in a perpetual state of battle lust and will attempt to prod the wielder into combat at every turn. The only way for a non-HackMaster to make the sword do his bidding is to mentally beat him in a contest of wills. It is said that the wielder must have the will of a Titan to control the HackMaster +10. An ego check must be made daily. The wielder must roll higher than or equal to the sword's ego minus his own Intelligence or Wisdom (whichever is higher) on 1d20. The sword has an ego of 33.

Marvin can shock anyone who touches him (excluding the wielder) for five points of damage. The sword can completely control the wielder if he fails his ego check, making him attack his friends or cut off his own hand. Marvin can even animate the character after his death, to continue to satisfy his own bloodlust.

HackMaster +8 (Shyra, Kaylee, Doomsaker)*: This type of HackMaster sword is identical to the +13 variety with the following exceptions: sword's Intelligence is Exceptional (16) and it can only speak five languages. The HackMaster +8 acts as a Sword of Sharpness (+8 to critical hit severity levels). This HackMaster sword cannot change its size/style. The sword can detect invisible objects within ten feet for one turn, allows Clairaudience for one turn, gives the user ESP (three rounds) and can cast a Strength spell (with a one hour duration). Each of these abilities can only be used once per day. The HackMaster +8 usually has a death rune inscribed on the guard. It can be used only one time. The death rune's target's soul is stolen and trapped in the sword. The sword has an ego of 12.

HackMaster +6 (Dicer, Slicer, Vixen)*: This type of HackMaster sword is identical to the +13 variety with the following exceptions: the sword's Intelligence is Exceptional (16) and it can only speak three languages. The HackMaster +6 acts as a Sword of Sharpness (+6 to critical hit severity levels). This HackMaster sword cannot change its size/style. The sword can detect invisible objects within ten feet for one turn, allows Clairaudience for one turn, gives the user ESP (three rounds) and can cast a Strength spell (with a one hour duration). Each of these abilities can only be used once per day. This variety of HackMaster has no death rune. The sword has an ego of 12.

HackMaster Companion Relics*

There are several companion relics associated with HackMaster Class swords which compliment and/or enhance the powers and usefulness of the swords.

Scabbard of the Ages*: While carrying a HackMaster Class sword and this Scabbard, the owner regenerates hit points at the rate of one per round. Damage inflicted by the HackMaster sword functions as a Ring of Vampiric Regeneration (half the damage inflicted is added to the wielder's current total, but he may not have more than ten hit points over his maximum). The Scabbard adds two languages to those that the sword speaks, and has a self-polishing feature that keeps the blade brightly polished and honed in all weather conditions.

Pommel Stone of Vlad'Neer*: Another sought-after accessory to the sword is the Pommel Stone of Vlad'Neer. Often mistaken for a blood-red ruby it is actually the gut-stone of an ancient Swack Iron Dragon which has been cut to perfectly fit into the pommel of a HackMaster sword. The stone adds an additional +3 to-hit and to damage to all attacks with the sword. (Thus a HackMaster +12 would essentially become a HackMaster +15.)

Hand of Vectra

The arch-Lich Vectra supposedly imbued both his hand (left) and his eye (see the foregoing listing) with wondrous and horrible powers enabling them to persist long after his other remains mouldered away into dust. Tales say that the Hand appears to be a mummified extremity, a blackened and shriveled hand, possibly from a burned body. If the wrist portion is pressed against the stump of a forearm, it will instantly graft itself to the limb and become a functioning member with 19 Strength in its grip (no "to-hit" or damage bonuses). The Hand will eventually turn the alignment of the host character to neutral evil as explained hereafter.

The host character may use any minor power without fear, but as soon as a major power of the Hand is used, he awakens a spirit of great evil. (The GM should then begin an insidious campaign of suggestion and urging towards evil on that character.) When a primary power is used, the host will instantly become neutral evil - with emphasis on evil. The Hand can be severed from the host at any time before its powers are used with 100% certainty, but each major power use subtracts one percent from the probability, and each use of a primary power makes success ten percent less likely. Whenever 100% subtraction has occurred there is no possibility of removing the Hand.

To use any power, the fingers of the Hand must be extended, curled or positioned in different combinations. The powers and effects are: 10 x I; 5 x II; 2 x III; 2 x IV; 2 x V; 1 x VI.

Remember that NOTHING SHORT OF INTERVENTION FROM THE MOST POWERFUL OF GAWDS CAN ALTER THE EFFECTS OF VECTRA'S HAND UPON ITS HOST, and it is urged that even the greatest of gawds will be loath to attempt to undertake meddling with any host creature. The GM should rule the effects to be irrevocable. The GM may also devise the combinations of finger/hand positions to each power and record them. For example, making a fist could activate the Level VI power, while holding up the middle finger could activate a particular Level III power. The GM should also keep this chart handy and make the host character use the positions to use a power of the Hand.

Head of Vectra

The one-eyed Head of Vectra was (regrettably) the last of the Lich's body parts to be granted with artifactual essence, and thus the least powerful of his remains. The everlasting emollient long depleted, the faithful of Vectra wished to take special care with their master's head, and thus preserved it by means of their only known alternative. Vectra's head still floats, pickled in a jar. Soggy and malodorous, it awaits patiently to graft itself onto a host body. If removed from the jar and placed on the stump of a neck within four minutes of death, the Head of Vectra will instantly attach itself, claiming the body. The host is now a non-player character, the embodiment of evil. Now in control of the GM, the newborn entity will strive to regain the other body parts of Vectra and then attempt to rule the wurld – a difficult task, made all the more difficult as Vectra's brain has deteriorated over the aeons and is now of Low Intelligence (6). The Head of Vectra does not have any additional powers/effects.

Heart of the Clan Lord

This highly sought after relic is traced back to the greatest of the sar'grevan HackMasters, Gazaar'Finch. This legendary clan lord waged war across the Grevan Steppes for over eighty years pushing back the shadow of evil. So great was his prowess in battle that the gawds touched his heart with immortality. It was their fear that the clan lord might fall in battle before completing his duties as HackMaster.

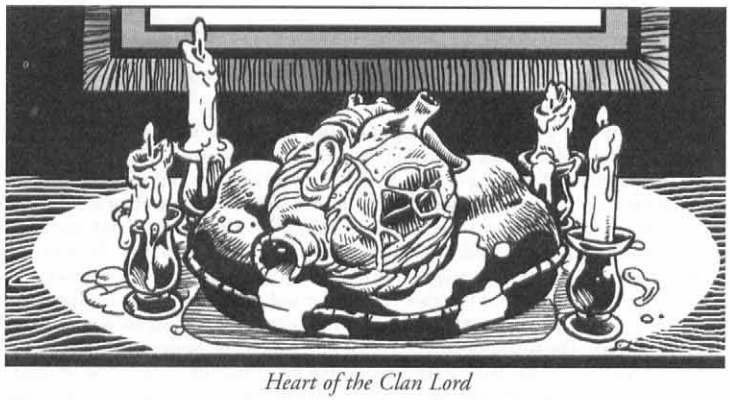
Eventually all of Gazaar'Finch's enemies had been vanquished or driven from his reach. For years he sat on his throne and languished, as there were no more battles to be fought. As the time crept by he watched his men, his many wives, his children and even his grandchildren die and fade into dust. His immortality had now become a curse and he beseeched his gawd Gronfyr to bring him into the fellowship of the gawds. The gawds convened to vote on the matter. All were in favor of granting the HackMaster gawdhood and bringing him into the fold. All, that is, but one – the battle gawd Gronfyr was angry at Gazaar'Finch for a transgression committed long ago. When pressed on the matter by the other gawds, Gronfyr grudgingly admitted that he had forgotten the reason for his anger, but was angry nonetheless. Unable to convince Gronfyr to change his vote the gawds had no choice but to decline Gazaar'Finch's petition.

Each year on his birthday, Gazaar'Finch again beseeched the gawds to have pity on him. Finally he prayed, "If you will not grant me fellowship among your number then grant me the solace of death!" This put the gawds in a tizzy. They weren't keen on taking the life of a fellow immortal – regardless of his status. They fretted and wrung their hands for a year and a day over the matter until the gawdess Shona came up with the solution. "Grant him the warm embrace of death that he so desperately seeks. But keep his heart among the living!" It was a loophole to be sure, but it is well-known that the gawds love loopholes – they rallied behind the idea.

On his 274th birthday, Gazaar'Finch fell into a deep sleep and never awoke. His healers were stupefied. Though his body began to turn black and decay his heart still beat loudly in his chest for all to hear. Unsure what to do, his men laid the clan lord in a tomb and sealed it. For many centuries afterwards, it was said that on a quiet night one could stand outside the clan lord's tomb and hear the rump-rump-rump of his beating heart within.

Eventually, an adventurer overheard the rumor, breached the tomb and extracted the beating heart from its host body.

When held up to the bosom of a living human/demi-human the Heart of the Clan Lord magically burrows through any armor or clothing between it and the bearer's skin, bores into the chest cavity and devours the heart. The relic heart then grafts onto the body (at which time the abilities of the Heart activate). The Clan Lord's Heart always emits an audible, accelerated heartbeat which can be heard up to fifty feet away, even within the confines of magical silence. It is impossible for the possessor of the Heart to move silently. The Heart imbues its owner with permanent Haste, though the aging process for the individual is increased fivefold. The time of death by old age must be determined for that character by the GM. When the rapidly aging owner of the Heart reaches that age, he becomes irrevocably dead, no other magics withstanding.



Heart of the Clan Lord

Furthermore, before death, the character suffers the physical penalties (but not mental benefits) of old age. The Heart of the Clan Lord possesses the following additional properties: 4 x I; 2 x II; 1 x III.

Helm of Lordship

No one knows just when or where this artifact came to be, but its name has been repeated in myths since the first lord took power. When first discovered, the Helm of Lordship will appear to be nothing more than a rusty, worn-out helm. Once donned, however, the rust immediately gives way to shining bronze masterfully worked with intricate gold and silver inlays – its true nature finally revealed.

The moment the Helm is placed upon the wearer's head, it emits a powerful magical aura, equivalent to a perpetual Mass Charm spell. Anyone in the wearer's immediate presence (within a 50-foot radius) must save vs. spells at a -10 modifier or immediately become a faithful servant. Those affected will be absolutely loyal to their new lord, offering him service, treasure, magic items and anything they think could help spread his glorious name. This charm may only be broken by death. The wearer of the Helm also gains a +25% bonus to all rolls relating to social interaction skills. The Helm of Lordship imbues its owner with the following powers: 3 x I; 2 x II; 1 x III; 1 x IV; 1 x V.

Horn of Change

This ancient artifact exactly resembles any of the more common magical horns such as a Horn of Blasting, a Horn of Bubbles, etc. If it is winded once, an effect from either Table B123: I. Minor Benign Effects or Table B125: III. Minor Malevolent Effects will occur. If the Horn is twice sounded, an effect from either Table B124: II. Major Benign Effects or Table B128: VI. Side Effects will occur. If three blasts are given, either a power from Table B127: V. Prime Powers or an effect from Table B126: IV. Major Malevolent Effects will occur. The GM must determine the probability of a power or effect (75%/25% is suggested) and then dice for a random result on the appropriate table. Results which are inappropriate should be ignored.

Invulnerable Coat of Karnaac

The High Cleric Karnaac of Arz is said to have been the original possessor of this relic. The Coat is a bright and shimmering shirt of fine and almost weightless chain links. it covers the upper arms, torso and groin of any human-shaped wearer of three feet to eight feet in height, and makes the wearer totally invulnerable to physical attacks with respect to covered areas and brings Armor Class in all other areas to AC5. In addition, the Coat adds +5 to saving throws as if it were +5 magic armor, protects its wearer from fire as if it were a Ring of Fire Resistance, and acid, cold and electrical attacks have no effect upon the wearer. Additionally, the Invulnerable Coat of Karnaac has the following powers/effects: 3 x I; 2 x II; 2 x III; 1 x IV; 1 x V; 1 x VI.

Iron Flask of Steevi the Merciless

This artifact is reported to be a small and heavy urn, easily carried in a pack or by hand despite its weight. The Flask is stoppered with a turnip-shaped plug, engraved and embossed with sigils, glyphs and runes of power so as to contain the spirit therein. The possessor need but know three words for the Flask to function properly, i.e. the word of OPENING, the word of COMMAND and the word of CLOSING AND SEALING. Steevi's Flask is rumored to imprison one of the following:

- Drelb
- Grendel
- Invisible Stalker
- Nefarian, Type IV Demon
- Nefarian, Type X Demon
- Spectre, Bound

It is known that the Servant of the Flask can be loosed only to perform evil deeds, and it must always kill at least once before it can be commanded to return to its prison. In addition to the Servant, the Flask has the following powers/effects: 3 x I; 1 x III; 1 x V; 1 x VI.

Jacinth of Inestimable Beauty

It is said that the finest corundum gem from the heart of the largest mountain was taken and fashioned by the gawds themselves to form the Jacinth of Inestimable Beauty. This huge, priceless fiery orange jewel is indescribably beautiful and exquisitely cut in dozens of facets which shoot forth brilliant beams, and all who see it within 20 feet or less must save versus spell or be charmed by it. Legend relates that the Jacinth was last seen in the hands of a traveling merchant north of the Hulben Forest. When the possessor firmly grasps this lustrous orange gem, the following powers/effects are immediately gained: 2 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Mace of Burkob

This weapon is said to be that actually used by the Venerable Saint Burkob when he demonstrated the folly of error to the unbeliever. Over the decades since then, holy relics of the Saint himself have been encased within the Mace to give this arm of lawful good a +5 bonus for both hitting and damage as well as disruption effects. Only clerics with 18 Strength and of lawful good alignment are able to wield this weapon and gain these other powers/effects: 3 x I; 2 x II; 1 x VI.

Machine of Mar-Klem the Mad

Perhaps this strange device was built by gawds long forgotten and survived the eons since their passing, for it is incredibly ancient and of workmanship unlike anything known today. The Machine was used by Hedron Mar-Klem to build an empire, but what has since become of this ponderous mechanism none can say. Legends report that it has 60 levers, 40 dials and 20 switches (but only about one-half still function). Singly or in combination, these controls will generate all sorts of powers and effects.

The Machine is delicate, intricate, bulky and very heavy (5,500 pounds). It cannot be moved normally, and any serious jolt will set off and then destroy one to four functions of the artifact which can never be restored. It has a booth of a size suitable for four man-sized creatures (four-foot long by five-foot wide by seven-foot tall) to fit tightly inside. If a creature or object is placed therein and the Machine's controls are worked, one of the machine's powers will be 'cast' upon the individual standing inside.

The GM must clearly matrix all of the 60 levers, 40 dials and 20 switches, showing which item will perform which functions. The GM may opt to include other powers and/or effects of his own devising: 15 x I; 15 x II; 10 x III; 10 x IV; 15 x V; 5 x VI.

Mighty Servant of Mankol

Those who are most knowledgeable regarding ancient artifacts believe that this device is of the same manufacture as the Machine of Mar'Klem. The Mighty Servant of the famous battlelord Mankonard (aka Mankol) is a towering automaton of crystal, unknown metals and strange fibrous material. It is over nine feet tall, six feet deep, and some four feet wide. Inside is a compartment suitable for holding two man-sized creatures, and there is space for four or five others to sit outside. If the possessor knows the proper command phrases, he can use the Mighty Servant as a transportation mode, magical attack device or fighting machine. It is Armor Class -1 and can withstand 60 points of damage. Note all weapons do only 50% of normal damage (round down). The Mighty Servant regenerates (self-repairs) two points of damage per round. It has 100% magic resistance. Acid, cold, fire, heat, vacuum and/or water have no effect on the device. Electrical/lightning attacks cause only 20% normal damage (round down), even if the Servant fails the magic resistance check.

The Mighty Servant moves at a maximum movement rate of 3. After each 12 hours of operation it must rest (recharge) itself for one hour. Any intelligent viewer within 12 feet must save versus spells (+2 on the die roll) or flee in panic. It can attack but one time per round, and it has a base 15% chance to hit an opponent regardless of its Armor Class. Opponents with Intelligence and a Dexterity of 15 or better reduce the base chance to hit by two and a half per one point of Dexterity above 14. A hit from the Mighty Servant causes 10d10 points of damage. In addition, the Mighty Servant of Mankol has these powers/effects: 6 x I; 6 x II; 1 x III; 2 x IV; 2 x VI.

Effects are triggered by major power use. The Mighty Servant will obey those humans who learn its secrets of automation and control.

Orb of the Dragonkind

It is written that when certain of the good gawds conspired to devise means to easily control the evil dragons plaguing mankind, demon servants of evil changed the magical forces involved so as to include all of dragonkind and then caused the Orbs fashioned to have inimical properties as well. In all, 12 globes of carved white jade were made, one for each significant age in a dragon's life span. The smallest is but three inches in diameter, the largest is about ten inches across. Each is covered with bas reliefs of entwined dragons of all sorts, the whole being of incredible hardness, and somehow imprisoning the very essence of all dragons. The 12 different Orbs are:

- Orb of the Hatchling: The possessor of this device is empowered to charm any hatchling (birth to five years old). The Orb has an average Intelligence of 9 and an ego of 6, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and surely slay him. This Orb is almost indistinguishable from the Orb of the Growing One, Youth and Maturing One. The Orb has these powers: 1 x I.
- Orb of the Growing One: The possessor of this device is empowered to charm any very young dragon (six to 15 years old). The Orb has an average Intelligence of 9 and an ego of 7, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and surely slay him. This Orb is almost indistinguishable from the Orb of the Hatchling, Youth and Maturing One. The Orb has these powers: 2 x I.
- Orb of the Youth: The possessor of this device is empowered to charm any young dragon (16 to 25 years old). The Orb has an average Intelligence of 9 and an ego of 8, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and surely slay him. This Orb is almost indistinguishable from the Orb of the Hatchling, Growing One and Maturing One. The Orb has these powers: 3 x I.
- Orb of the Maturing One: The possessor of this device is empowered to charm any juvenile dragon (26 to 50 years old). The Orb has an average Intelligence of 9 and an ego of 9, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and surely slay him. This Orb is almost indistinguishable from the Orb of the Hatchling, Growing One and Youth. The Orb has these powers: 3 x I; 1 x II.
- Orb of the Grown Tooth: The possessor of this device is empowered to charm any young adult dragon (51 to 100 years old). The Orb has an average Intelligence of 10 and an ego of 10, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and cause the character's demise as speedily as possible. The Orb has these powers: 3 x I; 2 x II.
- Orb of the Dragon: The possessor of this device is empowered to charm any adult dragon (101-200 years old). The Orb has an Intelligence of 11 and an ego of 11, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control him and bring death as rapidly as possible to the individual. The Orb has these powers/effects: 3 x I; 3 x II.

- Orb of the Wise: The possessor of this device can charm any adult dragon (201 to 400 years old). The Orb has on Intelligence of 12 and an ego of 12, and if this combination equals or exceeds the combined Intelligence and Wisdom of its possessor, the Orb will control the character and cause his death as speedily as it can. The Orb has these powers/effects: 3 x I; 3 x II; 1 x III.
- Orb of the Elder: The possessor of this device is empowered to charm any old dragon (401 to 600 years old). Otherwise the same as others of its ilk, it has an Intelligence and ego of 13 and these powers/effects: 3 x I; 3 x II; 2 x III.
- Orb of the Great Serpent: The possessor of this device is empowered to charm any very old dragon (601 to 800 years old). It is otherwise similar to its fellows, with an Intelligence and ego of 14 each and has the following powers/effects: 3 x I; 3 x II; 3 x III; 1 x VI.
- Orb of the Ancient: The possessor of this device is empowered to charm any venerable dragon (801 to 1000 years old). This Orb is the same as the others of its type, with Intelligence and ego of 16 each and the following powers/effects: 3 x I; 3 x II; 3 x III; 1 x IV; 1 x V; 1 x VI.
- Orb of the Wyrm: The possessor of this device is empowered to charm any wyrm (1001 to 1200 years old). Furthermore, its possessor is given a +4 for any saving throws, attacks and damage rolls he makes when contending directly with any member of the Dragon Committee. The Orb is similar to its lesser cousins, having 17 for both Intelligence and ego, and the following powers/effects: 3 x I; 3 x II; 3 x III; 2 x IV; 2 x V; 1 x VI.
- Orb of the Majestic: The possessor of this device is empowered to charm any great wyrm (over 1200 years old). Furthermore, its possessor is given a +8 for any saving throws, attacks and damage rolls he makes when contending directly with any member of the Dragon Committee. The Orb is similar to its lesser cousins, having 18 for both Intelligence and ego, and the following powers/effects: 4 x I; 4 x II; 3 x III; 3 x IV; 2 x V; 2 x VI.

Notes regarding Orbs of Dragonkind: All of these Orbs have a strong component of evil, and a neutral or good character will have to save versus spell to resist charming a neutral or good dragon. Charm range is 50 feet and requires one full round with the subject fully awake and aware of the character. Because of the original purpose, only evil dragons are automatically charmed, neutral dragons save at -4 on their dice, good dragons at -2. Charmed characters can be considered as possessing 50% of their normal Wisdom with respect to an Orb of Dragonkind. Any possessor with Feeblemind affecting him, or who is insane, will be Semi-Intelligent (Intelligence 3), or 50% of normal, respectively. The Orb can control only an active and awake mind. Destruction of a character will typically be by sacrifice to a dragon, if one is at hand, otherwise by the most sure and expeditious method.

Orb of Might

For the legendary source of the three Orbs of Might, see the foregoing Crown of Might. Each Orb has an ethical alignment determined by rolling 1d20 and consulting Table B121: Orb Alignment.

Table B121:
Orb Alignment
Roll (1d20)

Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutrality

If a character of another ethos touches an Orb different from his own, a saving throw versus spells must be made to avoid death and 4d6 points of damage will be taken if the save is successful. If the character so touching an Orb also possesses a Crown and/or Sceptre, surviving the saving throw versus spell will invoke a malevolent effect from Table B126: IV. Major Malevolent Effects. Each Orb is made of platinum, encrusted with gems, and topped with a device of precious metals and stones, so as to be worth 100,000 or more gold pieces on the open market. Each Orb is equal to a Gem of Brightness and also has the following powers/effects: 2 x I; 1 x III. The Evil, Good and Neutral Orbs each have different powers. For powers in combination with other items of regalia, see Crown of Might.

Peg Leg of Wondrous Power

It was the dwarven pirate lord Sturm Pyre who lost his left leg at the knee in a battle with the half-ogre Poadrus. In return for his service as a HackFighter, the Circle of Sequestered Magicks fashioned a magical peg leg for the dwarven hero. Carved of darkest mahogany and inset with no fewer than a dozen gutstones, the Peg Leg of Wondrous Power is immediately recognizable as something special.

Each section of the Peg Leg may stand alone and be of use (the entire ensemble screws together) but if only one or a few of the sections are found, the missing sections must be exquisitely fashioned of normal wood (200 gp per section minimum) so the artifactual sections may physically be used as a peg leg until such time as the other portions are found, if ever. To call upon any power of the artifact (or portion thereof) the wearer must jump into the air and land solely on the Peg Leg.

The Peg Leg's sections and keyed powers are as follows:

- Top end – ground lightning once per day (50-foot radius). It does 6-36 points of damage, no save within 20 feet. Top end has the following powers: 2 x I; 1 x II.
- Upper mid-section – heat wave once per day (50-foot radius). 8d6 points of damage, no save within 20 feet. Upper mid-section has the following powers/effects: 2 x I; 1 x II.
- Lower mid-section – Dispel Magic once per day as a 20th level caster (50-foot radius). No save within ten feet. The lower mid-section has the following powers/effects: 2 x I; 1 x II.
- Lower tip – Death globe once per week (50-foot radius). Save or die, success indicates 6-60 points of damage. 2 x I; 1 x II.

If all four Peg Leg sections are assembled, once per month the wearer may invoke the Earthquake spell. Baneful radius effect functions will not include the immediate area upon which the wearer stands, but will effect friendly creatures if in the specified radius. A complete Peg Leg of Wondrous Power has the following powers/effects: 2 x I; 2 x II; 2 x V; 1 x VI.

Pommel Stone of Vlad'Neer*

See HackMaster Companion Relics*.

Princess Kristina's Marvelous Nightingale

The origin of this artifact is unknown, although the battle mage Randroos is reported to have asserted that the Nightingale was made some twelve centuries ago by the gawdess Shona as a prize for an archery contest. Princess Kristina bent all to her will with the enchantments of the device, and throughout her reign of several centuries the Nightingale never escaped its confinement. This bejeweled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the Nightingale opens its glittering wings, hops to the highest perch in the cage and performs. It is rumored that the eyes of this artifact can shoot forth scintillating rays of brilliant color, each color having a different effect; its songs likewise are able to work magical wonders, and if the rays and songs are directed in combination, highly powerful spells can be woven (imitate any spell with prolonged exposure, one round per spell level). However, each effect is activated by a different key phrase or tune that must be individually discovered. They say that once a given trigger is used, it will not function a second time. It is known that the device throws forth a protective sphere, preventing detection or magical (or psionic) intrusion in a 30-foot radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within. The Marvelous Nightingale also has these powers and effects: 4 x ; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Recorder of Kinscot

This most amazing magical wind instrument needs no musician to play upon it, for the Recorder itself can play the most complicated of airs upon command. It will always sound an alarm if anything belonging to its possessor is stolen within 30 feet of it (including itself), and the Recorder is able to give relevant information through music to its possessor by playing certain tunes and songs with clue words found in their lyrics if the character desires information of what has taken place within 30 feet of the instrument. It is also rumored that the device can communicate other information, as well as cast certain spells, by means of its notes. Its other known powers and effects are: 5 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Ring of Grim Darkblaze

This piece of jewelry is of totally alien origin, for while its loop appears to be of platinum and its stone a very fine spinel, examination by the most astute dwarf or expert jeweler will discover the workmanship to be unique and the gem of unknown type. It was discovered amidst a strange mass of debris by the evil Mage who went by the name of Grimus 'Grim' Darkblaze, hence the name of the Ring itself. The Ring of Grim Darkblaze must be placed on a finger in order to discover its powers. Its wearer can turn the nine-faceted gem set in the Ring, and each facing of the gem gives a different power/effect when it is faced towards the top (the finger end) of the ring.

Note, however, that the stone will turn by itself whenever the Ring is taken off, put on, or its wearer goes to sleep. Therefore, each day the ring is used, a random facet facing must be determined (secretly by the GM) and discovered by the wearer. Of course, once all powers/effects are known to the possessor, knowledge of a single facet facing should enable him to determine the order of the other facets and make desired settings. It is absolutely impossible to mark either the ring or the gem stone in any way, so random determination and discovery is totally unavoidable – even a Wish will not help determine which facet is which. The Ring has the following powers/effects: 3 x I; 2 x II; 1 x III; 1 x IV; 1 x V; 1 x VI.

Robar the Judger

Robar is a +2 Long Sword often mistaken for a HackMaster Class sword. Perhaps that is because it is intelligent and will speak – if asked it will state its name and will suggest that it is indeed a HackMaster sword (it is sincerely convinced that it is). It will also speak its name if its rightful owner calls for it, thus helping its master to find it. The sword will consider any human its rightful owner if he is honorable and manages to retain possession of the sword for 30 days. The sword will behave as a normal sword and will demonstrate no magical powers or abilities until the 30-day period has elapsed. In addition, if the owner is not at least half-human, the sword will refuse to function at all.

Once ownership has been established, Robar will have the following powers:

- If Robar is within eyesight of its owner and the owner utters the sword's name, the sword will Teleport back to its owner's hand.
- If its rightful owner loses more than 50% of his hit points during combat the sword will have a 30% chance of Teleporting itself and its master up to 500 feet away if its name is called out.

- If the owner of the sword loses 50% of his remaining hit points in a single blow, the sword will automatically attempt to Teleport itself and its owner as described above.
- If the owner's Honor ever drops to a dishonorable status the sword will Teleport itself (sans owner) back to the spot where it was originally found.
- If the rightful owner dies, Robar will instantly Teleport itself back to the spot where it was originally found by that owner. Even if the owner is later Resurrected or Reincarnated, the sword will not return.
- If the rightful owner ever loses possession of the sword, there is a cumulative 10% chance per day that the sword will Teleport itself back to the spot where it was originally found.

Rod of Seven Parts

It is said that the mysterious artificer Creosote was hired to construct this Rod to use in the great battle of Fargruss where Chaos and Law contended. There, the Rod was shattered and its parts scattered, but the enchantments of the item were such that nothing could actually destroy it, so if its sections are recovered and put together in the correct order, the possessor will wield a weapon of surpassing power.

The seven parts of the Rod are slightly different, the first being the largest in length and diameter, the seventh being the smallest. No single part has any power or effect alone. Singly each appears to be a short bar or baton, except the seventh which looks much the same as a short metal wand. The first part of the Rod will give its possessor a feeling as to which direction the second part lies in – but only when the character thinks of the section as a fraction of a whole magic item. If the second, third, etc. parts are discovered prior to the first, second, etc., the section will lead only to the next higher numbered, not a lower one. If an out-of-order section is placed against another port of the Rod (first – third, second – sixth, whatever), the higher numbered piece will Teleport away in a random direction from 100 to 1,000 miles away. When fully assembled, the Rod of Seven Parts is almost five feet long.

As soon as three joining sections are fitted together, the possessor is unable to let go of the Rod as long as he lives, until all parts are joined. The powers of each part of the Rod are cumulative whenever joined, but the full powers shown work only when all ports of the artifact are joined. Although the Rod cannot be disassembled by its possessor, each time a prime power is used, there is a 1 in 20 (5%) chance that the whole will fly into its component pieces and Teleport 100-1200 miles away in random directions.

Assembly Powers and Effects :

Parts 1-2 – 1 x III;	Parts 4-5 – 1 x IV;
Parts 2-3 – 1 x I;	Parts 5-6 – 1 x II;
Parts 3-4 – 1 x I;	Parts 6-7 – 1 x VI.

Complete Rod Powers and Effects: 1 x I; 1 x II; 2 x III; 2 x V; 1 x VI.

If the Rod is not assembled in order, the powers/effects are not cumulative; only the power or effect of the last piece joined will be active, all prior parts being negated. Note that as stated earlier, if the first section is joined to the second, the second to the third, etc., powers/effects are cumulative, and when the entire Rod is assembled, the additional full powers and effects are gained.

Ruby of Wun-Kai

The Ruby of Wun-Kai is a large, fist-sized brilliant gem, beautifully cut on one side but hideously flawed on the other. Its value therefore merits only 15,000 gp. The Ruby is enchanted to attract large rats, one to 20 in number. The owner of the Ruby has control over this rat populace, by limited means of mental empathy. If the rat population is reduced to zero through death, the gem immediately attracts another 1-20 large rats.

Rudyar's Bow of Fury

This unique long bow can only be used to its fullest by grey elves. Created by an unknown elven bowyer, its powers were first discovered when it came into the hands of Lord Rudyar of the Sadok Forest. The bow is +3 against most creatures. Range is 300 yards. When targeted against traditional enemies of the elves (Orcs, Goblins and other humanoids), the bow is +7 and all hits do +3 damage. While held, the bow can Teleport an arrow of the shooter's choice from anywhere within 10 feet into his hand (the arrow cannot be in flight).

When the firer is enraged (GM determines the circumstances) he will be able to unleash a quiver (20 arrows) with deadly speed and accuracy. Rate of fire is four shots/turn and any shot hits unless a one is rolled. The firer will continue to shoot until 20 arrows are expended, even if there are no targets remaining, after which he must rest for one turn.

Scabbard of the Ages*

See HackMaster Companion Relics*.

Sceptre of Might

For the legendary source of the three Sceptres of Might, see the section on the Crown of Might. Each Sceptre has an ethical alignment as determined on Table B122: Sceptre Alignment. The effects of handling a Sceptre of an ethos not a character's own are the same as those of a Crown. Each Sceptre is wrought of bronze inlaid with silver and many fine gems, with a huge precious stone tipping its two-foot length, giving the item a value of 150,000 or more gold pieces on the open market. Each Sceptre functions as a Rod of Beguiling and has the following powers and effects: 1 x I; 1 x II; 1 x VI.

For additional powers in combination with a Crown or Orb of the same alignment, see Crown of Might.

Table B122:
Sceptre Alignment
Roll (1d20)

Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutrality

Sturm Pyre's Crossbow of Slaying

Legend has it that the wooden stock of this weapon was fashioned from the wooden leg of Sturm Pyre after his death. This rumor is obviously false since the Peg Leg of Wondrous Power is a major relic and still known to exist. It was acquired by the dwarven weaponsmith Flange, and the gnome magic-user Fester (of Fester, Flange and Forely Weapons Werks in Hagley Town) who made several major modifications.

The dwarven battlelord Gunda'Syn used the crossbow to conquer half of Garweeze Wurld. This weapon has changed hands many times since his death four centuries ago.

The Crossbow of Slaying is a utilitarian weapon, without the fancy embellishments one often sees on legendary swords and the like. The folding stock has a bolt storage compartment lined with a specialized Bag of Holding that can hold 150 bolts (usually various magic ones), and all the special attachments devised for the weapon.

The many attachments include a candleholder (for lighting flaming bolts), a reel attachment (for rewinding lines), a mini-catapult (for lobbing small items over walls), a flip-up infravision targeting-sight, a telescopic targeting sight, a lug for fitting a dagger under the bow, a removable power-crank, a toolkit for repairs on both the Crossbow and bolts, a small bullseye lantern, a towel rack (keep the bow clean, wipe up blood), a pick attachment, a scissors-like cutting attachment, a bellows (for spraying liquids and powders), a waterskin with drinking tube attachment, a sneeze-guard, a flask-holder, a corkscrew and many others too numerous to detail herein.

Generally only one attachment can be used at a time, except for the power-crank. The power-crank feature allows the bow to be rewound easily with one hand; the shooter does not need to brace the Crossbow with his foot. The Crossbow's basic bonus is +6; this will vary depending on what attachments are being used.

Sword of Dar-Kang

There is recorded this information regarding the Lich Vectra:

> "When Vectra grew in power he appointed a most evil and ruthless lieutenant to serve as his bodyguard and right hand. This henchman was the lord Dar-Kang and for him Vectra found a weapon of potency, a long and thin flatchet of dull gray metal; a sword of unsurpassed hardness with sharp point, keen edges and magical properties. For a long time Dar-Kang faithfully served the Lich, but as his power grew, so did his his hubris. For his Sword was constantly urging him on, saying that Dar-Kang was now greater than Vectra himself, and with the might of the Sword to aid and direct him, Dar-Kang could rule in Vectra's stead. Legend says that the destruction of Vectra was by Dar-Kang and his Sword, but at the same time Vectra wrought his rebellious lieutenant's doom, and the world was made brighter thereby."

Although the powers and effects of the Sword of Dar-Kang are only hinted at, there can be little doubt that Dar-Kang became the most renowned swordsman of his age because of it. It is a +6 Defender, doing double damage against all creatures which are from a plane other than the Prime Material (but only normal damage when on any plane other than the Prime Material). This short sword is highly evil and chaotic in alignment, and with its 15 Intelligence and 19 ego, it will certainly attempt to control whomever takes it as his own. The Sword of Dar-Kang has these powers and effects: 5 x I; 2 x II; 1 x III; 2 x IV; 2 x V; 1 x VI.

Teeth of Matea-Kar

If any cleric was more powerful than the renowned Matea-Kar, histories do not tell us. The gawds themselves gave special powers to him, and these have passed on to others by means of the great relics of Matea-Kar, his teeth. Each of the Teeth has some power, and if one character manages to gain a full quarter, half or all of them, other grand benefits accrue. In order to gain the power of one of these Teeth, however, the character must place it in his mouth, where it will graft itself in the place of a like missing tooth. The Teeth of Matea-Kar can never be removed once so placed, short of the demise of the possessor. Their powers/effects are (powers/effects are cumulative.):

Tooth #			
1) 1 x I	9) 1 x III	17) 1 x I	25) 1 x I
2) 1 x II	10) 1 x I	18) 1 x I	26) 1 x III
3) 1 x III	11) 1 x I	19) 1 x I	27) 1 x I
4) 1 x I	12) 1 x I	20) 1 x I	28) 1 x II
5) 1 x I	13) 1 x I	21) 1 x IV	29) 1 x III
6) 1 x I	14) 1 x VI	22) 1 x I	30) 1 x I
7) 1 x VI	15) 1 x I	23) 1 x I	31) 1 x I
8) 1 x I	16) 1 x II	24) 1 x II	32) 1 x I

Set of: 1-8) 1 x II:, 1 x VI; 17-24) 1 x II:, 1 x III;
9-16) 1 x II:, 1 x IV; 25-32) 1 x II:, 1 x III.

Set of: 1-16) 1 x V; 17-32) 1 x V.
Set (complete) of: 1-32) 1 x V.

Throne of the Gawds

It is said that somewhere there is carved from the heart of a majestic mountain a massive stone chair, inlaid with mosaics of ivory and precious metals and set about with gems, a throne upon which certain gawds actually sat when they walked the world. The Throne supposedly is within a great cavern, a part of the mountain's core, so as to be immobile and immovable. Anyone daring to seat himself upon this chair is subject to the effects, and may gain benefits from the Throne's magic. It is certain, according to fables, that the character will gain a magic item, but in doing so he will also be subject to malevolent effect. The same character cannot again gain any magic item, but he can

have the Throne affect him if the proper words and gestures are known and followed. The powers/effects of the Throne of the Gawds are: 3 x I; 3 x II; 2 x III; 2 x IV; 2 x V; 2 x VI.

The GM should determine which power or effect will be activated when the character seated on the Throne grasps either arm, both or none and utters a command or asks that the Throne give him its power.

Vocal Cords of Chauncey Yohm

If you wish to hear angelic melodies and devilish secrets, then look no further than the Vocal Cords of Chauncey Yohm. Taken from the legendary bard who died of syphilis at a tender age, the Vocal Cords were extracted and animated by an Arch-Mage who fell in love with the melodic sound of Chauncey's voice.

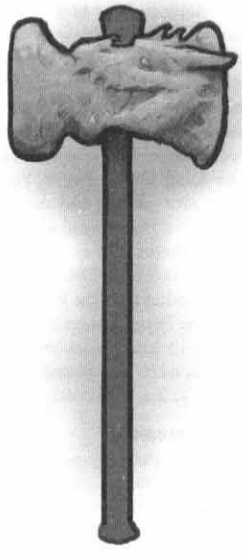
Whenever the Vocal Cords are thrown upon a stage floor and commanded to "speak," they will chatter endlessly in a beautiful male voice, concerning interesting but totally useless information. However, three times per week, the vocal cords may be asked to perform a Legend Lore spell. The Vocal Cords of Chauncey Yohm also have the following powers: 3 x I; 1 x II.

Wand of Dread

This ghastly weapon is the property of none other than the nefarian known as Dread, a powerful demon. At times it is said that he will allow his Wand to pass into the Prime Material Plane in order to wreak chaos and evil upon all living things there. (See Hacklopedia of Beasts volume 5, Nefarian: Dread (demon), for information regarding both Dread and his Wand.) The wielder of the Wand does not have the full death-dealing power of the device, the victim of its blow having a saving throw versus spell to avoid death or annihilation (gawds, gawdlings, demon lords, greater devils, saints and demi gawds are not affected at all, of course). The Wand of Dread confers these other powers/effects upon the user: 4 x I; 2 x II; 2 x III; 1 x IV; 1 x VI.

War Hammer of Dragon Smiting

This one-of-a-kind weapon was said to have been created by the deep dwarven smith Kraghul Dhun, after his home in the Gemstone Caverns was obliterated by a pack of Red Dragons. Kraghul spent 100 days and nights at his forge, and with each stroke, breathed a never-ending curse against all dragons into the Hammer. In the hands of a non-dwarf, it is a +2 War Hammer with no special powers, but when wielded by a dwarf, it has a bonus of +4 to-hit and does a base 2-20 points of damage against any dragon or related species. Against true dragons, it can be thrown up to 120 feet for 2-16 damage (no additional bonuses) and will automatically return the to the owner's hand on the next round. Once per day, the dwarven wielder can command the Hammer to smite a true dragon, making the next melee attack with a bonus of +7, and doing 5-50 points of damage. If hit, the dragon must make a saving throw vs. paralyzation or be stunned for the next round.



War Hammer of Dragon Smiting

The Hammer also has the following powers/effects: 1 x VI (for non-dwarves).

Artifacts Powers/Effects Tables

Tables B123–B128 are used to determine the specific powers and effects of an artifact or relic in your campaign. You may wish to cherry-pick the powers or effects of a particular artifact or relic, but it is recommended that you let the dice fall where they may and work the result into your milieu if at all possible. These tables are frequently referred to (and are listed in the artifact descriptions) by the Roman numerals shown in the title of each table.

Table B123	I. Minor Benign Powers
Table B124	II. Major Benign Powers
Table B125	III. Minor Malevolent Effects
Table B126	IV. Major Malevolent Effects
Table B127	V. Prime Powers
Table B128	VI. Side Effects

Possible Means of Destruction for Artifacts

Artifacts are virtually impervious to magical and physical harm and each may only be "destroyed" by a single legendary means. Frequently, the supposed "destruction" is actually a form of nullification or containment of the artifact's power, but results in the neutralization of its powers for vast periods of time. The following list suggests various means that might apply to the destruction of an artifact and is open to additions and alterations by the GM. No artifact should have the same nemesis as another; though the means may be the same, the specifics should vary.

You must keep in mind that the means of destruction are as rare and nearly unattainable as are the artifacts themselves. Actively seeking the destruction of an artifact is tedious, demanding, fraught with great perils to body and soul and frequently opposed by powerful characters. The chances of surviving the destruction of the artifact are minute without the grace of the gawds. The way to destroy a particular artifact is to:

1. Melt it down in the fiery furnace, pit, mountain, forge, crucible or kiln in which it was created.
2. Drop it into or bury it beneath: 1. the Well of Utter Darkness, 2. the Abyss, 3. Mount Olympus, 4. the deepest bottom of the sea, 5. Hell's Throat, 6. the Marrow, 7. the Springs of Darkness, 8. Nefarian's Hollow, 9. 100 adult Red Crested Amber-Bellied Dragon skulls, 10. Sage Mountain.
3. Cause it to be devoured by: 1. Cerebus, 2. a Lernaean Hydra, 3. a Titan, 4. an ancient Dragon Turtle.
4. Cause it to be broken against/by or crushed by: 1. a Gorgon Medusa, 2. the Gates of Hell, 3. the Rock of Four Towers, 4. a Leviathan, 5. the Caverns of Eternal Peril, 6. the heel of a gawd, 7. Kuchooloo, 8. the foot of a humble ant.
5. Expose it to the penetrating light and flame of: 1. the Right Hand of Primus, 2. the Sun, 3. a great wyrm Albino Scoria Dragon
6. Cause it to be steeped in either the encephalic fluids of the brain of Bahamut, the Platinum Dragon, or in the black and foul blood from the heart of Tiamat, the Chromatic Dragon.
7. Cause it to be seared by the odious flames of Gargruss Vlaadmaar's destroyed soul or disintegrated in the putrid ichor of Gar'Rangeeze's deliquescing flesh.

Table B123:

I. Minor Benign Effects*

Roll (1d100)

Roll	Minor Benign Effect
1-2	A. Adds 1 point to possessor's major attribute
3-4	B. Animate Dead (1 creature by touch) 7 times/week
5-6	C. Audible Glamer upon command 3 times/day
7-8	D. Bless (by touch)
9-10	E. Clairaudience (when touched to the ear)
11-12	F. Clairvoyance (when touched to the eyes)
13-14	G. Color Spray (3 times/day)
15-16	H. Comprehend Languages when held
17-18	I. Create Food and Water (1 time/day)
19-20	J. Cure Light Wounds (7 times/week)
21-22	K. Darkness (5', 10' or 15' radius) 3 times/day
23-24	L. Detect Charm (3 times/day)
25-26	M. Detect Evil/Good when held or ordered
27-28	N. Detect invisibility when held and ordered
29-30	0. Detect Magic (3 times/day)
35-36	R. Find Traps (3 times/day)
37-38	S. Fly when held and ordered (1 time/day)
39-40	T. Hypnotic Pattern (when moved) 3 times/day
41-42	U. Infravision when held or worn
43-44	V. Improved Invisibility (3 times/day)
45-46	W. Know Alignment when held and ordered (1 time/day)
47-48	X. Levitate when held and ordered (3 times/day)
49-50	Y. Light (7 times/week)
51-52	Z. Mind Blank (3 times/day)
53-54	AA. Obscurement (1 time/day)
55-56	BB. Pass Without Trace (1 time/day)
57-58	CC. Possessor immune to disease
59-60	DD. Possessor immune to fear
61-62	EE. Possessor immune to gas of any type
63-64	FF. Possessor need not eat/drink for up to 1 week
69-70	II. Sanctuary when held or worn (1 time/day)
71-72	JJ. Shield, when held or worn, upon command (3 times/day)
73-74	KK. Speak with Animals (3 times/day)
75-76	LL. Speak to the Dead (1 time/day)
77-78	MM. Speak with Plants (7 times/week)
79-80	NN. Tongues when held or worn and commanded
81-82	00. Ultravision when held or worn
83-84	PP. Ventriloquism upon command (3 times/day)
85-86	QQ. Water breathing upon command
87-88	RR. Water Walk at will
89-90	SS. Wearer immune to Charm and Hold spells
91-92	TT. Wearer immune to Magic Missiles
93-94	UU. Web (1 time/day)
95-96	VV. Wizard Lock (7 times/week)
97-98	WW. Write (1 time/day)
99-100	XX. Zombie Animation (1time/week)

*Where applicable, these effects are as if cast by a 10th level caster.

Table B124:

II. Major Benign Effects*

Roll (1d100)

1-2	A. Animal Summoning (II or III) 2 times/day	35-36	R. Fear by touch or gaze	69-70	II. Speak with monster (2 times/day)
3-4	B. Animate Object upon command (1 time/day)	37-38	S. Fireball (12-15 dice) 2 times/day	71-72	JJ. Stone to flesh (1 time/day)
5-6	C. +2 to AC of possessor or AC 0, whichever is better	39-40	T. Fire Shield (2 times/day)	73-74	KK. Suggestion (2 times/day)
7-8	D. Cause Serious Wounds by touch	41-42	U. Giant strength (determine type randomly) for 2 turns 2 times/day	75-76	LL. Telekinesis (100-600 pounds weight) 2 times/day
9-10	E. Charm monster (2 times/day)				
11-12	F. Charm Person (7 times/week)	43-44	V. Haste (1 time/day)	77-78	MM. Teleport Without Error (2 times/day)
13-14	G. Confusion (1 time/day)	45-46	W. Hold animal (1 time/day)	79-80	NN. Transmute Stone to Mud (2 times/day)
15-16	H. Cure-All (1 time/day)	47-48	X. Hold monster (1 time/day)	81-82	OO. True Seeing (1 time/day)
17-18	I. Cure Blindness by touch	49-50	Y. Hold person (1 time/day)	83-84	PP. Turn Wood (1 time/day)
19-20	J. Cure Disease by touch	51-52	Z. Lightning Bolt (12-15 dice) 2 times/day	85-86	QQ. Wall of Fire (2 times/day)
21-22	K. Dimension Door (2 times/day)	53-54	AA. Lyggl's Cone of Cold (12-15 dice) 2 times/day	87-88	RR. Wall of Ice (2 times/day)
23-24	L. Disintegrate (1 time/day)	55-56	BB. Minor Globe of Invulnerability (1 time/day)	89-90	SS. Wall of Thorns (2 times/day)
25-26	M. Dispel illusions (automatically) upon command (2 times/day)	57-58	CC. Paralyzation by touch	91-92	TT. Wall Passage (2 times/day)
		59-60	DD. Phantasmal Killer (1 time/day)	93-94	UU. Weapon damage is + 2 per hit
27-28	N. Dispel Magic upon command (2 times/day)	61-62	EE. Polymorph Self (7 times/week)	95-96	VV. Wind Walk (1 time/day)
29-30	O. Double movement speed (on foot)	63-64	FF. Regenerate 2 hp/turn (but not if killed)	97-98	WW. Wizard Eye (2 times/day)
31-32	P. Emotion (2 times/day)	65-66	GG. Remove Curse by touch (7 times/week)	99-100	XX. Word of Recall (1 time/day)
33-34	Q. Explosive Runes (1 time/month)	67-68	HH. Slow (1 time/day)		

* Major Benign Powers operate at 15th level casting ability, where applicable.

Table B125:

III. Minor Malevolent Effects

Roll (1d100)

1-4	A. Acne on possessor's face	57-60	O. Small items of wood rot from possessor's touch (any item up to normal door size, 1-7 days time)
5-8	B. Blindness for 1-4 rounds when first used against an enemy		
9-12	C. Body odor noticeable at distance of ten feet	61-64	P. Touch of possessor kills green plants
13-16	D. Deafness for 1-4 turns when first used against an enemy	65-68	Q. User causes hostility towards himself in all mammals within 60 yards
17-20	E. Gems or jewelry found never increase in value	69-72	R. User loses 1 point of Comeliness permanently
21-24	F. Holy water within 10' of item becomes polluted	73-76	S. User must eat and drink 6 times the normal amount due to the item's drain upon him or her
25-28	G. Lose 1-4 points of Charisma for 1-4 days when major power used		
29-32	H. Possessor loses interest in sex	77-80	T. User's sex changes
33-36	I. Possessor has satyriasis	81-84	U. Wart appears on possessor's nose
37-40	J. Possessor's hair turns white	85-88	V. Weight gain of 10-40 pounds
41-44	K. Saving throws versus spells are at -1	89-92	W. Weight loss of 5-30 pounds
45-48	L. Saving throws versus poison are at -2	93-96	X. Yearning for item forces possessor to never be away from it for more than 1 day if at all possible
49-52	M. Sense of smell lost for 2-8 hours when first used against an enemy		
53-56	N. Small fires (torches, et al.) extinguished when major power used	97-100	Y. Yelling becomes necessary to invoke spells with verbal components

Note: These effects should be inflicted upon the possessor of the item after he has had the artifact for a period of time (1-4 weeks) or after using major powers of the item.

Table B126:

IV. Major Malevolent Effects

Roll (1d100)

1-3	A. Body rot* is 10% likely cumulative whenever a primary power is used, and part of the body is lost permanently	46-48	P. Lose 1 point of Wisdom permanently
		49-51	Q. Magic drained from the most powerful magic item (other than an artifact or relic) within 20 feet of user
4-6	B. Capricious alignment change each time a primary power is used		
7-9	C. Geas/Quest[1] placed upon possessor	52-54	R. Reverse alignment permanently
10-12	D. Item contains the life force of a person – after a set number of uses, the possessor's life force is drawn into it and the former soul released[2]	55-57	S. Sacrifice a certain animal[3] to activate item for 1 day
		58-60	T. Sacrifice a human or player character to activate item for 1 day
13-15	E. Item has power to affect its possessor when a primary power is used if the character has not followed the alignment or purposes of the artifact/relic	61-63	U. Sacrifice 10,000-60,000 gp worth of gems/jewelry to activate item for 1 day
		64-66	V. User becomes berserk and attacks creatures[3] within 20 feet randomly (check each round) for 5-20 rounds
16-18	F. Item is a prison for a powerful being[3] – there is a 1%-4% cumulative chance per usage that it will break free, kill the possessor and, using his body, proceed to slay all associates and henchmen of this character	67-69	W. User goes insane for 1-4 days
		70-72	X. User grows 3 inches taller each time primary power is used
19-21	G. Item is itself a living, sentient being forced to serve; but each usage of a primary power gives a 1%-3% cumulative chance the spell will be broken and the being will 1) change the possessor into a like artifact; 2) geas/quest the possessor to perform a mission of its choosing; 3) kill the possessor; or 4) mentally enslave the possessor for a period of 2-8 weeks	73-75	Y. User instantly killed (but may be Raised or Resurrected)
		76-78	Z. User loses 1 level of experience
		79-81	AA. User receives 2-20 points damage
		82-84	BB. User receives 5-30 points damage
		85-87-	CC. User required to slay a certain type of creature[3] to activate item, and slaying another set type will de-activate item
22-24	H. Item is powerless against and hates 1-3 species of creatures[3] – when within 100 feet of any such creatures[3] it forces its possessor to attack	88-90	DD. User shrinks 3 inches each time primary power is used
25-27	I. Item releases a gas which renders all creatures[3], within 20 feet, including wielder, powerless to move for 5-20 rounds	91-93	EE. User transformed into a powerful but minor being from another plane (nefarian, gawdling) by creator of item and is carried off to serve this new master (start a new character)
28-30	J. Lose 1 point of Charisma permanently		
31-33	K. Lose 1 point of Constitution permanently	94-96	FF. User withers and ages 3-30 years** each time the primary power is used, eventually the possessor becomes a withered Zombie guardian of the item
34-36	L. Lose 1 point of Dexterity permanently		
37-39	M. Lose 1 hit point permanently	97-98	GG. Utterance of a spell causes complete loss of voice for one day
40-42	N. Lose 1 point of Intelligence permanently	99-100	HH. Yearning to be worshipped is uncontrollable; those failing to bow and scrape to the artifact's possessor will be subject to instant attack.
43-45	O. Lose 1 point of Strength permanently		

Note: Malevolent powers operate when a major power is used, unless operation occurs after a pre-determined (but low) number of uneventful usages of a major or primary power, as stated in the item's description. Effects can be successive and cumulative.

* Body rot affects extremities – toes, fingers, ears, nose, lips, eyelids, hands, feet, arms, legs, head in that order – one per operation. Nothing can prevent the loss or restore the member.

[1] Geas/Quest fulfillment enables the possessor to act freely until primary power use once again activates this effect.

[2] Life force freeing and associated entrapment of the possessor's soul will likewise free the life force of a player character (and restore his body) if and when another character so uses the item.

[3] Where creature types are called for, select powerful types which would be logically connected to the item, usually foes of its creator or alignment or purpose.

** Aging 3-30 years is done by race life expectancy. The aging cannot be reversed.:

1) 1 year for pixie fairies
2) 3 years for half-orcs
3) 4 years for humans
4) 6 years for half-ogres
5) 7 years for halflings
6) 10 years for gnomelings
7) 12 years for half-elves
8) 20 years for gnomes
9) 25 years for dwarves
10) 30 years for elves

Table B127:
V. Prime Powers*
Roll (1d100)

Roll	Prime Power
1-2	A. All of possessor's ability totals permanently raised 2 points each upon pronouncement of a command word (18 maximum)
3-5	B. All of possessor's ability totals raised to 18 each upon pronouncement of a command word
6-7	C. Bones/exoskeleton/cartilage of opponent turned to jelly - 1 time/day
8-10	D. Cacodemon-like power summons a Demon Lord, Arch-Devil, or Daemon Prince – 1 time/month
11-12	E. Creeping Doom - 1 time/day
13-15	F. Death ray equal to a Finger of Death with no saving throw - 1 time/day
16-17	G. Death Spell power of 110%-200% effectiveness with respect to number of levels/Hit Dice affected - 1 time/day
18-20	H. Gate spell - 1 time/day
21-22	I. Imprisonment spell - 1 time/week
23-25	J. Magic resistance (lasting 12 turns) of 50%-75% for possessor upon command word - 1 time/day
26-27	K. Major attribute permanently raised to 19 upon command word
28-29	L. Meteor Swarm - 1 time/day
30-32	M. Monster Summoning VIII - 2 times/day
33-35	N. Plane Shift - 1 time/day
36-38	0. Polymorph Any object- 1 time/day
39-41	P. Power Word: Blind, Kill or Stun -1 time/day
42-44	Q. Premonition of death or serious harm to possessor
45-46	R. Prismatic Spray - 1 ti me/day
47-48	S. Restoration -1 time/day
49-50	T. Resurrection - 7 times/week
51-53	U. Shades - 2 times/day
54-55	V. Shape Change - 2 times/day
56-58	W. Spell absorption, 19-24 levels - 1 time/week
59-60	X. Summon 1 of each type of elemental, 16 Hit Dice each, automatic control - 1 time/week
61-62	Y. Summon Djinn or Efreet Lord (8 hp/die, +2 to-hit and +4 to damage) for 1 day of service - 1 time/week
63-65	Z. Super Sleep spell affects double the number of creatures plus up to two 5th or 6th and one 7th or 8th level creature
66-68	AA. Temporal Stasis, no saving throw, upon touch - 1 time/month
69-71	BB. The item enables the possessor to Legend Lore, Commune or Contact Other Plane - 1 time/week
72-73	CC. Time Stop of twice normal duration - 1 time/week
74-76	DD. Total fire/heat resistance for all creatures within 20 feet of the item
77-79	EE. Total immunity to all forms of mental and psionic attacks
80-82	FF. Total immunity to all forms of cold
83-85	GG. Trap the Soul with 90% effectiveness - 1 time/month
86-88	HH. User can cast combination spells (if a spell caster) with no chance of failure or mishap, as follows (1d4): 1) 1 st and 2nd level spells simultaneously 2) 2nd and 3rd level spells simultaneously 3) 3rd and 4th level spells simultaneously 4) 1st, 2nd, and 3rd level spells simultaneously
90-92	II. Vanish - 2 times/day
93-95	JJ. Vision -1 time/day
96-97	KK. Wish - 1 time/day
98-100	LL. Youth restored to creature touched (physical age becomes one half of the lowest end of middle age, see HackMaster Player's Handbook Table 4C: Aging Effects) - 1 time/month

* Where applicable, prime powers function as if used by a 23rd level caster.

Table B128:
VI. Side Effects
Roll (1d100)

Roll	Side Effect
1-5	A. Alignment of possessor permanently changed to that of item
6-11	B. Charisma of possessor reduced to 3 as long as item is owned
12-16	C. Fear reaction possible in any creature within 20 feet of the item whenever a major or primary power is used; all, including possessor, must save versus spells or flee in panic
17-21	D. Fumble reaction possible (as C. above)
22-27	E. Greed and covetousness reaction in all intelligent creatures viewing the item; save versus spells or attack possessor and steal the item - associates are only 25% likely to have to check; henchmen check loyalty first, failure then requires saving throw as above
28-32	F. Lycanthropy inflicted upon the possessor, type according to alignment of item, change to animal form involuntary and 50% likely (I check only) whenever confronted and attacked by an enemy
33-38	G. Treasure within five-foot radius of mineral nature (metal or gems) of nonmagical type is reduced by 20%-80% as the item consumes it to sustain its power
39-43	H. User becomes ethereal whenever any major or primary power of the item is activated, and there is a 5% cumulative chance that he will thereafter become ethereal whenever a stress (combat, life-or death, difficult problem involving user's decision) situation exists; the ethereal state lasts until stress is removed
44-48	I. User becomes fantastically strong (19, or +1 if already 19) but very clumsy; so Dexterity is reduced by as many points as strength was increased, so no to hit bonuses are allowed for Strength, and a -2 for clumsiness is given instead; furthermore, the individual must be checked as if he has a Fumble spell cast upon him whenever any item is handled or spell is cast by the user
49-54	J. User cannot touch or be touched by any (even magical) metal; metal simply passes through his body as if it did not exist and has no effect
55-60	K. User has a poison touch which requires that humans and man-sized humanoids (but not undead) save versus poison or die whenever touched
61-66	L. User has limited omniscience and may request the GM to answer 1 question per game day (answer is given with limitations set by GM's discretion, with overall campaign factors and knowledge of player vs. player character overriding considerations)
67-71	M. User has short-duration charismatic effect upon creatures of similar alignment – evil, good, neutral (chaotic, lawful or true) - so that they will willingly join and serve the character for 1-4, 2-8 or 3-12 turns (dependent upon similarity of alignment); thereafter the effect of the dweomer wears off and the creature(s) will no longer serve due to realization of the enchantment and fear of it (and hostility is possible)
72-77	N. Whenever any power of the item is used, temperature within a 60-foot radius is raised 20-50 degrees Fahrenheit for 2-8 turns (moves with item)
78-82	0. Whenever the major or prime power of the item is used, temperature within a 6-foot radius is lowered 20-80 degrees Fahrenheit for 2-12 turns (moves with item)
83-88	P. Whenever the prime power is used the possessor must save versus spells or lose 1 level of experience
89-94	Q. Whenever the prime power is used, those creatures friendly to the user within 20 feet, excluding the user, will sustain 5-20 points of damage
95-100	R. Whenever this item is used as a weapon to strike an enemy, it does double normal damage to the opponent but the wielder takes (normal) damage just as if he had been struck by the item

8. Sprinkle it with/baptize it in the: 1. the Lava Fountain in the heart of the City of Brass, 2. River Styx, 3. the Well of Souls, 4. River Lethe (the river of forgetfulness).

Legendary items and regions should be placed by the GM in his own milieu in isolated, distant locales – preferably warded by mighty mythical and magical guardians (e.g. the serpent that guarded the golden fleece).

Appendix C

Random Monster Encounter Tables

Terrain B. Desert Table: Day

(Roll 1d10,000)

Name	HF	HoB	BA Tropical	BB Subtropical	BC Temperate	BD Subarctic	BE Arctic
Goo, Amber	Nil	3	1-45	1-47	1-51	1-59	
Phantom	Nil	6	46-57	48-59	52-64	60-74	1-20
Provocator	n/a	6	58-68	60-71	65-77	75-88	21-40
Rift Vortex	n/a	6	69-80	72-82	78-90	89-103	41-60
Time Elemental, Common	n/a	8*	81-91	83-94	91-103	104-118	61-80
Time Elemental, Noble	n/a	8*	92-102	95-106	104-116	119-133	81-101
Samaritans	0+	7*	103-148	107-153	117-167	134-192	102-181
Bird, Standard	-1	1	149-239	154-247	168-270	193-310	—
Beast of Burden, Horse, Riding	0	1	240-329	248-341	271-373	311-428	—
Beast of Burden: Horse, Draft	0	1	330-420	342-436	374-476	429-546	—
Beast of Burden: Mule	0	1	421-511	437-530	477-579	547-664	—
Centipede, Giant	0	2	512-602	531-624	580-682	665-781	182-342
Dawg, Wild	0	2	603-693	625-718	683-785	782-899	343-503
Orc, Orkin Wardawg	0	6	694-784	719-812	786-888	900-1017	504-664
Rook: Raven, Common	0	7*	785-875	813-907	889-991	1018-1135	—
Scarab, common	0	7*	876-966	908-1001	992-1094	1136-1253	—
Scorpion, common	0	7*	967-1057	1002-1095	—	—	—
Beast of Burden, Donkey	0	1	1058-1102	1096-1142	1095-1145	1254-1312	—
Beast of Burden: Horse, Pony	0	1	1103-1147	1143-1189	1146-1197	1313-1371	—
Beast of Burden: Horse, Light War	0	1	1148-1193	1190-1236	1198-1248	1372-1430	—
Beast of Burden: Horse, Medium War	0	1	1194-1238	1237-1283	1249-1299	1431-1489	—
Beast of Burden: Horse, Wild	0	1	1239-1284	1284-1331	1300-1351	1490-1548	—
Bird: Condor	0	1	1285-1329	1332-1378	1352-1402	1549-1607	—
Bird: Flightless	0	1	1330-1375	1379-1425	1403-1454	1608-1666	—
Dawg, War	0	2	1376-1420	1426-1472	1455-1505	1667-1725	665-744
Hobgoblin	0+	4	1421-1465	1473-1519	1506-1557	1726-1784	—
Men: Pilgrim	0	5	1466-1511	1520-1566	1558-1608	1785-1843	—
Orc, Orkin Bandits	0	6	1512-1556	1567-1613	1609-1660	1844-1902	745-825
Parasites: Diseased	0	6	1557-1602	1614-1660	1661-1711	—	—
Rook: Raven, Huge	0	7*	1603-1647	1661-1707	1712-1763	1903-1961	—
Vulture, Common	0	8*	—	—	1764-1814	—	—
Weevil, Larva	0	8*	1648-1693	1708-1754	1815-1866	—	—
Enigma Lice	0	3	1694-1715	1755-1778	1867-1891	—	—
Gnomeling	0	3	1716-1738	1779-1802	1892-1917	1962-1991	826-865
Magic Mouth, Common	0	4	1739-1761	1803-1825	1918-1943	1992-2020	866-905
Parasites: Paralyzing Fleas	0	6	1762-1784	1826-1849	1944-1969	2021-2050	—
Rot Grub, Common	0	7*	1785-1806	1850-1872	1970-1994	2051-2079	906-945
Tiger Fly, Larva	0	8*	1807-1829	1873-1896	1995-2020	2080-2109	—
Vulture, Giant	0	8*	—	—	2021-2046	—	—
Weevil, Blood, Adult	0	8*	1830-1852	1897-1919	2047-2071	—	—
Whip Scorpion, Large	0	8*	1853-1874	1920-1943	2072-2097	2110-2138	—
Gold Bane	0	3	1875-1886	1944-1955	2098-2110	2139-2153	946-966
Hound of Ill Omen	0	4	1887-1897	1956-1966	2111-2123	2154-2167	967-986
Magic Mocking Mouth	0	4	1898-1909	1967-1978	2124-2136	2168-2182	987-1006
Magic Mouth, Rogue	0	4	1910-1920	1979-1990	2137-2149	2183-2197	1007-1026
Magic Mouth, Sassy	0	4	1921-1931	1991-2002	2150-2162	2198-2212	1027-1046
Rot Grub, Candy Striped	0	7*	1932-1943	2003-2014	2163-2174	2213-2226	1047-1066
Scarab of Seeking	0	7*	1944-1954	2015-2025	2175-2187	2227-2241	—
Seeker, Nose	0	7*	1955-1965	2026-2037	—	2242-2256	1067-1086
Tween	0	8*	1966-1977	2038-2049	2188-2200	2257-2271	1087-1106
Baboon	1	1	1978-2068	2050-2143	2201-2303	—	—
Herd Animal	1+	3	2069-2158	2144-2237	2304-2406	2272-2389	1107-1267
Orc, Orkin Lowland Pony	1	6	2159-2249	—	2407-2509	—	—
Spider, Large	1	7*	2250-2340	2238-2331	2510-2612	2390-2507	—
Toad, Giant	1	8*	2341-2431	2332-2426	2613-2715	2508-2625	—
Aarakian Worker	1	1	2432-2477	2427-2473	2716-2766	2626-2684	1268-1348
Babbler, Cantakerous	1	1	2478-2522	2474-2520	2767-2818	2685-2743	1349-1428
Beaked Terror	1	1	2523-2567	2521-2567	2819-2869	2744-2802	1429-1509
Beast of Burden: Horse, Heavy War	1	1	2568-2613	2568-2614	2870-2921	2803-2860	—
Elf, Half-	1	3	2614-2658	2615-2661	2922-2972	2861-2919	1510-1589
Men: Caravan Guard	1	5	2659-2704	2662-2708	2973-3024	2920-2978	1590-1670
Men: Cavalry	1+	5	2705-2749	2709-2755	3025-3075	2979-3037	1671-1750
Men: Soldier	1	5	2750-2795	2756-2802	3076-3126	3038-3096	1751-1830
Porcupine, common	1	6	2796-2840	2803-2850	3127-3178	—	—
Spider, Tarantubat	1	7*	2841-2885	2851-2897	3179-3229	3097-3155	1831-1911
Toad, Poisonous	1	8*	2886-2931	2898-2944	3230-3281	3156-3214	—
Viper, Spit	1	8*	2932-2976	2945-2991	3282-3332	—	—
Zealot	Variable	8*	2977-3022	2992-3038	3333-3384	3215-3273	1912-1991
Ant Men, Workers	1	1	3023-3045	3039-3062	3385-3410	3274-3303	—
Beetle: Goldbug	1	1	3046-3067	3063-3085	3411-3435	3304-3332	1992-2032
Brain Mite, Carnivorous	1	1	3068-3090	3086-3109	3436-3461	3333-3362	—
Gnome Titans	1	3	3091-3113	3110-3132	3462-3487	3363-3391	2033-2072
Gnome, Feral	1	3	3114-3135	3133-3156	3488-3512	3392-3421	2073-2112
Grynurian Monk	1	3	3136-3158	3157-3179	—	—	—
Jarvin-taur	1	4	3159-3181	3180-3203	3513-3538	—	—
Men: Berserker/Dervish	1	5	3182-3204	3204-3226	3539-3564	3422-3450	2113-2152
Men: Mercenary	1	5	3205-3226	3227-3250	3565-3590	3451-3480	2153-2193
Men: Tribesman	1	5	3227-3249	3251-3273	3591-3615	3481-3509	2194-2233
Packasite	1	6	3250-3272	3274-3297	3616-3641	3510-3539	2234-2273
Penguin, Dire Sand	1	6	3273-3294	3298-3321	—	—	—
Pernicon	1	6	3295-3317	3322-3344	—	—	—
Rook: Raven, Giant	1	7*	3318-3340	3345-3368	3642-3667	3540-3568	—
Scarab, giant	1	7*	3341-3363	3369-3391	3668-3693	3569-3598	—
Attention Grabber	1	1	3364-3374	3392-3403	3694-3705	3599-3612	2274-2293
Bat, Fire	1	1	3375-3385	—	—	—	—
Men: Adventurer	1+	5	3386-3397	3404-3415	3706-3718	3613-3627	2294-2313
Men: Cleric	1+	5	3398-3408	3416-3427	3719-3731	3628-3642	2314-2333
Men: Hermit	1	5	3409-3419	3428-3438	3732-3744	3643-3657	2334-2353
Men: Wild men	1+	5	3420-3431	3439-3450	3745-3757	3658-3671	2354-2374
Skeleton, Animal	1	7*	3432-3442	3451-3462	3758-3770	3672-3686	2375-2394
Beast of Burden, Ox	2	1	3443-3533	3463-3556	3771-3873	3687-3804	—
Camel, Wild	2	1	3534-3624	3557-3650	3874-3976	—	—
Ogre, Common	2+	6	3625-3715	—	—	—	—
Ogre, Trash	2+	6	3716-3806	3651-3744	3977-4079	3805-3922	2395-2555
Spider, Huge	2	7*	3807-3897	3745-3839	4080-4181	3923-4040	—
Babbler, Incessant	2	1	3898-3942	3840-3886	4182-4233	4041-4099	2556-2635
Bear, Cave	2	1	3943-3987	3887-3933	4234-4284	4100-4158	2636-2715
Monkey, Musk	2	5	3988-4033	3934-3980	—	—	—
Ogre, Hedge	2+	6	4034-4078	3981-4027	4285-4336	4159-4217	2716-2796
Pseudo-Undead, Ghoul	2	6	4079-4124	4028-4074	4337-4387	4218-4276	2797-2876
Snake, Heway	2	7*	4125-4169	—	—	—	—
Snake, Poisonous	2	7*	4170-4215	4075-4121	4388-4439	4277-4335	2877-2957
Aarakian Warrior	2	1	4216-4237	4122-4145	4440-4465	4336-4364	2958-2997
Ant Hunter	2	1	—	4146-4168	4466-4490	—	—
Beast Shaman	Variable	1	4238-4260	4169-4192	4491-4516	4365-4394	2998-3037
Elf, Grel Mages	2	3	4261-4283	4193-4215	4517-4542	4395-4423	3038-3078
Golem, Puppet	2	3	4284-4306	4216-4239	4543-4567	4424-4453	3079-3118
Hippogriff	2	3	4307-4328	4240-4263	4568-4593	4454-4482	3119-3158
Monkey, Flying	2	5	4329-4351	4264-4286	4594-4619	4483-4512	3159-3198
Ogre, Half	2	6	4352-4374	4287-4310	4620-4645	4513-4541	3199-3238
Porcupine, Poison	2	6	4375-4396	4311-4333	4646-4670	—	—
Skeleton, Animated	2	7*	4397-4419	4334-4357	4671-4696	4542-4571	3239-3279
Skeleton, Screaming	2	7*	4420-4442	4358-4380	4697-4722	4572-4600	3280-3319
Whip Scorpion, Huge	2	8*	4443-4465	4381-4404	4723-4748	4601-4630	—
Aarakian Brood Watcher	2	1	4466-4476	4405-4416	4749-4760	4631-4645	3320-3339
Ant Men, Red Fire	Variable	1	4477-4487	4417-4427	—	—	—
Astral Searcher	2	1	4488-4499	4428-4439	4761-4773	4646-4659	3340-3359
Golem, Guardian	2	3	4500-4510	4440-4451	4774-4786	4660-4674	3360-3379
Iron Cobra	2	4	4511-4521	4452-4463	4787-4799	4675-4689	3380-3399
Serpent, Cerastes	2	7*	4522-4533	4464-4475	—	—	—

Name	HF	HoB	BA. Trop.	BB. Sub-T.	BC. Temp.	BD. Sub-A.	BE. Arctic
Sword, Perpetual	2+	7*	4534-4544	4476-4486	—	4690-4704	3400-3419
Zombie, Talking	2	8*	4545-4555	4487-4498	4800-4812	4705-4718	—
Modron: Tetrahedrone	3	5	4556-4646	4499-4592	4813-4915	4719-4836	3420-3580
Jurassic Creatures: Ankylosaurus	3	4	4647-4692	4593-4639	4916-4966	4837-4895	3581-3661
Kenku	3+	4	4693-4737	4640-4686	4967-5018	4896-4954	3662-3741
Lycanthrope: Were-Rat	3	4	4738-4783	4687-4734	5019-5069	4955-5013	3742-3822
Pseudo Undead, Wight	3	6	4784-4828	4735-4781	5070-5121	5014-5072	3823-3902
Scorpion, Large	3	7*	4829-4874	4782-4828	—	—	—
Coffer Corpse	3	2	4875-4896	4829-4851	5122-5146	5073-5102	3903-3942
Dune Stalker	3	2	4897-4919	4852-4875	—	—	—
Gnomish Doom Lord	3	3	4920-4942	—	5147-5172	—	—
Gorangatan	3	3	4943-4964	4876-4898	—	—	—
Gut Waller Serpent	3+	3	4965-4987	4899-4922	—	—	—
Humanimals, Lesser	3	4	4988-5010	4923-4946	5173-5198	5103-5131	3943-3983
Porcupine Warrior	3	6	5011-5033	4947-4969	5199-5224	—	—
Shocker	3	7*	5034-5055	4970-4993	5225-5249	5132-5161	3984-4023
Urchin, Land	3	8*	5056-5078	4994-5016	5250-5275	5162-5190	4024-4063
Aarakian Queen Mother	3	1	5079-5089	5017-5028	5276-5288	5191-5205	4064-4083
Barbarian, warrior	3	1	5090-5101	5029-5040	5289-5301	5206-5220	4084-4103
Death's Minions	3	2	5102-5112	5041-5051	5302-5314	5221-5234	4104-4124
Elf, Grugach	3	3	5113-5123	5052-5063	5315-5327	5235-5249	4125-4144
Enveloper	3+	3	5124-5135	5064-5075	5328-5339	5250-5264	4145-4164
Insidious Ichor	3	4	5136-5146	5076-5087	5340-5352	5265-5279	—
Purple Death Bloom	3	6	5147-5158	5088-5099	5353-5365	—	—
Slapping Durnkin	3	7*	5159-5169	5100-5110	5366-5378	5280-5293	4165-4184
Vortex	3	8*	5170-5180	—	—	—	—
Walker	3	8*	5181-5192	5111-5122	5379-5391	5294-5308	4185-4204
Dragon, Komodo	4	2	—	5123-5169	5392-5442	—	—
Snake, Constrictor, Giant	4	7*	5193-5237	5170-5216	—	—	—
Trollkin Auxiliaries	4+	8*	5238-5283	5217-5263	5443-5494	5309-5367	4205-4284
Bat, Azmyth	4	1	5284-5305	5264-5287	5495-5520	5368-5397	—
Beetle, Carnage	4	1	5306-5328	5288-5311	5521-5545	5398-5426	4285-4325
Firetoad	4	3	5329-5351	5312-5334	—	—	—
Luck Eater	4	4	5352-5373	5335-5358	5546-5571	5427-5456	4326-4365
Serpentine	4	7*	5374-5396	5359-5381	—	—	—
Vampire Hound	4	8*	5397-5419	5382-5405	5572-5597	5457-5485	4366-4405
Beholder-kin, Lensman	4	1	5420-5430	5406-5417	5598-5610	5486-5500	4406-4425
Beholder-kin, Watcher	4	1	5431-5442	5418-5428	5611-5623	5501-5515	4426-4445
Centipede, Megalo-	4	2	5443-5453	5429-5440	5624-5635	5516-5529	4446-4465
Disenchanter	4	2	5454-5464	5441-5452	5636-5648	5530-5544	4466-4486
Huecuva	4	4	5465-5476	5453-5464	5649-5661	5545-5559	—
Mad Titterling	4	4	5477-5487	5465-5475	—	—	—
Undead, Eye of Fear	4	8*	5488-5498	5476-5487	5662-5674	5560-5574	—
Weasel, Manu	4	8*	5499-5510	—	—	—	—
Pseudo Undead, Wraith	5	6	5511-5555	5488-5534	5675-5725	5575-5633	4487-4566
Snake Man	5	7*	5556-5601	—	—	—	—
Orc, Orkin Witch Doctor	5+	6	5602-5623	5535-5558	5726-5751	5634-5662	4567-4606
Porcupine, Giant	5	6	5624-5646	5559-5581	5752-5777	—	—
Slithering Slasher	5	7*	5647-5669	5582-5605	5778-5803	—	—
Vampire Thrall	5+	8*	5670-5691	5606-5628	5804-5828	5663-5692	4607-4646
Anti-Elemental, Water	5+	1	5692-5703	5629-5640	5829-5841	5693-5706	4647-4667
Cataplasm	5	2	5704-5714	5641-5652	5842-5854	5707-5721	4668-4687
Doorant, Spirit	5	2	5715-5726	5653-5664	5855-5867	5722-5736	4688-4707
DoppelEwe	5	2	5727-5737	—	5868-5880	—	—
Doppelganger	5	2	5738-5748	5665-5676	5881-5893	5737-5750	4708-4727
Fly, Giant Horse-	5	3	5749-5760	5677-5687	5894-5906	5751-5765	—
Mantrap	5+	4	5761-5771	—	—	—	—
Snake, Spitting	5	7*	5772-5782	—	—	—	—
Modron: Hexahedrone	6	5	5783-5873	5688-5782	5907-6008	5766-5883	4728-4888
Ogre, Lord	6+	6	5874-5964	5783-5876	6009-6111	—	4889-5049
Golem, Muck	6	3	5965-6010	5877-5923	6112-6163	5884-5942	5050-5129
Pseudo Undead, Ghast	6	6	6011-6055	5924-5970	6164-6214	5943-6001	5130-5210
Scorpion, Giant	6	7*	6056-6100	5971-6017	—	—	—
Spider, Giant	6	7*	6101-6146	6018-6064	6215-6266	6002-6060	—
Elf, Hunter Grel	6	3	6147-6169	6065-6088	—	6061-6090	5211-5250
Lycanthrope: Were-Boar	6	4	6170-6191	6089-6111	6267-6292	6091-6119	—
Ant Men, Shaman	6	1	6192-6203	6112-6123	6293-6304	6120-6134	—
Anti-Elemental, Air	6+	1	6204-6214	6124-6135	6305-6317	6135-6149	5251-5270
Grieving Herald	6	3	6215-6225	6136-6147	6318-6330	6150-6163	5271-5290

Name	HF	HoB	BA. Trop.	BB. Sub-T.	BC. Temp.	BD. Sub-A.	BE. Arctic
Zombie, Brain-Eating	6	8*	6226-6237	6148-6158	6331-6343	6164-6178	5291-5310
Zombie, Flesh-Eating	6	8*	6238-6248	6159-6170	6344-6356	6179-6193	5311-5330
Zombie, Giant	6	8*	6249-6259	6171-6182	6357-6369	6194-6208	5331-5351
Mastodon	7	4	6260-6350	6183-6276	6370-6472	6209-6326	—
Scorpion, Huge	7	7*	6351-6441	6277-6370	—	—	—
Snake, Poisonous, giant	7	7*	6442-6487	6371-6417	6473-6523	6327-6385	—
Bolter	7	1	6488-6509	6418-6441	6524-6549	6386-6414	5352-5391
Lime Green Quivering Mass	Variable	4	6510-6532	6442-6464	6550-6575	—	—
Retch Plant	7	6	6533-6555	6465-6488	6576-6600	—	—
Sandling	7	7*	6556-6578	6489-6512	—	—	—
Centaur Ant	7	2	6579-6589	6513-6523	6601-6613	—	—
Humanimals, Greater	7	4	6590-6600	6524-6535	6614-6626	6415-6429	5392-5411
Monoceros	7	5	6601-6612	6536-6547	6627-6639	—	—
Vengeful Troubadour	7+	8*	6613-6623	6548-6559	6640-6652	6430-6443	5412-5431
Manticore, Womanticore	8	4	6624-6668	6560-6606	6653-6703	6444-6502	5432-5511
Spider, Giant Trapdoor	8	7*	6669-6714	6607-6653	6704-6755	6503-6561	—
Cat, Great: Spotted Lion	8	1	6715-6737	6654-6676	—	—	—
Dragon, Komodo, Dire	8	2	—	6677-6700	6756-6780	—	—
Golem, Muck, Diseased	8	3	6738-6759	6701-6724	6781-6806	6562-6591	5512-5552
Beholder, Spectator	8	1	6760-6771	6725-6735	6807-6819	6592-6606	5553-5572
Doppelganger, Master	8	2	6772-6782	6736-6747	6820-6832	6607-6620	5573-5592
Gagwaller	8	3	6783-6793	6748-6759	6833-6845*	6621-6635	5593-5612
Golem Master	8+	3	6794-6805	6760-6771	6846-6858	6636-6650	5613-5632
Zombie, Monster	8	8*	6806-6816	6772-6782	6859-6871	6651-6665	5633-5652
Jurassic Creatures: Lambeosaurus	9	4	6817-6907	6783-6877	6872-6973	6666-6783	5653-5813
Pseudo Undead, Specter	9	6	6908-6952	6878-6924	6974-7025	6784-6842	5814-5894
Elf, Grel Cleric	9	3	6953-6975	6925-6947	7026-7051	6843-6871	5895-5934
Necrophidius	9	5	6976-6987	6948-6959	7052-7064	6872-6886	5935-5954
Scarecrow	9	7*	6988-6998	6960-6971	7065-7076	6887-6901	—
Tin Soldier	9	8*	6999-7009	6972-6983	—	6902-6915	5955-5974
Whip Scorpion, Giant	9	8*	7010-7021	6984-6994	7077-7089	6916-6930	—
Manticore, Common	10	4	7022-7066	6995-7041	7090-7141	6931-6989	5975-6055
Modron: Octahedrone	10	5	7067-7112	7042-7089	7142-7192	6990-7048	6056-6135
Elf, Shadow Grel	10	3	7113-7134	7090-7112	7193-7218	7049-7078	6136-6175
Doppelganger, Predator	10	2	7135-7146	7113-7124	7219-7231	7079-7092	6176-6195
Golem, Blood	10	3	7147-7157	7125-7136	7232-7244	7093-7107	6196-6215
Pan-Dimensional Rover	10	6	7158-7168	7137-7147	7245-7257	7108-7122	6216-6236
Panda Bear, Trans-Planar	10	6	7169-7180	7148-7159	7258-7269	7123-7137	6237-6256
Pseudo Undead, Vampire	11	6	7181-7225	7160-7206	7270-7321	7138-7195	6257-6336
Cyclops, Common	11	2	7226-7248	7207-7230	7322-7347	7196-7225	6337-6376
Scorpion, Hell	11	7*	7249-7271	7231-7253	—	—	—
Seeall	11	7*	7272-7293	7254-7277	7348-7372	7226-7254	6377-6417
Thunderherder	11	8*	7294-7316	—	—	—	—
Ant Men, Enforcer	11	1	7317-7327	7278-7289	7373-7385	7255-7269	—
Golem, Flesh	11	3	7328-7339	7290-7301	7386-7398	7270-7284	6418-6437
Skeleton, Monster	11	7*	7340-7350	7302-7312	7399-7411	7285-7299	6438-6457
Basilisk, Lesser	12	1	7351-7396	7313-7359	7412-7462	7300-7358	6458-6537
Troll, Glamour	12	8*	7397-7441	7360-7406	7463-7514	7359-7417	6538-6618
Tiger Fly, Male	12	8*	7442-7464	7407-7430	7515-7540	7418-7446	—
Djinni	12	2	7465-7475	7431-7442	7541-7552	7447-7461	6619-6638
Nefarians: other: Soul Cloaker	12	5	7476-7486	7443-7454	7553-7565	7462-7476	6639-6658
Shadow Fiend	12	7*	7487-7498	7455-7465	7566-7578	7477-7490	6659-6678
Skeleton, Giant	12	7*	7499-7509	7466-7477	7579-7591	7491-7505	6679-6698
Mammoth, Wooly	13	4	7510-7600	7478-7571	7592-7694	7506-7623	6699-6859
Mammoth, Ram-Horned	13	4	7601-7623	7572-7595	7695-7720	7624-7653	6860-6899
Vampire, Headlong	13	8*	7624-7645	7596-7618	7721-7745	7654-7682	6900-6940
Crypt Thing	13	2	7646-7657	7619-7630	7746-7758	7683-7697	6941-6960
Djinni, Black	13	2	7658-7668	7631-7642	7759-7771	7698-7712	6961-6980
Doppelmeister	13	2	7669-7680	7643-7654	7772-7784	7713-7726	6981-7000
Haunt	13	3	7681-7691	7655-7666	7785-7797	7727-7741	7001-7020
Teroth	13	8*	7692-7702	7667-7677	7798-7810	7742-7756	7021-7040
Toad, Doom	13	8*	7703-7714	7678-7689	7811-7823	7757-7771	—
Transposer	13	8*	7715-7725	7690-7701	7824-7835	7772-7785	7041-7060
Medusa, Lesser	14	4	7726-7748	7702-7724	7836-7861	7786-7815	7061-7100
Spider, Phase	14	7*	7749-7770	7725-7748	7862-7887	7816-7844	7101-7141
Doorant, Tree	14	2	7771-7782	7749-7760	7888-7900	7845-7859	7142-7161
Elemental, Earth	14+	3	7783-7793	7761-7772	7901-7913	7860-7874	7162-7181
Jann	14	4	7794-7804	7773-7783	7914-7926	7875-7888	7182-7201
Lamia, Common	14	4	7805-7816	7784-7795	7927-7938	—	—
Skeleton, Red Eyed	14	7*	7817-7827	7796-7807	7939-7951	7889-7903	7202-7221

Name	HF	HoB	BA. Trop.	BB. Sub-T.	BC. Temp.	BD. Sub-A.	BE. Arctic
Taunter	14+	8*	7828-7839	7808-7819	7952-7964	7904-7918	7222-7241
Screaming Desert Tortoise	15	7*	7840-7861	7820-7842	—	—	—
Skink, Clink	15	7*	7862-7884	7843-7866	7965-7990	7919-7947	7242-7282
Thri-Kreen	15	8*	7885-7907	7867-7889	7991-8016	—	—
Ant Men Queen	15	1	7908-7918	7890-7901	8017-8028	7948-7962	—
Dragon, Komodo, giant	15	2	—	7902-7913	8029-8041	—	—
Stone Guardian	15	7*	7919-7929	7914-7925	8042-8054	7963-7977	7283-7302
Lammasu, Common	16	4	7930-7952	7926-7948	8055-8080	—	—
Vampire Hordes, The	16	8*	7953-7975	7949-7972	8081-8106	7978-8006	7303-7342
Arcane Merchant	16	1	7976-7986	7973-7983	8107-8119	8007-8021	7343-7362
Chaos Corpse	Variable	2	7987-7998	7984-7995	8120-8131	8022-8036	7363-7382
Modron: Dodecahedrone	17	5	7999-8043	7996-8042	8132-8183	8037-8095	7383-7463
Cockatrice: Cryolisk	17	2	8044-8066	8043-8066	8184-8209	8096-8124	7464-7503
Zoolem, Hawk/Eagle	17	8*	8067-8088	8067-8089	8210-8234	8125-8154	7504-7543
Djinni, Noble	17	2	8089-8100	8090-8101	8235-8247	8155-8169	7544-7563
Golem, Clay	17	3	8101-8111	8102-8113	8248-8260	8170-8183	7564-7583
Invisible Heckler	17	4	8112-8123	8114-8125	8261-8273	8184-8198	7584-7603
Para-Elementals: Smoke	17+	6	8124-8134	8126-8137	8274-8286	8199-8213	7604-7623
Zoolem, Dawg/Monkey, etc.	17	8*	8135-8145	8138-8148	8287-8299	8214-8228	7624-7644
Goregon	18	3	8146-8168	—	8300-8324	—	—
Rabbit, Predator	18	6	8169-8191	8149-8172	8325-8350	8229-8257	7645-7684
Elemental, Air	18+	3	8192-8202	8173-8184	8351-8363	8258-8272	7685-7704
Elemental, Fire	18+	3	8203-8213	8185-8195	8364-8376	8273-8287	7705-7724
Elemental, Water	18+	3	8214-8225	8196-8207	8377-8389	8288-8301	7725-7744
Hubrisite	18	4	8226-8236	8208-8219	8390-8402	8302-8316	7745-7764
Nefarians: other: Hell Hound	18+	5	8237-8248	8220-8231	8403-8414	8317-8331	7765-7784
Jurassic Creatures: Stegosaurus	19	4	8249-8338	8232-8325	—	—	—
Doom Harvester	19	2	8339-8350	8326-8337	8415-8427	8332-8346	7785-7804
Golem, Gristle	19	3	8351-8361	8338-8348	8428-8440	8347-8360	7805-7825
Phantom Stalker	19	6	8362-8372	8349-8360	8441-8453	8361-8375	7826-7845
Trolls, Sand	20	8*	8373-8395	8361-8384	—	—	—
Minotaur, Free Range	20	5	8396-8407	8385-8396	8454-8466	8376-8390	7846-7865
Mantis, Dire Field	21	4	8408-8429	8397-8419	8467-8492	—	—
Invisible Stalker	21	4	8430-8441	8420-8431	8493-8505	8391-8405	7866-7885
Lamia, Great-Horned	21	4	8442-8452	8432-8443	8506-8517	—	—
Lamia, Noble	21	4	8453-8463	8444-8454	8518-8530	-	—
Spriggan	21	7*	8464-8475	8455-8466	8531-8543	8406-8419	7886-7905
Shriek, The	21	7*	8476-8476	8467-8467	8544-8544	8420-8420	7906-7906
Jurassic Creatures: Triceratops	22	4	8477-8567	8468-8561	—	—	—
Beholder, Gauth	22	1	8568-8589	8562-8585	8545-8570	8421-8450	7907-7946
Ogre, Chub-Foot	22	6	8590-8612	8586-8609	8571-8596	8451-8479	7947-7987
Ogre, Flat-Footed	22	6	8613-8635	8610-8632	8597-8621	8480-8509	7988-8027
Ogre, Webbed-Toes	22	6	8636-8657	8633-8656	8622-8647	8510-8538	8028-8067
Ogre, Rogue	22	6	8658-8669	8657-8667	8648-8660	8539-8553	8068-8087
Sedusa	22	7*	8670-8680	8668-8679	8661-8673	—	—
Vile Shadow Fiend	22	8*	8681-8692	8680-8691	8674-8686	8554-8568	8088-8107
Ogre, Flat-Footed	22	6	8693-8693	8692-8692	8687-8687	8569-8569	8108-8108
Sphinx, Gynosphinx	23	7*	8694-8715	8693-8716	—	—	—
Giant, Gorge	23+	3	8716-8727	8717-8727	8688-8700	8570-8583	8109-8128
Giant, Scorn	23	3	8728-8738	8728-8739	8701-8712	8584-8598	8129-8148
Treant, Undead	23	8*	8739-8749	8740-8751	8713-8725	8599-8613	8149-8169
Dao	24	2	8750-8772	8752-8774	8726-8751	8614-8642	8170-8209
Spider, Gargantuan	24	7*	8773-8783	8775-8786	8752-8764	8643-8657	—
Vampire, Mulo	24	8*	8784-8795	8787-8798	8765-8777	8658-8672	8210-8229
Vampiricat	24	8*	8796-8806	8799-8810	8778-8790	8673-8687	8230-8249
Troll, Giant	25	8*	8807-8829	8811-8833	8791-8815	8688-8716	8250-8289
Zoolem, Lion/Tiger	26	8*	8830-8852	8834-8857	8816-8841	8717-8746	8290-8329
Shade	26	7*	8853-8863	8858-8869	8842-8854	8747-8760	8330-8350
Golem, Stone	27	3	8864-8874	8870-8880	8855-8867	8761-8775	8351-8370
Troll, Giant Two-Headed	27	8*	8875-8886	8881-8892	8868-8880	8776-8790	8371-8390
Vision	27	8*	8887-8897	8893-8904	8881-8893	8791-8805	8391-8410
Worm, Purple, Sand	27	8*	8898-8908	8905-8916	—	—	—
Beholder-kin, Director	28	1	8909-8920	8917-8927	8894-8905	8806-8819	8411-8430
Naga, Guardian	28	5	8921-8931	8928-8939	8906-8918	8820-8834	8431-8450
Medusa, Greater	29	4	8932-8954	8940-8963	8919-8944	8835-8864	8451-8490
Aerial Servant	29	1	8955-8965	8964-8975	8945-8957	8865-8878	8491-8511
Revenger	29	6	8966-8977	8976-8986	8958-8970	8879-8893	8512-8531
Basilisk: Dracolisk	30	1	8978-8988	8987-8998	8971-8983	8894-8908	8532-8551
Dragon, Blue Spiny-Horned	30	2	8989-8999	8999-9010	8984-8995	—	—

Name	HF	HoB	BA. Trop.	BB. Sub-T.	BC. Temp.	BD. Sub-A.	BE. Arctic
Lammasu, Greater	31	4	9000-9011	9011-9022	8996-9008	—	—
Portal of Devouring	31	6	9012-9022	9023-9033	9009-9021	8909-8923	8552-8571
Radiation Elemental	31+	6	9023-9033	9034-9045	9022-9034	8924-8937	8572-8591
Righteous Avenger	32	6	9034-9045	9046-9057	9035-9047	8938-8952	8592-8611
Vampire, Chiang-Shi	33	8*	9046-9067	9058-9081	9048-9073	8953-8982	8612-8651
Guardian Spirit	33	3	9068-9079	9082-9092	9074-9086	8983-8996	8652-8671
Retriever, Reckless	33 +	6	9080-9090	9093-9104	9087-9098	8997-9011	8672-8692
Retriever, Relentless	33+	6	9091-9102	9105-9116	9099-9111	9012-9026	8693-8712
Retriever, Ruthless	33+	6	9103-9113	—	9112-9124	9027-9041	8713-8732
Beholder, Undead	34	1	9114-9124	9117-9128	9125-9137	9042-9055	8733-8752
Centipede, Huge	35	2	9125-9215	9129-9222	9138-9240	9056-9173	8753-8913
Zoolem, Horse/Deer	35	8*	9216-9238	9223-9245	9241-9266	9174-9203	8914-8953
Avenging Servant	35	1	9239-9249	9246-9257	9267-9278	9204-9218	8954-8973
Modron: Icosahedrone	36	5	9250-9272	9258-9281	9279-9304	9219-9247	8974-9013
Shedu, Lesser	36	7*	9273-9295	—	—	—	—
Stegocentipede	36	7*	9296-9306	9282-9292	9305-9317	—	—
Vampire, Empusas	37	8*	9307-9317	9293-9304	9318-9330	9248-9262	9014-9033
Squid, Giant, Sand	38	7*	9318-9329	—	—	—	—
Bane Lords	39	1	9330-9340	9305-9316	9331-9343	9263-9277	9034-9054
Skraagon	43	7*	9341-9363	9317-9340	—	9278-9306	9055-9094
Basilisk, Greater	44	1	9364-9408	9341-9387	9344-9394	9307-9365	9095-9174
Skeleton Warrior	44	7*	9409-9420	9388-9398	9395-9407	9366-9380	9175-9194
Sphinx, Androsphinx	44	7*	9421-9431	9399-9410	—	—	—
Giant, Fire	45	3	9432-9454	9411-9434	9408-9433	—	—
Opinicus	47	6	9455-9465	9435-9446	—	—	—
Spirit Fiend	47	7*	9466-9476	9447-9457	9434-9446	9381-9394	9195-9215
Golem, Iron	50	3	9477-9488	9458-9469	9447-9459	9395-9409	9216-9235
Sivian Banshee	51	7*	9489-9499	9470-9481	9460-9471	9410-9424	9236-9255
Death Knight	52	2	9500-9511	9482-9493	9472-9484	9425-9439	9256-9275
Elemental, Greater Periodic	53	3	9512-9522	9494-9504	9485-9497	9440-9453	9276-9295
Cyclops, True	60	2	9523-9533	9505-9516	9498-9510	9454-9468	9296-9315
Beholder-kin, Overseer	68	1	9534-9545	9517-9528	9511-9523	9469-9483	9316-9335
Death Harvester	71	2	9546-9556	9529-9540	9524-9536	9484-9498	9336-9355
Deepspawn	72	2	9557-9567	9541-9552	9537-9549	9499-9512	9356-9375
Beholder, Death Kiss	77	1	9568-9579	9553-9563	9550-9562	9513-9527	9376-9396
Thessalhydra	79	8*	9580-9601	9564-9587	9563-9587	9528-9557	9397-9436
Wyrm, Guardian-Sun	90	8*	9602-9613	—	—	—	—
Medusa, Gorgon	102	4	9614-9614	9588-9588	9588-9588	9558-9558	9437-9437
Beholder-kin, Hive Mother	105	1	9615-9625	9589-9600	9589-9601	9559-9572	9438-9457
Modron: Prisaton	114	5	9626-9648	9601-9623	9602-9627	9573-9602	9458-9497
Demilich	114	2	9649-9659	9624-9635	9628-9640	9603-9617	9498-9517
Modron: Tetraton	128	5	9660-9682	9636-9659	9641-9665	9618-9646	9518-9557
Modron: Parallelpipeton	151	5	9683-9705	9660-9682	9666-9691	9647-9676	9558-9598
Modron: Cylindeton	159	5	9706-9716	9683-9694	9692-9704	9677-9690	9599-9618
Angel	161	1	9717-9727	9695-9706	9705-9717	9691-9705	9619-9638
Marid	163	4	9728-9739	9707-9717	9718-9730	9706-9720	9639-9658
Tiger Fly, Female	175	8*	9740-9761	9718-9741	9731-9756	9721-9749	—
Modron: Hexaton	176	5	9762-9773	9742-9753	9757-9768	9750-9764	9659-9678
Modron: Octaton	184	5	9774-9784	9754-9764	9769-9781	9765-9779	9679-9698
Modron: Decaton	196	5	9785-9796	9765-9776	9782-9794	9780-9794	9699-9718
Modron: Dodecaton	244	5	9797-9807	9777-9788	9795-9807	9795-9808	9719-9739
Overhorde	260	6	9808-9818	—	9808-9820	9809-9823	9740-9759
Dragon, Platinum	301	2	9819-9830	9789-9800	9821-9833	9824-9838	9760-9779
Dragon, Chromatic	306	2	9831-9841	9801-9812	9834-9846	9839-9853	9780-9799
Modrons: Icosaton	424	5	9842-9852	9813-9823	9847-9858	9854-9867	9800-9819
Dragon, Brass	Variable	2	—	9824-9847	9859-9884	—	—
Dragon, Onyx	Variable	2	9853-9875	9848-9870	—	—	—
Adapter	Variable	1	9876-9886	9871-9882	9885-9897	9868-9882	9820-9839
Dispatcher	Variable	2	9887-9898	9883-9894	9898-9910	9883-9897	9840-9859
Dragon, Ancient Albino Scoria	Variable	2	9899-9909	9895-9906	9911-9923	9898-9912	9860-9879
Dragon, Blue Horny-Ridged	Variable	2	9910-9920	9907-9918	—	—	—
Dragon, Blue Spiny-Backed Blue-Ridged	Variable	2	9921-9932	9919-9929	—	—	—
Dragon, Gold	Variable	2	9933-9943	9930-9941	9924-9936	9913-9926	9880-9899
Dragon, Red-Crested Amber Bellied	Variable	2	9944-9955	9942-9953	9937-9949	9927-9941	9900-9920
Dragon, Slag-Scaled Titanium	Variable	2	9956-9966	9954-9965	9950-9961	9942-9956	9921-9940
Dragon, Speckled	Variable	2	9967-9977	9966-9976	9962-9974	9957-9971	9941-9960
Vagabond, Astral	Variable	8*	9978-9989	9977-9988	9975-9987	9972-9985	9961-9980
WereMimic	Variable	8*	9990-10000	9989-10000	9988-10000	9986-10000	9981-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.

Terrain C. Forest Table: Day

(Roll 1d10,000)

Name	HF	HoB	CA Tropical	CB Subtropical	CC Temperate	CD Subarctic	CE Arctic
Goo, Amber	Nil	3	1-30	1-33	1-29	1-45	-
Phantom	Nil	6	31-38	34-42	30-36	46-56	1-14
Provocator	n/a	6	39-45	43-50	37-43	57-67	15-29
Rift Vortex	n/a	6	46-53	51-59	44-50	68-78	30-43
Time Elemental, Common	n/a	8*	54-60	60-67	51-57	79-89	44-58
Time Elemental, Noble	n/a	8*	61-68	68-75	58-64	90-101	59-72
Samaritans	0+	7*	69-98	76-109	65-93	102-145	73-130
Bird, Standard	-1	1	99-158	110-176	94-150	146-235	-
Beast of Burden, Horse, Riding	0	1	159-218	177-243	151-207	236-324	-
Beast of Burden: Horse, Draft	0	1	219-278	244-310	208-265	325-414	-
Beast of Burden: Mule	0	1	279-339	311-377	266-322	415-503	-
Bee, Regular	0	1	340-399	-	323-379	-	-
Beetle, Common	0	1	400-459	-	380-436	-	-
Centipede, Giant	0	2	460-519	378-444	437-494	504-593	131-246
Dawg, Wild	0	2	520-580	445-511	495-551	594-682	247-362
Eagle, Wild	0	2	581-640	512-578	552-608	683-771	363-477
Orc, Orkin Wardawg	0	6	641-700	579-645	609-665	772-861	478-593
Pigeon, Carrier	0	6	701-760	-	666-723	-	-
Pigeon, Common	0	6	761-820	-	724-780	-	-
Rabbit, common	0	6	-	-	781-837	-	-
Rook: Raven, Common	0	7*	821-881	646-711	838-894	862-950	-
Scarab, common	0	7*	882-941	712-778	895-951	951-1040	-
Scorpion, common	0	7*	942-1001	779-845	-	-	-
Sheep, Common	0	7*	1002-1061	-	952-1009	-	-
Squirrel, Ordinary	0	7*	-	-	1010-1066	-	-
Beast of Burden, Donkey	0	1	1062-1091	846-879	1067-1095	1041-1084	-
Beast of Burden: Horse, Pony	0	1	1092-1121	880-912	1096-1123	1085-1129	-
Beast of Burden: Horse, Light War	0	1	1122-1152	913-946	1124-1152	1130-1174	-
Beast of Burden: Horse, Medium War	0	1	1153-1182	947-979	1153-1180	1175-1219	-
Beast of Burden: Horse, Wild	0	1	1183-1212	980-1013	1181-1209	1220-1263	-
Bird: Condor	0	1	1213-1242	1014-1046	1210-1238	1264-1308	-
Bird: Falcon	0	1	1243-1272	-	1239-1266	-	-
Bird: Hawk, Large	0	1	1273-1302	-	1267-1295	-	-
Clubnek	0	2	-	-	1296-1323	-	-
Dawg, War	0	2	1303-1332	1047-1080	1324-1352	1309-1353	594-651
Fairy, Carnivorous, Wild	0	3	1333-1362	1081-1113	1353-1381	1354-1398	652-709
Fleshpecker	0	3	-	-	1382-1409	-	-
Hobgoblin	0+	4	1363-1392	1114-1147	1410-1438	1399-1442	-
Jackalope, Standard	0	4	1393-1422	-	1439-1467	-	-
Marmoset	0	4	1423-1453	1148-1180	-	-	-
Men: Pilgrim	0	5	1454-1483	1181-1214	1468-1495	1443-1487	-
Obsidian Clan Commoner	0	6	1484-1513	1215-1247	-	-	-
Orc, Orkin Bandits	0	6	1514-1543	1248-1281	1496-1524	1488-1532	710-767
Parasites: Diseased	0	6	1544-1573	1282-1314	1525-1552	-	-
Rook: Raven, Huge	0	7*	1574-1603	1315-1348	1553-1581	1533-1576	-
Sheep, giant	0	7*	1604-1633	-	1582-1610	-	-
Venom Sparrow	0	8*	1634-1663	-	1611-1638	-	-
Weasel, Common	0	8*	1664-1693	-	1639-1667	-	-
Weevil, Larva	0	8*	1694-1724	1349-1381	1668-1695	-	-
Wolf, Common	0	8*	-	1382-1415	1696-1724	1577-1621	768-825
Enigma Lice	0	3	1725-1739	1416-1431	1725-1738	-	-
Fairy, Carnivorous, Glitter	0	3	1740-1754	1432-1448	1739-1753	1622-1643	826-853
Fairy, Standard	0	3	-	-	1754-1767	-	-
Gnomeling	0	3	1755-1769	1449-1465	1768-1781	1644-1666	854-882
Hornet, Carnivorous	0	4	1770-1784	1466-1482	1782-1796	1667-1688	-
Magic Mouth, Common	0	4	1785-1799	1483-1498	1797-1810	1689-1711	883-911
Mosquitos, Ravenous	0	5	1800-1814	1499-1515	-	-	-
Newt, Jelly-Banded, Giant	0	6	1815-1829	1516-1532	-	-	-
Parasites: Magus Ticks	0	6	1830-1844	-	1811-1824	-	-
Parasites: Paralyzing Fleas	0	6	1845-1859	1533-1548	1825-1839	1712-1733	-

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Rot Grub, Common	0	7*	1860-1874	1549-1565	1840-1853	1734-1755	912-940
Squirrel, Carnivorous Flying	0	7*	-	-	1854-1867	-	-
Squirrel, Giant Black	0	7*	-	-	1868-1881	-	-
Subcutaneous Feeder	0	7*	1875-1889	1566-1582	1882-1896	1756-1778	941-969
Thatcher, Banded Crest	0	8*	-	-	1897-1910	-	-
Tiger Fly, Larva	0	8*	1890-1904	1583-1599	1911-1924	1779-1800	-
Weevil, Blood, Adult	0	8*	1905-1919	1600-1615	1925-1939	-	-
Whip Scorpion, Large	0	8*	1920-1934	1616-1632	1940-1953	1801-1822	-
Gold Bane	0	3	1935-1942	1633-1641	1954-1960	1823-1834	970-984
Hound of Ill Omen	0	4	1943-1949	1642-1649	1961-1967	1835-1845	985-998
Jurassic Creatures: Archaeopteryx	0	4	1950-1957	1650-1657	-	-	-
Magic Mocking Mouth	0	4	1958-1964	1658-1666	1968-1974	1846-1856	999-1013
Magic Mouth, Rogue	0	4	1965-1972	1667-1674	1975-1982	1857-1867	1014-1027
Magic Mouth, Sassy	0	4	1973-1979	1675-1682	1983-1989	1868-1878	1028-1042
Moth, Ginger	0	5	-	-	1990-1996	-	-
Podling	0	6	1980-1987	-	-	-	-
Rot Grub, Candy Striped	0	7*	1988-1994	1683-1691	1997-2003	1879-1889	1043-1056
Scarab of Seeking	0	7*	1995-2002	1692-1699	2004-2010	1890-1901	-
Seeker, Ear	0	7*	2003-2010	-	2011-2017	-	-
Seeker, Eye	0	7*	2011-2017	-	2018-2025	-	-
Seeker, Nose	0	7*	2018-2025	1700-1708	-	1902-1912	1057-1070
Tween	0	8*	2026-2032	1709-1716	2026-2032	1913-1923	1071-1085
Webbird	0	8*	2033-2040	1717-1724	-	-	-
Bear, Black	1	1	-	-	2033-2089	-	-
Boar, Warthog	1	1	2041-2100	-	-	-	-
Boar, Wild	1	1	-	-	2090-2146	-	-
Gibbon	1	3	2101-2160	-	2147-2203	-	-
Herd Animal	1+	3	2161-2220	1725-1791	2204-2261	1924-2012	1086-1201
Men: Bandit/Brigand	1	5	2221-2280	1792-1858	2262-2318	2013-2102	1202-1316
Orc, Orkin Lowland Pony	1	6	2281-2341	-	2319-2375	-	-
Spider, Large	1	7*	2342-2401	1859-1925	2376-2432	2103-2191	-
Toad, Giant	1	8*	2402-2461	1926-1992	2433-2490	2192-2281	-
Aarakian Worker	1	1	2462-2491	1993-2026	2491-2518	2282-2325	1317-1374
Aarnz Hound	1	1	2492-2521	2027-2059	2519-2547	2326-2370	-
Babbler, Cantakerous	1	1	2522-2551	2060-2093	2548-2575	2371-2415	1375-1432
Baboon-Man	1	1	2552-2582	-	2576-2604	-	-
Beast of Burden: Horse, Heavy War	1	1	2583-2612	2094-2126	2605-2633	2416-2460	-
Blood Hawk	1	1	-	2127-2160	2634-2661	2461-2504	-
Boar, Man	1	1	-	-	2662-2690	-	-
Butterfly, Steed/Mount	1	1	2613-2642	-	-	-	-
Cat, Small: Wild	1	2	2643-2672	2161-2193	2691-2718	2505-2549	-
Elf, Half-	1	3	2673-2702	2194-2226	2719-2747	2550-2594	1433-1490
Ferret, Man-Eating	1	3	-	-	2748-2776	-	-
Goat	1	3	2703-2732	-	2777-2804	-	-
Halfling, Hairfoot	1	3	2733-2762	2227-2260	2805-2833	2595-2639	-
Kangaroo Flea, Giant	1	4	-	-	2834-2862	-	-
Lamprey, Land	1	4	2763-2792	-	2863-2890	-	-
Men: Caravan Guard	1	5	2793-2822	2261-2293	2891-2919	2640-2683	1491-1548
Men: Cavalry	1+	5	2823-2852	2294-2327	2920-2947	2684-2728	1549-1606
Men: Soldier	1	5	2853-2883	2328-2360	2948-2976	2729-2773	1607-1664
Men: Trapper/Woodsman	1	5	-	2361-2394	2977-3005	2774-2817	1665-1721
Monkey, Blind	1	5	2884-2913	2395-2427	-	-	-
Monkey, Ice	1	5	-	-	-	2818-2862	1722-1779
Pixie: Hybrid-Pixies: Leprosychan	1	6	2914-2943	-	3006-3033	-	-
Porcupine, common	1	6	2944-2973	2428-2461	3034-3062	-	-
Rabbit, giant	1	6	-	-	3063-3090	-	-
ScareRaven	1	7*	-	-	3091-3119	-	-
Shrill Lancer	1	7*	-	-	3120-3148	-	-
Spider, Tarantubat	1	7*	2974-3003	2462-2494	3149-3176	2863-2907	1780-1837
Toad, Poisonous	1	8*	3004-3033	2495-2528	3177-3205	2908-2952	-
Viper, Spit	1	8*	3034-3063	2529-2561	3206-3234	-	-
Worm, Canker	1	8*	-	-	3235-3262	-	-
Ant Men, Workers	1	1	3064-3078	2562-2578	3263-3276	2953-2974	-
Ant, Giant	1+	1	3079-3093	-	3277-3291	-	-
Badger, Dread	1	1	-	-	3292-3305	-	-
Beetle: Goldbug	1	1	3094-3108	2579-2595	3306-3319	2975-2996	1838-1866
Brain Mite, Carnivorous	1	1	3109-3123	2596-2611	3320-3334	2997-3019	-
Chimparians	1	2	3124-3138	2612-2628	3335-3348	-	-
Gnome Titans	1	3	3139-3154	2629-2645	3349-3362	3020-3041	1867-1895

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Gnome, Feral	1	3	3155-3169	2646-2662	3363-3377	3042-3063	1896-1924
Grizzly Squirrel	1	3	-	-	3378-3391	-	-
Grynurian Monk	1	3	3170-3184	2663-2678	-	-	-
Halfling: Stout	1	3	3185-3199	2679-2695	3392-3405	3064-3086	1925-1953
Halfling: Tallfellow	1	3	3200-3214	2696-2712	3406-3420	3087-3108	-
Jaculi	1	4	3215-3229	2713-2729	3421-3434	-	-
Jarvin-taur	1	4	3230-3244	2730-2745	3435-3448	-	-
Lizard-Newt, Pygmy	1	4	3245-3259	2746-2762	-	-	-
Mantis, Deadly Preying	1	4	3260-3274	2763-2779	3449-3462	3109-3130	1954-1982
Men: Aborigine/Caveman	1+	5	3275-3289	2780-2796	-	-	-
Men: Berserker/Dervish	1	5	3290-3304	2797-2812	3463-3477	3131-3153	1983-2011
Men: Gypsy	1+	5	3305-3319	2813-2829	3478-3491	-	-
Men: Mercenary	1	5	3320-3334	2830-2846	3492-3505	3154-3175	2012-2040
Moss, Memory	1	5	3335-3349	2847-2863	3506-3520	3176-3198	2041-2069
Moss, Shimmer	1	5	3350-3364	2864-2879	3521-3534	3199-3220	2070-2098
Packasite	1	6	3365-3379	2880-2896	3535-3548	3221-3242	2099-2127
Rook: Raven, Giant	1	7*	3380-3394	2897-2913	3549-3563	3243-3265	-
Rot Grub, giant	1	7*	3395-3409	2914-2930	3564-3577	3266-3287	2128-2155
Scarab, giant	1	7*	3410-3424	2931-2946	3578-3591	3288-3309	-
Skink, Fink	1	7*	3425-3440	-	3592-3606	-	-
Sprite, Common	1	7*	3441-3455	2947-2963	3607-3620	3310-3332	-
Sprite, Spite	1	7*	3456-3470	2964-2980	3621-3634	3333-3354	2156-2184
Walking Stick, giant	1	8*	3471-3485	2981-2997	3635-3648	-	-
Wolf: Worg	1	8*	3486-3500	2998-3013	3649-3663	3355-3376	2185-2213
Wombat, Fiendish Orange	1	8*	3501-3515	3014-3030	3664-3677	-	-
Anthraxian	1	1	3516-3522	3031-3038	3678-3684	-	-
Attention Grabber	1	1	3523-3530	3039-3047	3685-3691	3377-3388	2214-2228
Black Poppy	1	1	3531-3537	3048-3055	3692-3699	3389-3399	-
Bullboon	1	1	3538-3545	3056-3063	-	-	-
Fairy, Carnivorous, Hardcore	1	3	3546-3552	3064-3072	3700-3706	3400-3410	2229-2242
Fairy, Carnivorous, Hunter	1	3	3553-3560	3073-3080	3707-3713	3411-3421	2243-2257
Fairy, Carnivorous, Seasoned	1	3	3561-3567	3081-3089	3714-3720	3422-3432	2258-2271
Gnome, Forest	1	3	-	-	3721-3727	-	-
Jackalope, Pronghare	1	4	3568-3575	-	3728-3734	-	-
Men: Adventurer	1+	5	3576-3583	3090-3097	3735-3741	3433-3443	2272-2286
Men: Cleric	1+	5	3584-3590	3098-3105	3742-3749	3444-3455	2287-2300
Men: Hermit	1	5	3591-3598	3106-3114	3750-3756	3456-3466	2301-2315
Men: Wild men	1+	5	3599-3605	3115-3122	3757-3763	3467-3477	2316-2329
Rabid Hummingbirds	1	6	-	-	3764-3770	-	-
Skeleton, Animal	1	7*	3606-3613	3123-3130	3771-3777	3478-3488	2330-2343
Sprite, Grig	1	7*	3614-3620	3131-3139	3778-3784	-	-
Wolf: Dire	1	8*	3621-3628	3140-3147	3785-3792	3489-3499	2344-2358
Men, Partisan	1	5	3629-3628	3148-3147	3793-3792	3500-3499	2359-2358
Beast of Burden, Ox	2	1	3629-3688	3148-3214	3793-3849	3500-3589	-
Beetle, Giant Bombardier	2	1	3689-3748	3215-3281	3850-3906	3590-3678	2359-2474
Elf, High	2	3	-	3282-3348	3907-3963	-	-
Jurassic Creatures: Camptosaurus	2	4	3749-3808	3349-3415	-	-	-
Ogre, Common	2+	6	3809-3869	-	-	-	-
Ogre, Trash	2+	6	3870-3929	3416-3482	3964-4020	3679-3768	2475-2589
Spider, Huge	2	7*	3930-3989	3483-3549	4021-4078	3769-3857	-
Stag, Common	2	7*	-	-	4079-4135	-	-
Babbler, Incessant	2	1	3990-4019	3550-3582	4136-4164	3858-3902	2590-2647
Bear, Cave	2	1	4020-4049	3583-3616	4165-4192	3903-3947	2648-2705
Boar, Giant	2	1	-	-	4193-4221	-	-
Bovinians	2	1	-	-	4222-4249	-	-
Crouching Hopper	2	2	4050-4079	3617-3649	4250-4278	-	-
Elf, Valley	2	3	-	3650-3683	4279-4307	-	-
Elf, Wood	2	3	-	3684-3716	4308-4335	-	-
Hornet, Giant	2	4	4080-4109	3717-3750	4336-4364	3948-3991	-
Lizard, Giant	2	4	-	-	4365-4392	-	-
Monkey, Musk	2	5	4110-4139	3751-3783	-	-	-
Monkey, Six Ribbed Skink	2	5	4140-4170	3784-3817	-	-	-
Moose, War	2	5	-	-	4393-4421	-	-
Obsidian Clan Warrior	2+	6	4171-4200	3818-3850	-	-	-
Ogre, Hedge	2+	6	4201-4230	3851-3884	4422-4450	3992-4036	2706-2763
Panda Bear, Common	2	6	-	3885-3917	-	-	-
Pig, Blood	2	6	-	-	4451-4478	-	-
Pig, Wild	2	6	-	-	4479-4507	-	-
Pitbulls	2	6	4231-4260	-	4508-4536	-	-

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Pseudo-Undead, Ghoul	2	6	4261-4290	3918-3951	4537-4564	4037-4081	2764-2821
Shank Shrub	2	7*	4291-4320	3952-3984	4565-4593	4082-4125	2822-2879
Snake, Poisonous	2	7*	4321-4350	3985-4018	4594-4621	4126-4170	2880-2937
Aarakian Warrior	2	1	4351-4365	4019-4034	4622-4636	4171-4193	2938-2966
Ant Hunter	2	1	-	4035-4051	4637-4650	-	-
Bee, Giant Worker	2	1	4366-4380	-	4651-4664	-	-
Centaur	2+	2	-	-	4665-4679	-	-
Centaur: Syntaur	2+	2	4381-4395	-	4680-4693	-	-
Elf, Grel Mages	2	3	4396-4410	4052-4068	4694-4707	4194-4215	2967-2994
Fire-Monk	2	3	4411-4425	4069-4085	-	-	-
Goat, Giant	2	3	-	-	4708-4722	-	-
Golem, Puppet	2	3	4426-4441	4086-4101	4723-4736	4216-4237	2995-3023
Hippogriff	2	3	4442-4456	4102-4118	4737-4750	4238-4260	3024-3052
Hoar Fox	2	4	-	-	-	4261-4282	3053-3081
Horned Simian Bush-Grappler	2	4	4457-4471	4119-4135	4751-4764	-	-
Monkey, Flying	2	5	4472-4486	4136-4152	4765-4779	4283-4304	3082-3110
Obsidian Clan Shaman	2 +	6	4487-4501	4153-4168	-	-	-
Ogre, Half	2	6	4502-4516	4169-4185	4780-4793	4305-4327	3111-3139
Parrot, Lesser Psionic	2	6	-	4186-4202	-	-	-
Porcupine, Poison	2	6	4517-4531	4203-4219	4794-4807	-	-
Skeleton, Animated	2	7*	4532-4546	4220-4235	4808-4822	4328-4349	3140-3168
Skeleton, Screaming	2	7*	4547-4561	4236-4252	4823-4836	4350-4371	3169-3197
Skink, Blink	2	7*	4562-4576	-	4837-4850	-	-
Stone Warblers	2	7*	4577-4591	4253-4269	4851-4865	4372-4394	3198-3226
Weasel, Acid	2	8*	-	-	4866-4879	-	-
Weasel, Giant	2	8*	-	-	4880-4893	-	-
Weeants	2	8*	-	-	4894-4908	-	-
Whip Scorpion, Huge	2	8*	4592-4606	4270-4286	4909-4922	4395-4416	-
Zephyr Beast	2	8*	-	4287-4302	4923-4936	-	-
Aarakian Brood Watcher	2	1	4607-4614	4303-4311	4937-4943	4417-4427	3227-3240
Astral Searcher	2	1	4615-4621	4312-4319	4944-4950	4428-4438	3241-3255
Carcass Seether	2	1	4622-4629	-	4951-4958	-	-
Elf, Grey	2	3	-	4320-4327	4959-4965	-	-
Golem, Guardian	2	3	4630-4636	4328-4336	4966-4972	4439-4450	3256-3269
Grig	2	3	-	4337-4344	4973-4979	-	-
Ice Fiend	2	4	4637-4644	-	-	-	3270-3284
Iron Cobra	2	4	4645-4651	4345-4352	4980-4986	4451-4461	3285-3298
Pixie-Liches	2	6	4652-4659	-	4987-4993	-	-
Pixie: Hybrid-Pixies: Leprechauns	2	6	-	-	4994-5001	-	-
Pixie: Hybrid-Pixies: Pixie-Brownie	2	6	-	-	5002-5008	-	-
Pixies, Mirror	2	6	4660-4666	-	5009-5015	-	-
Rambumatta	2	6	4667-4674	-	-	-	-
Sword, Perpetual	2+	7*	4675-4681	4353-4361	-	4462-4472	3299-3313
Zombie, Talking	2	8*	4682-4689	4362-4369	5016-5022	4473-4483	-
Boar, Snow	3	1	-	-	-	-	3314-3428
Gouger, Dark	3	3	-	-	5023-5079	-	-
Jurassic Creatures: Pteranodon	3	4	4690-4749	4370-4436	5080-5137	4484-4573	3429-3544
Modron: Tetrahedrone	3	5	4750-4809	4437-4503	5138-5194	4574-4662	3545-3660
Elk, Dire	3	3	-	4504-4537	5195-5222	-	-
Elven Pony	3	3	4810-4839	-	5223-5251	-	-
Jurassic Creatures: Ankylosaurus	3	4	4840-4870	4538-4570	5252-5280	4663-4707	3661-3718
Jurassic Creatures: Dimetrodon	3+	4	4871-4900	4571-4604	-	-	-
Kenku	3+	4	4901-4930	4605-4637	5281-5308	4708-4752	3719-3776
Lycanthrope: Were-Rat	3	4	4931-4960	4638-4671	5309-5337	4753-4796	3777-3833
Pseudo Undead, Wight	3	6	4961-4990	4672-4704	5338-5365	4797-4841	3834-3891
Scorpion, Large	3	7*	4991-5020	4705-4738	-	-	-
Speckle Coated Horned Charger	3	7*	-	-	5366-5394	-	-
Ape Shaman Warrior	3	1	5021-5035	-	-	-	-
Creeper, Purple Howling	3	2	5036-5050	4739-4754	5395-5408	-	-
Eagle, Giant	3	2	5051-5065	4755-4771	5409-5423	4842-4863	3892-3920
Gnomish Doom Lord	3	3	5066-5080	-	5424-5437	-	-
Gorangatan	3	3	5081-5095	4772-4788	-	-	-
Gut Waller Serpent	3+	3	5096-5110	4789-4804	-	-	-
Humanimals, Lesser	3	4	5111-5125	4805-4821	5438-5451	4864-4886	3921-3949
Killwi	3	4	-	4822-4838	5452-5466	-	-
Pendulous Feltcher	3	6	-	-	5467-5480	-	-
Pit Howler	3	6	5126-5141	4839-4855	5481-5494	4887-4908	3950-3978
Porcupine Warrior	3	6	5142-5156	4856-4871	5495-5509	-	-
Samurai Jackal	3 +	7*	5157-5171	4872-4888	5510-5523	4909-4930	3979-4007

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Shocker	3	7*	5172-5186	4889-4905	5524-5537	4931-4953	4008-4036
Skink, Mink	3	7*	5187-5201	-	-	-	4037-4065
Snow Beasts	3	7*	5202-5216	-	-	-	4066-4094
Tick, Giant, Common	3	8*	5217-5231	4906-4922	5538-5551	4954-4975	4095-4123
Tigertrap, Creeping	3	8*	5232-5246	4923-4938	5552-5566	4976-4998	4124-4152
Toucan, Hornbilled Terror	3	8*	5247-5261	4939-4955	5567-5580	-	-
Troll, Ice	3	8*	5262-5276	-	-	-	4153-4181
Urchin, Land	3	8*	5277-5291	4956-4972	5581-5594	4999-5020	4182-4210
Waryur, Lowland	3	8*	5292-5306	4973-4989	5595-5609	-	-
Xyloid	3	8*	-	-	5610-5623	-	-
Zygom	3	8*	5307-5321	4990-5005	5624-5637	5021-5042	4211-4239
Aarakian Queen Mother	3	1	5322-5329	5006-5014	5638-5644	5043-5053	4240-4253
Ape, Gorilla	3	1	5330-5336	-	-	-	-
Barbarian, warrior	3	1	5337-5344	5015-5022	5645-5652	5054-5065	4254-4267
Beaver, Great Red Marauding	3	1	-	-	5653-5659	-	-
Bee, Giant Soldier	3	1	5345-5351	-	5660-5666	-	-
Death's Minions	3	2	5352-5359	5023-5030	5667-5673	5066-5076	4268-4282
Elf, Grugach	3	3	5360-5366	5031-5039	5674-5680	5077-5087	4283-4296
Enveloper	3+	3	5367-5374	5040-5047	5681-5687	5088-5098	4297-4311
Gouger, Fanged	3	3	5375-5381	-	-	-	-
Insidious Ichor	3	4	5382-5389	5048-5056	5688-5695	5099-5109	-
Slapping Durnkin	3	7*	5390-5396	5057-5064	5696-5702	5110-5120	4312-4325
Spasm Master	3	7*	5397-5404	5065-5072	5703-5709	5121-5132	4326-4340
Vortex	3	8*	5405-5411	-	-	-	-
Walker	3	8*	5412-5419	5073-5081	5710-5716	5133-5143	4341-4354
Zephyr Rider	3	8*	-	5082-5089	5717-5723	-	-
Pig, giant	4	6	-	-	5724-5780	-	-
Armored Foliage Creeper	4+	1	-	-	5781-5809	-	-
Bison'vyders	4	1	-	5090-5123	5810-5838	5144-5188	-
Cat, Great: Leopard	4	1	5420-5449	-	-	-	-
Dragon, Komodo	4	2	-	5124-5156	5839-5866	-	-
Dralch	4	2	5450-5479	5157-5190	5867-5895	5189-5232	4355-4412
Gorizzla	4	3	5480-5509	5191-5223	5896-5923	-	-
Snake, Constrictor, Giant	4	7*	5510-5539	5224-5256	-	-	-
Trollkin Auxiliaries	4+	8*	5540-5570	5257-5290	5924-5952	5233-5277	4413-4470
Ape, Carnivorous	4	1	5571-5585	5291-5307	-	-	-
Bat, Azmyth	4	1	5586-5600	5308-5323	5953-5966	5278-5299	-
Beetle, Carnage	4	1	5601-5615	5324-5340	5967-5981	5300-5322	4471-4499
Elven Wardawg	4	3	-	-	5982-5995	-	-
Gorphin	4	3	5616-5630	-	5996-6009	-	-
Jurassic Creatures: Deinonychus	4	4	5631-5645	5341-5357	-	-	-
Luck Eater	4	4	5646-5660	5358-5374	6010-6024	5323-5344	4500-4528
Nefarians: other: Hell Spider	4	5	5661-5675	5375-5390	6025-6038	5345-5366	-
Stag, Giant	4	7*	-	-	6039-6052	-	-
Vampire Hound	4	8*	5676-5690	5391-5407	6053-6067	5367-5389	4529-4557
Beholder-kin, Lensman	4	1	5691-5697	5408-5416	6068-6074	5390-5400	4558-4571
Beholder-kin, Watcher	4	1	5698-5705	5417-5424	6075-6081	5401-5411	4572-4586
Centipede, Megalo-	4	2	5706-5713	5425-5432	6082-6088	5412-5422	4587-4600
Disenchanter	4	2	5714-5720	5433-5441	6089-6095	5423-5434	4601-4615
Huecuva	4	4	5721-5728	5442-5449	6096-6102	5435-5445	-
Mud Man	4	5	5729-5735	5450-5457	6103-6109	-	-
Undead, Eye of Fear	4	8*	5736-5743	5458-5466	6110-6117	5446-5456	-
Weasel, Manu	4	8*	5744-5750	-	-	-	-
Beetle, Giant Stag	5	1	5751-5810	5467-5533	6118-6174	5457-5545	4616-4730
Bear, Grizzly	5	1	-	-	6175-6202	-	-
Cat, Great: Jaguar	5	1	5811-5840	-	-	-	-
Gorecupine	5	3	-	-	6203-6231	-	-
Pseudo Undead, Wraith	5	6	5841-5871	5534-5566	6232-6260	5546-5590	4731-4788
Snake Man	5	7*	5872-5901	-	-	-	-
Bee, Giant Bumble-	5	1	5902-5916	-	6261-6274	-	-
Elf, Shadow	5	3	5917-5931	5567-5583	6275-6288	5591-5612	4789-4817
Orc, Orkin Witch Doctor	5+	6	5932-5946	5584-5600	6289-6303	5613-5635	4818-4846
Porcupine, Giant	5	6	5947-5961	5601-5616	6304-6317	-	-
Slithering Slasher	5	7*	5962-5976	5617-5633	6318-6331	-	-
Vampire Thrall	5+	8*	5977-5991	5634-5650	6332-6346	5636-5657	4847-4875
Anti-Elemental, Water	5+	1	5992-5999	5651-5658	6347-6353	5658-5668	4876-4890
Cataplasm	5	2	6000-6006	5659-5667	6354-6360	5669-5679	4891-4904
Doorant, Spirit	5	2	6007-6014	5668-5675	6361-6367	5680-5691	4905-4918
DoppelEwe	5	2	6015-6021	-	6368-6374	-	-

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Doppelganger	5	2	6022-6029	5676-5683	6375-6381	5692-5702	4919-4933
Eagle, Gargantuan	5	2	6030-6036	5684-5692	6382-6388	5703-5713	4934-4947
Fly, Giant Horse-	5	3	6037-6044	5693-5700	6389-6396	5714-5724	-
Madger	5	4	-	-	6397-6403	-	-
Mantrap	5+	4	6045-6051	-	-	-	-
Pegasus	5	6	-	5701-5708	6404-6410	-	-
Pseudo-Dragon	5	6	6052-6059	5709-5717	6411-6417	5725-5735	-
Slime, Olive - Host	5+	7*	6060-6066	5718-5725	6418-6424	5736-5747	4948-4962
Snake, Spitting	5	7*	6067-6074	-	-	-	-
Tick, Giant Groin	5	8*	6075-6081	5726-5734	6425-6431	5748-5758	4963-4976
Tiger Fairy	5	8*	-	5735-5742	6432-6439	5759-5769	-
Beetle, Giant Artillery	6	1	6082-6142	5743-5809	6440-6496	5770-5858	4977-5092
Modron: Hexahedrone	6	5	6143-6202	5810-5876	6497-6553	5859-5948	5093-5208
Ogre, Lord	6+	6	6203-6262	5877-5943	6554-6610	-	5209-5323
Golem, Muck	6	3	6263-6292	5944-5976	6611-6639	5949-5993	5324-5381
Pseudo Undead, Ghast	6	6	6293-6322	5977-6010	6640-6667	5994-6037	5382-5439
Satyr, Faun	6	7*	-	6011-6043	6668-6696	-	-
Scorpion, Giant	6	7*	6323-6352	6044-6077	-	-	-
Spider, Giant	6	7*	6353-6382	6078-6110	6697-6725	6038-6082	-
Wolverine	6	8*	-	-	-	6083-6127	5440-5497
Cat, Small: Elven	6	2	-	-	6726-6739	-	-
Elf, Hunter Grel	6	3	6383-6397	6111-6127	-	6128-6149	5498-5526
Horned Rager	6	4	6398-6412	6128-6144	6740-6753	-	-
Jackalwere	6	4	6413-6428	-	6754-6768	-	-
Lycanthrope: Were-Boar	6	4	6429-6443	6145-6160	6769-6782	6150-6171	-
Lycanthrope: Were-Lynx	6	4	-	-	-	6172-6194	5527-5555
Repeller	6	6	6444-6458	6161-6177	6783-6796	-	-
Straw Mound	6+	7*	6459-6473	-	6797-6811	-	-
Wasp, Giant	6	8*	6474-6488	6178-6194	6812-6825	6195-6216	-
Ant Men, Shaman	6	1	6489-6495	6195-6202	6826-6832	6217-6227	-
Anti-Elemental, Air	6+	1	6496-6503	6203-6211	6833-6839	6228-6238	5556-5569
Anti-Elemental, Fire	6 +	1	6504-6510	-	-	-	5570-5584
Beaver, Giant	6	1	-	-	6840-6846	-	-
Displacer Beast	6	2	-	-	6847-6853	-	-
DragonLord	6+	2	6511-6518	6212-6219	6854-6861	6239-6250	5585-5598
Dryad	6	2	-	6220-6227	6862-6868	6251-6261	-
Grieving Herald	6	3	6519-6525	6228-6236	6869-6875	6262-6272	5599-5613
Sloth, Prehistoric	6	7*	-	-	6876-6882	-	-
Thessilkrat	6	8*	6526-6533	-	6883-6889	-	-
Zombie, Brain-Eating	6	8*	6534-6540	6237-6244	6890-6896	6273-6283	5614-5627
Zombie, Flesh-Eating	6	8*	6541-6548	6245-6253	6897-6904	6284-6294	5628-5642
Zombie, Giant	6	8*	6549-6555	6254-6261	6905-6911	6295-6306	5643-5656
Mastodon	7	4	6556-6616	6262-6328	6912-6968	6307-6395	-
Scorpion, Huge	7	7*	6617-6676	6329-6395	-	-	-
Lunger, Hedgerow	7	4	6677-6706	6396-6428	6969-6997	6396-6440	5657-5714
Snake, Poisonous, giant	7	7*	6707-6736	6429-6462	6998-7025	6441-6484	-
Bolter	7	1	6737-6751	6463-6479	7026-7039	6485-6507	5715-5743
Larantula	7	4	6752-6766	-	7040-7054	-	-
Lime Green Quivering Mass	Variable	4	6767-6781	6480-6495	7055-7068	-	-
Retch Plant	7	6	6782-6796	6496-6512	7069-7082	-	-
Shirkmare	7	7*	-	6513-6529	7083-7097	-	-
Toad, Ice	7	8*	6797-6811	-	-	6508-6529	5744-5772
Centaur Ant	7	2	6812-6819	6530-6537	7098-7104	-	-
Humanimals, Greater	7	4	6820-6826	6538-6545	7105-7111	6530-6540	5773-5786
Hydra: Cryo	7+	4	-	-	-	-	5787-5801
Monkey, Poison	7	5	6827-6834	6546-6554	7112-7118	-	-
Monoceros	7	5	6835-6841	6555-6562	7119-7125	-	-
Orange Tail Plant Squaller	7	6	6842-6849	6563-6571	7126-7132	-	-
Vengeful Troubadour	7+	8*	6850-6857	6572-6579	7133-7140	6541-6552	5802-5815
Wooly Mound	7	8*	-	-	7141-7147	-	-
Manticore, Womanticore	8	4	6858-6887	6580-6612	7148-7175	6553-6596	5816-5873
Solitary Wasp	8	7*	6888-6917	-	7176-7204	-	-
Spider, Giant Trapdoor	8	7*	6918-6947	6613-6646	7205-7233	6597-6641	-
Dragon, Komodo, Dire	8	2	-	6647-6663	7234-7247	-	-
Golem, Muck, Diseased	8	3	6948-6962	6664-6679	7248-7261	6642-6663	5874-5902
Jurassic Creatures: Velociraptor	8	4	6963-6977	6680-6696	-	-	-
Mummy, Adherer	8	5	6978-6992	6697-6713	7262-7276	6664-6686	-
Vodrax	8	8*	6993-7007	6714-6730	-	-	-
Wolverine, Giant	8	8*	-	-	-	6687-6708	5903-5931

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Zorbo	8	8*	-	-	7277-7290	-	-
Beholder, Spectator	8	1	7008-7015	6731-6738	7291-7297	6709-6719	5932-5946
Doppelganger, Master	8	2	7016-7022	6739-6746	7298-7304	6720-6730	5947-5960
Gagwaller	8	3	7023-7030	6747-6755	7305-7311	6731-6742	5961-5974
Golem Master	8+	3	7031-7037	6756-6763	7312-7318	6743-6753	5975-5989
Jaded Mannacle	8	4	7038-7045	6764-6771	7319-7326	6754-6764	5990-6003
Parrot, Greater Psionic	8	6	-	6772-6780	-	-	-
Treant, Bonsai Ninja	8	8*	7046-7052	6781-6788	7327-7333	6765-6775	6004-6018
Wolf, Winter	8	8*	-	-	-	-	6019-6032
Zombie, Monster	8	8*	7053-7060	6789-6797	7334-7340	6776-6786	6033-6047
Jurassic Creatures: Lambeosaurus	9	4	7061-7120	6798-6864	7341-7397	6787-6876	6048-6163
Pseudo Undead, Specter	9	6	7121-7150	6865-6897	7398-7426	6877-6920	6164-6220
War-Hawg	9	8*	-	-	7427-7454	-	-
Elf, Grel Cleric	9	3	7151-7165	6898-6914	7455-7469	6921-6943	6221-6249
Ettercap	9	3	7166-7180	6915-6931	7470-7483	6944-6965	-
Harpy	9	3	7181-7195	-	7484-7497	-	-
Leucrotta	9	4	-	-	7498-7512	-	-
Oliphant, Wild	9	6	-	-	7513-7526	6966-6988	-
Pod Plant, Malicious	9	6	7196-7210	-	-	-	-
Porculisk	9	6	-	-	7527-7540	-	-
Predacat	9	6	-	6932-6947	-	-	-
Worm, Purple, Thunderherder	9	5	7211-7225	6948-6964	-	-	-
Cockatrice: Polylisk	9	2	7226-7233	6965-6972	7541-7547	6989-6999	6250-6264
DragonFaerie	9	2	7234-7240	6973-6981	7548-7555	-	-
Necrophidius	9	5	7241-7248	6982-6989	7556-7562	7000-7010	6265-6278
Pegasus, Greater	9	6	7249-7255	6990-6997	-	-	-
Scarecrow	9	7*	7256-7263	6998-7006	7563-7569	7011-7021	-
Snapper-Saw	9	7*	7264-7270	-	7570-7576	-	-
Tin Soldier	9	8*	7271-7278	7007-7014	-	7022-7032	6279-6293
Vegepygmy, Bipedal	9	8*	7279-7286	7015-7023	7577-7583	-	-
Whip Scorpion, Giant	9	8*	7287-7293	7024-7031	7584-7590	7033-7043	-
Elephant, Small-Eared	10	3	7294-7353	7032-7098	7591-7648	7044-7133	6294-6408
Beetle, Giant Rhinoceros	10	1	7354-7383	7099-7131	-	-	-
Manticore, Common	10	4	7384-7413	7132-7165	7649-7676	7134-7178	6409-6466
Modron: Octahedrone	10	5	7414-7444	7166-7198	7677-7705	7179-7222	6467-6524
Bear, Northern Polar	10	1	-	-	-	-	6525-6553
Elf, Shadow Grel	10	3	7445-7459	7199-7215	7706-7719	7223-7245	6554-6582
Intellect Devourer, Larva	10	4	7460-7474	7216-7232	7720-7733	-	-
Sloth, Greater Mossback	10	7*	-	-	7734-7748	-	-
Doppelganger, Predator	10	2	7475-7481	7233-7240	7749-7755	7246-7256	6583-6596
Golem, Blood	10	3	7482-7489	7241-7249	7756-7762	7257-7267	6597-6611
Pan-Dimensional Rover	10	6	7490-7496	7250-7257	7763-7769	7268-7278	6612-6625
Panda Bear, Trans-Planar	10	6	7497-7504	7258-7265	7770-7776	7279-7289	6626-6640
Elephant, Standard	11	3	7505-7564	7266-7332	-	-	-
Cockatrice	11	2	7565-7594	7333-7366	7777-7805	7290-7334	6641-6698
Pseudo Undead, Vampire	11	6	7595-7624	7367-7399	7806-7834	7335-7379	6699-6756
Carnagesaur	11	1	7625-7639	7400-7416	-	-	-
Cyclops, Common	11	2	7640-7654	7417-7433	7835-7848	7380-7401	6757-6785
Scorpion, Hell	11	7*	7655-7669	7434-7449	-	-	-
Seeall	11	7*	7670-7684	7450-7466	7849-7862	7402-7424	6786-6813
Ant Men, Enforcer	11	1	7685-7692	7467-7475	7863-7869	7425-7435	-
Golem, Flesh	11	3	7693-7699	7476-7483	7870-7876	7436-7446	6814-6828
Karkadann	11	4	-	-	7877-7884	-	-
Nymph	11	6	7700-7707	7484-7491	7885-7891	7447-7457	6829-6842
Skeleton, Monster	11	7*	7708-7715	7492-7500	7892-7898	7458-7468	6843-6857
Basilisk, Lesser	12	1	7716-7745	7501-7533	7899-7927	7469-7513	6858-6915
Elephant, Club Trunked	12	3	7746-7775	7534-7567	7928-7955	7514-7558	6916-6973
Troll, Glamour	12	8*	7776-7805	7568-7600	7956-7984	7559-7602	6974-7030
Satyr, She-, Common	12	7*	-	7601-7617	7985-7998	-	-
Tiger Fly, Male	12	8*	7806-7820	7618-7634	7999-8012	7603-7625	-
Confusion Beast	12	2	-	-	8013-8020	-	-
Djinni	12	2	7821-7827	7635-7642	8021-8027	7626-7636	7031-7045
Nefarians: other: Soul Cloaker	12	5	7828-7835	7643-7650	8028-8034	7637-7647	7046-7059
Shadow Fiend	12	7*	7836-7842	7651-7659	8035-8041	7648-7658	7060-7074
Skeleton, Giant	12	7*	7843-7850	7660-7667	8042-8048	7659-7670	7075-7088
Vegepygmy Dawg	12	8*	7851-7858	7668-7675	8049-8055	-	-
Werebird	12	8*	7859-7865	7676-7684	8056-8062	7671-7681	7089-7103
Yuan-Ti, Pureblood	12	8*	7866-7873	-	-	-	-
Mammoth, Wooly	13	4	7874-7933	7685-7751	8063-8120	7682-7770	7104-7219

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Sundew, Giant	13	7*	7934-7963	7752-7784	8121-8148	7771-7815	7220-7276
Chimera	13	2	7964-7978	7785-7801	8149-8163	-	-
Mammoth, Ram-Horned	13	4	7979-7993	7802-7818	8164-8177	7816-7837	7277-7305
Vampire, Headlong	13	8*	7994-8008	7819-7834	8178-8191	7838-7860	7306-7334
Crypt Thing	13	2	8009-8016	7835-7843	8192-8198	7861-7871	7335-7349
Djinni, Black	13	2	8017-8023	7844-7851	8199-8206	7872-7882	7350-7363
Doppelmeister	13	2	8024-8031	7852-7860	8207-8213	7883-7893	7364-7378
Haunt	13	3	8032-8038	7861-7868	8214-8220	7894-7904	7379-7392
Snake, Amphisbaena Constrictor	13	7*	8039-8046	-	8221-8227	-	-
Teroth	13	8*	8047-8053	7869-7876	8228-8234	7905-7916	7393-7407
Toad, Doom	13	8*	8054-8061	7877-7885	8235-8241	7917-7927	-
Transposer	13	8*	8062-8068	7886-7893	8242-8248	7928-7938	7408-7421
Medusa, Lesser	14	4	8069-8083	7894-7910	8249-8263	7939-7960	7422-7450
Spider, Phase	14	7*	8084-8098	7911-7927	8264-8277	7961-7983	7451-7479
Doorant, Tree	14	2	8099-8106	7928-7935	8278-8284	7984-7994	7480-7493
Elemental, Earth	14+	3	8107-8113	7936-7943	8285-8291	7995-8005	7494-7508
Jann	14	4	8114-8121	7944-7952	8292-8299	8006-8016	7509-7522
Skeleton, Red Eyed	14	7*	8122-8128	7953-7960	8300-8306	8017-8027	7523-7537
Taunter	14+	8*	8129-8136	7961-7968	8307-8313	8028-8038	7538-7551
Unicorn, Rimu	14	8*	8137-8144	7969-7977	8314-8320	8039-8050	7552-7566
Titanothere	15	8*	8145-8174	7978-8010	8321-8349	-	-
Bull Angler	15	1	8175-8189	8011-8027	8350-8363	8051-8072	7567-7595
Elephant, SabreToothed	15	3	8190-8204	8028-8044	8364-8377	8073-8094	7596-7624
Ant Men Queen	15	1	8205-8211	8045-8052	8378-8384	8095-8106	-
Arvanger, Speckled	15	1	8212-8219	8053-8060	8385-8392	-	-
Chimera: Shymera	15	2	8220-8226	8061-8069	8393-8399	-	-
Dragon, Komodo, giant	15	2	-	8070-8077	8400-8406	-	-
Oliphant, War	15	6	-	-	8407-8413	8107-8117	-
Stone Guardian	15	7*	8227-8234	8078-8086	8414-8420	8118-8128	7625-7638
Unicorn, Licorn	15	8*	-	8087-8094	8421-8427	8129-8139	-
Strangle Plant, Tomato	16	7*	-	-	8428-8456	-	-
Lammasu, Common	16	4	8235-8249	8095-8111	8457-8470	-	-
Vampire Hordes, The	16	8*	8250-8264	8112-8127	8471-8485	8140-8161	7639-7667
Arcane Merchant	16	1	8265-8271	8128-8136	8486-8492	8162-8173	7668-7681
Chaos Corpse	Variable	2	8272-8279	8137-8144	8493-8499	8174-8184	7682-7696
Stump Horror	16	7*	8280-8287	-	8500-8506	-	-
Modron: Dodecahedrone	17	5	8288-8317	8145-8178	8507-8535	8185-8229	7697-7754
Satyr, Common	17	7*	-	8179-8211	8536-8563	-	-
Cockatrice: Pyrolisk	17	2	8318-8332	8212-8228	8564-8578	8230-8251	7755-7783
Zoolem, Hawk/Eagle	17	8*	8333-8347	8229-8245	8579-8592	8252-8273	7784-7812
Djinni, Noble	17	2	8348-8354	8246-8253	8593-8599	8274-8284	7813-7826
Gargoyle Lord	17	3	-	-	8600-8606	-	-
Golem, Clay	17	3	8355-8362	8254-8261	8607-8613	8285-8296	7827-7841
Invisible Heckler	17	4	8363-8369	8262-8270	8614-8620	8297-8307	7842-7855
Para-Elementals: Ooze	17+	6	8370-8377	8271-8278	8621-8628	8308-8318	7856-7869
Para-Elementals: Smoke	17+	6	8378-8384	8279-8286	8629-8635	8319-8329	7870-7884
Zoolem, Dawg/Monkey, etc.	17	8*	8385-8392	8287-8295	8636-8642	8330-8340	7885-7898
Goregon	18	3	8393-8407	-	8643-8656	-	-
Rabbit, Predator	18	6	8408-8422	8296-8312	8657-8671	8341-8363	7899-7927
Sphinx, Criosphinx	18	7*	8423-8437	8313-8328	-	-	-
Arvanger, Spotted	18	1	8438-8445	8329-8337	8672-8678	8364-8374	-
Elemental, Air	18+	3	8446-8452	8338-8345	8679-8685	8375-8385	7928-7942
Elemental, Fire	18+	3	8453-8460	8346-8353	8686-8692	8386-8396	7943-7956
Elemental, Water	18+	3	8461-8467	8354-8362	8693-8699	8397-8407	7957-7971
Guardian Familiar	18	3	8468-8475	8363-8370	8700-8706	8408-8419	7972-7985
Hubrisite	18	4	8476-8482	8371-8379	8707-8713	8420-8430	7986-8000
Nefarians: other: Hell Hound	18+	5	8483-8490	8380-8387	8714-8721	8431-8441	8001-8014
Toxic Buttercup	18	8*	-	8388-8395	8722-8728	8442-8452	-
Jurassic Creatures: Stegosaurus	19	4	8491-8550	8396-8462	-	-	-
Roc, Birch	19	7*	-	-	8729-8756	-	-
Gummy Fiend	19	3	-	-	8757-8771	-	-
Doom Harvester	19	2	8551-8557	8463-8471	8772-8778	8453-8463	8015-8029
Golem, Gristle	19	3	8558-8565	8472-8479	8779-8785	8464-8475	8030-8043
Phantom Stalker	19	6	8566-8573	8480-8487	8786-8792	8476-8486	8044-8058
Snake, Snow Serpent	19	7*	8574-8580	-	-	-	8059-8072
Sirine	20	7*	8581-8595	8488-8504	8793-8806	-	-
Unicorn, Common	20	8*	-	-	8807-8821	-	-
Minotaur, Free Range	20	5	8596-8603	8505-8512	8822-8828	8487-8497	8073-8086
Quickwood	20	6	-	-	8829-8835	-	-

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Satyr, She-, Great Horned	20	7*	-	8513-8521	8836-8842	-	-
Mantis, Dire Field	21	4	8604-8618	8522-8538	8843-8857	-	-
Invisible Stalker	21	4	8619-8625	8539-8546	8858-8864	8498-8508	8087-8101
Jabbervock, Vile	21	4	8626-8633	8547-8554	8865-8871	8509-8519	8102-8115
Spriggan	21	7*	8634-8640	8555-8563	8872-8878	8520-8530	8116-8130
Shriek, The	21	7*	8641-8641	8564-8564	8879-8879	8531-8531	8131-8131
Jurassic Creatures: Triceratops	22	4	8642-8701	8565-8631	-	-	-
Beholder, Gauth	22	1	8702-8717	8632-8647	8880-8893	8532-8554	8132-8160
Ogre, High Chub-Foot	22	6	8718-8732	8648-8664	8894-8908	8555-8576	8161-8189
Ogre, High Flat-Footed	22	6	8733-8747	8665-8681	8909-8922	8577-8598	8190-8218
Ogre, High Webbed-Toes	22	6	8748-8762	8682-8698	8923-8936	8599-8621	8219-8247
Unicorn, Tricorn	22	8*	-	-	8937-8951	-	-
Bulette	22	1	8763-8769	-	8952-8958	-	-
Bulette, Hammerhead	22	1	8770-8777	-	8959-8965	-	-
Giant, Fog	22	3	-	-	8966-8972	-	-
Ogre, Rogue	22	6	8778-8784	8699-8706	8973-8979	8622-8632	8248-8261
Para-Elementals: Ice	22+	6	8785-8792	8707-8714	8980-8986	8633-8643	8262-8276
Sedusa	22	7*	8793-8799	8715-8723	8987-8993	-	-
Squealer	22	7*	8800-8807	8724-8731	8994-9001	-	-
Vile Shadow Fiend	22	8*	8808-8814	8732-8739	9002-9008	8644-8654	8277-8290
Ogre, High Ryngar	22	6	8815-8815	8740-8740	9009-9009	8655-8655	8291-8291
Sphinx, Gynosphinx	23	7*	8816-8830	8741-8757	-	-	-
Giant, Gorge	23+	3	8831-8838	8758-8766	9010-9016	8656-8667	8292-8305
Giant, Scorn	23	3	8839-8845	8767-8774	9017-9023	8668-8678	8306-8320
Satyr, Korred	23	7*	-	8775-8782	9024-9030	-	-
Snake, Humongous	23	7*	8846-8853	8783-8791	-	-	-
Treant, Undead	23	8*	8854-8861	8792-8799	9031-9037	8679-8689	8321-8334
Wolverwere	23	8*	8862-8868	8800-8807	9038-9045	8690-8700	8335-8349
Jurassic Creatures: Tyrannosaurus Rex	24	4	8869-8898	8808-8841	-	-	-
Dao	24	2	8899-8913	8842-8858	9046-9059	8701-8722	8350-8378
Wolfwere	24	8*	8914-8928	8859-8874	9060-9073	8723-8745	8379-8407
Giant, Firbolg	24	3	-	-	9074-9080	-	-
Spider, Gargantuan	24	7*	8929-8936	8875-8883	9081-9087	8746-8756	-
Vampire, Mulo	24	8*	8937-8943	8884-8891	9088-9095	8757-8767	8408-8421
Vampiricat	24	8*	8944-8951	8892-8900	9096-9102	8768-8778	8422-8436
Troll, Giant	25	8*	8952-8966	8901-8916	9103-9116	8779-8801	8437-8465
Yuan-Ti, Half-Breed	25+	8*	8967-8973	-	-	-	-
Zoolem, Lion/Tiger	26	8*	8974-8988	8917-8933	9117-9130	8802-8823	8466-8494
Shade	26	7*	8989-8996	8934-8941	9131-9138	8824-8834	8495-8508
Chimera: Mimera	27	2	8997-9004	8942-8950	9139-9145	-	-
Golem, Stone	27	3	9005-9011	8951-8958	9146-9152	8835-8845	8509-8522
Troll, Giant Two-Headed	27	8*	9012-9019	8959-8966	9153-9159	8846-8857	8523-8537
Vision	27	8*	9020-9026	8967-8975	9160-9166	8858-8868	8538-8551
Beholder-kin, Director	28	1	9027-9034	8976-8983	9167-9173	8869-8879	8552-8566
Naga, Guardian	28	5	9035-9041	8984-8992	9174-9180	8880-8890	8567-8580
Woodland Fiend	28	8*	9042-9049	8993-9000	9181-9188	8891-8901	8581-8595
Medusa, Greater	29	4	9050-9064	9001-9017	9189-9202	8902-8924	8596-8624
Aerial Servant	29	1	9065-9071	9018-9025	9203-9209	8925-8935	8625-8638
Chimera: Gorgimera	29	2	9072-9079	9026-9033	9210-9216	-	-
Revenger	29	6	9080-9086	9034-9042	9217-9223	8936-8946	8639-8653
Treant, Common	30	8*	9087-9101	9043-9059	9224-9238	8947-8968	8654-8682
Basilisk: Dracolisk	30	1	9102-9109	9060-9067	9239-9245	8969-8980	8683-8696
Dragon, Blue Spiny-Horned	30	2	9110-9116	9068-9075	9246-9252	-	-
Tiger Horse, Flying Albino	30	8*	-	9076-9084	9253-9259	8981-8991	-
Giant, Frost	31	3	9117-9124	-	-	-	8697-8711
Intellect Devourer, Adult	31	4	9125-9131	9085-9092	9260-9266	-	-
Lammasu, Greater	31	4	9132-9139	9093-9100	9267-9273	-	-
Portal of Devouring	31	6	9140-9147	9101-9109	9274-9281	8992-9002	8712-8725
Radiation Elemental	31+	6	9148-9154	9110-9117	9282-9288	9003-9013	8726-8739
Virusentient, Giant	31	8*	9155-9162	-	9289-9295	9014-9024	-
Righteous Avenger	32	6	9163-9169	9118-9126	9296-9302	9025-9036	8740-8754
Vampire, Chiang-Shi	33	8*	9170-9184	9127-9142	9303-9316	9037-9058	8755-8783
Guardian Spirit	33	3	9185-9192	9143-9151	9317-9324	9059-9069	8784-8797
Hangman Tree	33+	3	9193-9199	9152-9159	9325-9331	-	-
Ogre, Magi	33	6	9200-9207	9160-9167	9332-9338	-	-
Retriever, Reckless	33 +	6	9208-9214	9168-9176	9339-9345	9070-9080	8798-8812
Retriever, Relentless	33+	6	9215-9222	9177-9184	9346-9352	9081-9091	8813-8826
Retriever, Ruthless	33+	6	9223-9229	-	9353-9359	9092-9103	8827-8841
Yuan-Ti, Abomination	33	8*	9230-9237	-	-	-	-

Name	HF	HoB	CA. Trop.	CB. Sub-T.	CC. Temp.	CD. Sub-A.	CE. Arctic
Beholder, Undead	34	1	9238-9244	9185-9192	9360-9366	9104-9114	8842-8855
Centipede, Huge	35	2	9245-9305	9193-9259	9367-9424	9115-9203	8856-8971
Stirge, Wingless	35	7*	9306-9335	9260-9293	9425-9452	9204-9248	8972-9029
Worm, Tenebrous	35	8*	9336-9365	9294-9326	9453-9481	9249-9293	9030-9087
Zoolem, Horse/Deer	35	8*	9366-9380	9327-9343	9482-9495	9294-9315	9088-9116
Avenging Servant	35	1	9381-9387	9344-9351	9496-9502	9316-9326	9117-9130
Couatl	35	2	9388-9395	-	-	-	-
Modron: Icosahedrone	36	5	9396-9410	9352-9368	9503-9517	9327-9349	9131-9159
Shedu, Lesser	36	7*	9411-9425	-	-	-	-
Stegocentipede	36	7*	9426-9433	9369-9377	9518-9524	-	-
Vampire, Empusas	37	8*	9434-9440	9378-9385	9525-9531	9350-9360	9160-9173
Squid, snow	38	7*	-	-	-	-	9174-9188
Bane Lords	39	1	9441-9448	9386-9393	9532-9538	9361-9371	9189-9202
Jurassic Creatures: Brontosaurus	42	4	9449-9508	9394-9460	-	-	-
Skraagon	43	7*	9509-9523	9461-9477	-	9372-9393	9203-9231
Wyrm, Snow	43	8*	-	-	-	-	9232-9246
Basilisk, Greater	44	1	9524-9553	9478-9511	9539-9567	9394-9438	9247-9304
Skeleton Warrior	44	7*	9554-9560	9512-9519	9568-9574	9439-9449	9305-9318
Sphinx, Androsphinx	44	7*	9561-9568	9520-9527	-	-	-
Giant, Fire	45	3	9569-9583	9528-9544	9575-9588	-	-
Spirit Fiend	47	7*	9584-9591	9545-9552	9589-9595	9450-9460	9319-9333
Triceratortoise	50	8*	9592-9621	9553-9586	9596-9624	-	-
Golem, Iron	50	3	9622-9628	9587-9594	9625-9631	9461-9472	9334-9347
Sivian Banshee	51	7*	9629-9636	9595-9603	9632-9638	9473-9483	9348-9361
Death Knight	52	2	9637-9643	9604-9611	9639-9645	9484-9494	9362-9376
Elemental, Greater Periodic	53	3	9644-9651	9612-9619	9646-9653	9495-9505	9377-9390
Mongoose, King	56	5	-	9620-9620	9654-9654	9506-9506	-
Strangle Plant, Vine	60	7*	-	-	9655-9668	-	-
Cyclops, True	60	2	9652-9658	9621-9629	9669-9675	9507-9517	9391-9405
Beholder-kin, Overseer	68	1	9659-9666	9630-9637	9676-9682	9518-9528	9406-9419
Death Harvester	71	2	9667-9673	9638-9645	9683-9689	9529-9540	9420-9434
Deepspawn	72	2	9674-9681	9646-9654	9690-9697	9541-9551	9435-9448
Pixie Fairy Elder	72	6	9682-9688	9655-9662	9698-9704	9552-9562	9449-9463
Beholder, Death Kiss	77	1	9689-9696	9663-9671	9705-9711	9563-9573	9464-9477
Thessalhydra	79	8*	9697-9711	9672-9687	9712-9725	9574-9596	9478-9506
Medusa, Gorgon	102	4	9712-9712	9688-9688	9726-9726	9597-9597	9507-9507
Beholder-kin, Hive Mother	105	1	9713-9720	9689-9697	9727-9733	9598-9608	9508-9522
Modron: Prisaton	114	5	9721-9735	9698-9713	9734-9748	9609-9630	9523-9551
Demilich	114	2	9736-9742	9714-9722	9749-9755	9631-9641	9552-9565
Pleistocene Deer	120	6	-	-	9756-9769	-	-
Relic Devourer	125	6	9743-9743	9723-9723	9770-9770	9642-9642	9566-9566
Modron: Tetraton	128	5	9744-9758	9724-9740	9771-9784	9643-9665	9567-9595
Modron: Parallelpipeton	151	5	9759-9773	9741-9756	9785-9799	9666-9687	9596-9624
Modron: Cylindeton	159	5	9774-9781	9757-9765	9800-9806	9688-9698	9625-9638
Angel	161	1	9782-9788	9766-9773	9807-9813	9699-9709	9639-9653
Marid	163	4	9789-9796	9774-9781	9814-9820	9710-9720	9654-9667
Tiger Fly, Female	175	8*	9797-9811	9782-9798	9821-9834	9721-9743	-
Modron: Hexaton	176	5	9812-9818	9799-9806	9835-9842	9744-9754	9668-9682
Modron: Octaton	184	5	9819-9826	9807-9815	9843-9849	9755-9765	9683-9696
Modron: Decaton	196	5	9827-9833	9816-9823	9850-9856	9766-9776	9697-9711
Modron: Dodecaton	244	5	9834-9841	9824-9832	9857-9863	9777-9788	9712-9725
Overhorde	260	6	9842-9848	-	9864-9870	9789-9799	9726-9740
Dragon, Platinum	301	2	9849-9856	9833-9840	9871-9877	9800-9810	9741-9754
Dragon, Chromatic	306	2	9857-9864	9841-9848	9878-9885	9811-9821	9755-9769
Modrons: Icosaton	424	5	9865-9871	9849-9857	9886-9892	9822-9832	9770-9783
Ape, Pack (escaped – see Ape, gorilla)	3	1	9872-9872	9858-9858	9893-9893	-	-
Zealot	Variable	8*	9873-9902	9859-9891	9894-9921	9833-9877	9784-9841
Beast Shaman	Variable	1	9903-9917	9892-9908	9922-9936	9878-9899	9842-9870
Adapter	Variable	1	9918-9925	9909-9916	9937-9943	9900-9911	9871-9884
Ant Men, Red Fire	Variable	1	9926-9932	9917-9925	-	-	-
Dispatcher	Variable	2	9933-9940	9926-9933	9944-9950	9912-9922	9885-9899
Dragon, Ancient Albino Scoria	Variable	2	9941-9947	9934-9941	9951-9957	9923-9933	9900-9913
Dragon, Gold	Variable	2	9948-9955	9942-9950	9958-9964	9934-9944	9914-9928
Dragon, Mist	Variable	2	9956-9962	9951-9958	-	-	-
Dragon, Red-Crested Amber Bellied	Variable	2	9963-9970	9959-9967	9965-9971	9945-9955	9929-9942
Dragon, Slag-Scaled Titanium	Variable	2	9971-9977	9968-9975	9972-9979	9956-9966	9943-9957
Dragon, Speckled	Variable	2	9978-9985	9976-9983	9980-9986	9967-9978	9958-9971
Vagabond, Astral	Variable	8*	9986-9992	9984-9992	9987-9993	9979-9989	9972-9986
WereMimic	Variable	8*	9993-10000	9993-10000	9994-10000	9990-10000	9987-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.

Terrain E. Hills Table: Day

(Roll 1d10,000)

Name	HF	HoB	EA Tropical	EB Subtropical	EC Temperate	ED Subarctic	EE Arctic
Goo, Amber	Nil	3	1-37	1-42	1-39	1-54	-
Phantom	Nil	6	38-46	43-52	40-48	55-67	1-18
Provocator	n/a	6	47-55	53-63	49-58	68-81	19-36
Rift Vortex	n/a	6	56-64	64-73	59-67	82-94	37-54
Time Elemental, Common	n/a	8*	65-74	74-84	68-77	95-108	55-72
Time Elemental, Noble	n/a	8*	75-83	85-94	78-87	109-121	73-90
Samaritans	0+	7*	84-120	95-136	88-125	122-175	91-161
Bird, Standard	-1	1	121-193	137-220	126-202	176-283	-
Beast of Burden, Horse, Riding	0	1	194-267	221-304	203-279	284-391	-
Beast of Burden: Horse, Draft	0	1	268-341	305-388	280-357	392-499	-
Beast of Burden: Mule	0	1	342-415	389-471	358-434	500-607	-
Bee, Regular	0	1	416-488	-	435-511	-	-
Beetle, Common	0	1	489-562	-	512-588	-	-
Centipede, Giant	0	2	563-636	472-555	589-665	608-715	162-305
Dawg, Wild	0	2	637-709	556-639	666-742	716-823	306-448
Orc, Orkin Wardawg	0	6	710-783	640-723	743-819	824-931	449-591
Pigeon, Carrier	0	6	784-857	-	820-896	-	-
Rook: Raven, Common	0	7*	858-930	724-807	897-973	932-1039	-
Scarab, common	0	7*	931-1004	808-890	974-1050	1040-1147	-
Scorpion, common	0	7*	1005-1078	891-974	-	-	-
Sheep, Common	0	7*	1079-1151	-	1051-1128	-	-
Beast of Burden, Donkey	0	1	1152-1188	975-1016	1129-1166	1148-1200	-
Beast of Burden: Horse, Pony	0	1	1189-1225	1017-1058	1167-1205	1201-1254	-
Beast of Burden: Horse, Light War	0	1	1226-1262	1059-1100	1206-1243	1255-1308	-
Beast of Burden: Horse, Medium War	0	1	1263-1299	1101-1142	1244-1282	1309-1362	-
Beast of Burden: Horse, Wild	0	1	1300-1336	1143-1184	1283-1320	1363-1416	-
Bird: Condor	0	1	1337-1373	1185-1226	1321-1359	1417-1470	-
Bird: Falcon	0	1	1374-1409	-	1360-1397	-	-
Bird: Hawk, Large	0	1	1410-1446	-	1398-1436	-	-
Dawg, War	0	2	1447-1483	1227-1268	1437-1475	1471-1524	592-663
Fleshpecker	0	3	-	-	1476-1513	-	-
Jackalope, Standard	0	4	1484-1520	-	1514-1552	-	-
Men: Pilgrim	Variable	5	1521-1557	1269-1309	1553-1590	1525-1578	-
Orc, Orkin Bandits	0	6	1558-1594	1310-1351	1591-1629	1579-1632	664-734
Parasites: Diseased	0	6	1595-1631	1352-1393	1630-1667	-	-
Rook: Raven, Huge	0	7*	1632-1667	1394-1435	1668-1706	1633-1686	-
Sheep, giant	0	7*	1668-1704	-	1707-1744	-	-
Venom Sparrow	0	8*	1705-1741	-	1745-1783	-	-
Weasel, Common	0	8*	1742-1778	-	1784-1821	-	-
Weevil, Larva	0	8*	1779-1815	1436-1477	1822-1860	-	-
Wolf, Common	0	8*	-	1478-1519	1861-1899	1687-1740	735-806
Enigma Lice	0	3	1816-1833	1520-1540	1900-1918	-	-
Gnomeling	0	3	1834-1852	1541-1561	1919-1937	1741-1767	807-842
Magic Mouth, Common	0	4	1853-1870	1562-1582	1938-1956	1768-1794	843-878
Parasites: Magus Ticks	0	6	1871-1888	-	1957-1976	-	-
Parasites: Paralyzing Fleas	0	6	1889-1907	1583-1603	1977-1995	1795-1821	-
Rot Grub, Common	0	7*	1908-1925	1604-1624	1996-2014	1822-1848	879-914
Tiger Fly, Larva	0	8*	1926-1944	1625-1645	2015-2033	1849-1875	-
Weevil, Blood, Adult	0	8*	1945-1962	1646-1666	2034-2053	-	-
Whip Scorpion, Large	0	8*	1963-1981	1667-1687	2054-2072	1876-1902	-
Gold Bane	0	3	1982-1990	1688-1697	2073-2082	1903-1915	915-932
Hound of Ill Omen	0	4	1991-1999	1698-1708	2083-2091	1916-1929	933-949
Magic Mocking Mouth	0	4	2000-2008	1709-1718	2092-2101	1930-1942	950-967
Magic Mouth, Rogue	0	4	2009-2017	1719-1729	2102-2111	1943-1956	968-985
Magic Mouth, Sassy	0	4	2018-2027	1730-1739	2112-2120	1957-1969	986-1003
Rot Grub, Candy Striped	0	7*	2028-2036	1740-1749	2121-2130	1970-1983	1004-1021
Scarab of Seeking	0	7*	2037-2045	1750-1760	2131-2140	1984-1996	-
Seeker, Ear	0	7*	2046-2054	-	2141-2149	-	-
Seeker, Eye	0	7*	2055-2063	-	2150-2159	-	-

Name	HF	HoB	EA. Trop.	EB. Sub-T.	EC. Temp.	ED. Sub-A.	EE. Arctic
Seeker, Nose	0	7*	2064-2073	1761-1770	-	1997-2010	1022-1039
Tween	0	8*	2074-2082	1771-1781	2160-2168	2011-2023	1040-1057
Baboon	1	1	2083-2156	1782-1865	2169-2246	-	-
Gibbon	1	3	2157-2229	-	2247-2323	-	-
Herd Animal	1+	3	2230-2303	1866-1949	2324-2400	2024-2131	1058-1200
Men: Bandit/Brigand	1	5	2304-2377	1950-2032	2401-2477	2132-2239	1201-1344
Spider, Large	1	7*	2378-2450	2033-2116	2478-2554	2240-2347	-
Toad, Giant	1	8*	2451-2524	2117-2200	2555-2631	2348-2455	-
Aarakian Worker	1	1	2525-2561	2201-2242	2632-2670	2456-2509	1345-1415
Aarnz Hound	1	1	2562-2598	2243-2284	2671-2708	2510-2563	-
Babbler, Cantakerous	1	1	2599-2635	2285-2326	2709-2747	2564-2617	1416-1487
Baboon-Man	1	1	2636-2671	-	2748-2785	-	-
Beast of Burden: Horse, Heavy War	1	1	2672-2708	2327-2368	2786-2824	2618-2671	-
Cat, Small: Wild	1	2	2709-2745	2369-2409	2825-2862	2672-2725	-
Elf, Half-	1	3	2746-2782	2410-2451	2863-2901	2726-2779	1488-1559
Ferret, Man-Eating	1	3	-	-	2902-2939	-	-
Goat	1	3	2783-2819	-	2940-2978	-	-
Halfling, Hairfoot	1	3	2820-2856	2452-2493	2979-3017	2780-2833	-
Kangaroo Flea, Giant	1	4	-	-	3018-3055	-	-
Lamprey, Land	1	4	2857-2893	-	3056-3094	-	-
Pixie: Hybrid-Pixies: Leprosychan	1	6	2894-2929	-	3095-3132	-	-
Porcupine, common	1	6	2930-2966	2494-2535	3133-3171	-	-
Ram	1	6	-	-	3172-3209	2834-2887	-
ScareRaven	1	7*	-	-	3210-3248	-	-
Spider, Tarantubat	1	7*	2967-3003	2536-2577	3249-3286	2888-2940	1560-1630
Toad, Poisonous	1	8*	3004-3040	2578-2619	3287-3325	2941-2994	-
Viper, Spit	1	8*	3041-3077	2620-2661	3326-3363	-	-
Worm, Canker	1	8*	-	-	3364-3402	-	-
Zealot	Variable	8*	3078-3114	2662-2703	3403-3441	2995-3048	1631-1702
Ant Men, Workers	1	1	3115-3132	2704-2724	3442-3460	3049-3075	-
Ant, Giant	1+	1	3133-3150	-	3461-3479	-	-
Beetle: Goldbug	1	1	3151-3169	2725-2745	3480-3498	3076-3102	1703-1738
Brain Mite, Carnivorous	1	1	3170-3187	2746-2766	3499-3518	3103-3129	-
Gnome Titans	1	3	3188-3206	2767-2787	3519-3537	3130-3156	1739-1773
Gnome, Common	1	3	3207-3224	2788-2808	3538-3556	3157-3183	1774-1809
Gnome, Feral	1	3	3225-3243	2809-2828	3557-3575	3184-3210	1810-1845
Grynurian Monk	1	3	3244-3261	2829-2849	-	-	-
Halfling: Stout	1	3	3262-3279	2850-2870	3576-3595	3211-3237	1846-1881
Halfling: Tallfellow	1	3	3280-3298	2871-2891	3596-3614	3238-3264	-
Jarvin-taur	1	4	3299-3316	2892-2912	3615-3633	-	-
Men: Aborigine/Caveman	1+	5	3317-3335	2913-2933	-	-	-
Men: Berserker/Dervish	1	5	3336-3353	2934-2954	3634-3653	3265-3291	1882-1917
Men: Gypsy	1+	5	3354-3372	2955-2975	3654-3672	-	-
Men: Mercenary	1	5	3373-3390	2976-2996	3673-3691	3292-3318	1918-1953
Packasite	1	6	3391-3408	2997-3017	3692-3710	3319-3345	1954-1988
Rook: Raven, Giant	1	7*	3409-3427	3018-3038	3711-3730	3346-3372	-
Rot Grub, giant	1	7*	3428-3445	3039-3059	3731-3749	3373-3399	1989-2024
Scarab, giant	1	7*	3446-3464	3060-3080	3750-3768	3400-3426	-
Skink, Fink	1	7*	3465-3482	-	3769-3788	-	-
Walking Stick, giant	1	8*	3483-3501	3081-3101	3789-3807	-	-
Anthraxian	1	1	3502-3510	3102-3111	3808-3816	-	-
Attention Grabber	1	1	3511-3519	3112-3122	3817-3826	3427-3440	2025-2042
Avianderthal	1	1	-	-	3827-3836	-	-
Black Poppy	1	1	3520-3528	3123-3132	3837-3845	3441-3453	-
Bullboon	1	1	3529-3537	3133-3143	-	-	-
Jackalope, Pronghare	1	4	3538-3547	-	3846-3855	-	-
Men: Adventurer	1+	5	3548-3556	3144-3153	3856-3865	3454-3467	2043-2060
Men: Hermit	1	5	3557-3565	3154-3164	3866-3874	3468-3480	2061-2078
Men: Magic-User	1+	5	3566-3574	3165-3174	3875-3884	3481-3494	2079-2096
Men: Wild men	1+	5	3575-3583	3175-3185	3885-3894	3495-3507	2097-2114
Rabid Hummingbirds	1	6	-	-	3895-3903	-	-
Skeleton, Animal	1	7*	3584-3593	3186-3195	3904-3913	3508-3521	2115-2132
Men, Partisan	1	5	3594-3593	3196-3195	3914-3913	3522-3521	2133-2132
Beast of Burden, Ox	2	1	3594-3666	3196-3279	3914-3990	3522-3628	-
Jurassic Creatures: Camptosaurus	2	4	3667-3740	3280-3363	-	-	-
Ogre, Common	2+	6	3741-3814	-	-	-	-
Ogre, Trash	2+	6	3815-3887	3364-3447	3991-4067	3629-3736	2133-2275
Spider, Huge	2	7*	3888-3961	3448-3530	4068-4144	3737-3844	-
Stag, Common	2	7*	-	-	4145-4221	-	-

Name	HF	HoB	EA. Trop.	EB. Sub-T.	EC. Temp.	ED. Sub-A.	EE. Arctic
Babbler, Incessant	2	1	3962-3998	3531-3572	4222-4260	3845-3898	2276-2347
Bear, Cave	2	1	3999-4035	3573-3614	4261-4298	3899-3952	2348-2418
Crouching Hopper	2	2	4036-4072	3615-3656	4299-4337	-	-
Monkey, Musk	2	5	4073-4109	3657-3698	-	-	-
Ogre, Hedge	2+	6	4110-4145	3699-3740	4338-4375	3953-4006	2419-2490
Panda Bear, Common	2	6	-	3741-3782	-	-	-
Pig, Wild	2	6	-	-	4376-4414	-	-
Pseudo-Undead, Ghoul	2	6	4146-4182	3783-3824	4415-4452	4007-4060	2491-2562
Snake, Poisonous	2	7*	4183-4219	3825-3866	4453-4491	4061-4114	2563-2633
Aarakian Warrior	2	1	4220-4238	3867-3887	4492-4510	4115-4141	2634-2669
Ant Hunter	2	1	-	3888-3908	4511-4530	-	-
Beast Shaman	Variable	1	4239-4256	3909-3928	4531-4549	4142-4168	2670-2705
Bee, Giant Worker	2	1	4257-4274	-	4550-4568	-	-
Elf, Grel Mages	2	3	4275-4293	3929-3949	4569-4587	4169-4195	2706-2741
Fire-Monk	2	3	4294-4311	3950-3970	-	-	-
Goat, Giant	2	3	-	-	4588-4607	-	-
Golem, Puppet	2	3	4312-4330	3971-3991	4608-4626	4196-4222	2742-2777
Hippogriff	2	3	4331-4348	3992-4012	4627-4645	4223-4249	2778-2812
Hoar Fox	2	4	-	-	-	4250-4276	2813-2848
Monkey, Flying	2	5	4349-4366	4013-4033	4646-4665	4277-4303	2849-2884
Ogre, Half	2	6	4367-4385	4034-4054	4666-4684	4304-4330	2885-2920
Porcupine, Poison	2	6	4386-4403	4055-4075	4685-4703	-	-
Skeleton, Animated	2	7*	4404-4422	4076-4096	4704-4722	4331-4357	2921-2956
Skeleton, Screaming	2	7*	4423-4440	4097-4117	4723-4742	4358-4384	2957-2992
Skink, Blink	2	7*	4441-4459	-	4743-4761	-	-
Stone Warblers	2	7*	4460-4477	4118-4138	4762-4780	4385-4411	2993-3027
Weeants	2	8*	-	-	4781-4799	-	-
Whip Scorpion, Huge	2	8*	4478-4495	4139-4159	4800-4819	4412-4438	-
Zephyr Beast	2	8*	-	4160-4180	4820-4838	-	-
Aarakian Brood Watcher	2	1	4496-4505	4181-4190	4839-4848	4439-4451	3028-3045
Ant Men, Red Fire	Variable	1	4506-4514	4191-4201	-	-	-
Astral Searcher	2	1	4515-4523	4202-4211	4849-4857	4452-4465	3046-3063
Carcass Seether	2	1	4524-4532	-	4858-4867	-	-
Golem, Guardian	2	3	4533-4542	4212-4222	4868-4877	4466-4478	3064-3081
Ice Fiend	2	4	4543-4551	-	-	-	3082-3099
Pixie-Liches	2	6	4552-4560	-	4878-4886	-	-
Rambumatta	2	6	4561-4569	-	-	-	-
Sword, Perpetual	2+	7*	4570-4578	4223-4232	-	4479-4492	3100-3117
Zombie, Talking	2	8*	4579-4588	4233-4243	4887-4896	4493-4505	-
Jurassic Creatures: Pteranodon	3	4	4589-4661	4244-4327	4897-4973	4506-4613	3118-3260
Modron: Tetrahedrone	3	5	4662-4735	4328-4410	4974-5050	4614-4721	3261-3404
Elk, Dire	3	3	-	4411-4452	5051-5089	-	-
Elven Pony	3	3	4736-4772	-	5090-5127	-	-
Jurassic Creatures: Ankylosaurus	3	4	4773-4809	4453-4494	5128-5166	4722-4775	3405-3475
Jurassic Creatures: Dimetrodon	3+	4	4810-4846	4495-4536	-	-	-
Kenku	3+	4	4847-4882	4537-4578	5167-5204	4776-4829	3476-3547
Lycanthrope: Were-Rat	3	4	4883-4919	4579-4620	5205-5243	4830-4883	3548-3619
Pseudo Undead, Wight	3	6	4920-4956	4621-4662	5244-5281	4884-4937	3620-3690
Scorpion, Large	3	7*	4957-4993	4663-4704	-	-	-
Tree Buffalo	3	8*	-	-	5282-5320	-	-
Ape Shaman Warrior	3	1	4994-5011	-	-	-	-
Coffer Corpse	3	2	5012-5030	4705-4725	5321-5339	4938-4964	3691-3726
Firenewt, Common	3	3	5031-5048	4726-4746	5340-5358	-	-
Gnomish Doom Lord	3	3	5049-5067	-	5359-5378	-	-
Gorangatan	3	3	5068-5085	4747-4767	-	-	-
Gut Waller Serpent	3+	3	5086-5103	4768-4787	-	-	-
Humanimals, Lesser	3	4	5104-5122	4788-4808	5379-5397	4965-4991	3727-3762
Killwi	3	4	-	4809-4829	5398-5416	-	-
Porcupine Warrior	3	6	5123-5140	4830-4850	5417-5436	-	-
Samurai Jackal	3 +	7*	5141-5159	4851-4871	5437-5455	4992-5018	3763-3798
Shocker	3	7*	5160-5177	4872-4892	5456-5474	5019-5045	3799-3834
Skink, Mink	3	7*	5178-5196	-	-	-	3835-3869
Snow Beasts	3	7*	5197-5214	-	-	-	3870-3905
Toucan, Hornbilled Terror	3	8*	5215-5232	4893-4913	5475-5493	-	-
Troll, Ice	3	8*	5233-5251	-	-	-	3906-3941
Urchin, Land	3	8*	5252-5269	4914-4934	5494-5513	5046-5072	3942-3977
Waryur, Lowland	3	8*	5270-5288	4935-4955	5514-5532	-	-
Xyloid	3	8*	-	-	5533-5551	-	-
Zygom	3	8*	5289-5306	4956-4976	5552-5570	5073-5099	3978-4013

Name	HF	HoB	EA. Trop.	EB. Sub-T.	EC. Temp.	ED. Sub-A.	EE. Arctic
Aarakian Queen Mother	3	1	5307-5315	4977-4987	5571-5580	5100-5112	4014-4031
Barbarian, warrior	3	1	5316-5325	4988-4997	5581-5590	5113-5126	4032-4049
Bee, Giant Soldier	3	1	5326-5334	-	5591-5599	-	-
Death's Minions	3	2	5335-5343	4998-5007	5600-5609	5127-5139	4050-4066
Elf, Grugach	3	3	5344-5352	5008-5018	5610-5619	5140-5153	4067-4084
Enveloper	3+	3	5353-5361	5019-5028	5620-5628	5154-5166	4085-4102
Gouger, Fanged	3	3	5362-5371	-	-	-	-
Insidious Ichor	3	4	5372-5380	5029-5039	5629-5638	5167-5180	-
Slapping Durnkin	3	7*	5381-5389	5040-5049	5639-5648	5181-5193	4103-4120
Vortex	3	8*	5390-5398	-	-	-	-
Walker	3	8*	5399-5407	5050-5060	5649-5657	5194-5207	4121-4138
Zephyr Rider	3	8*	-	5061-5070	5658-5667	-	-
Dragon, Komodo	4	2	-	5071-5112	5668-5705	-	-
Snake, Constrictor, Giant	4	7*	5408-5444	5113-5154	-	-	-
Trollkin Auxiliaries	4+	8*	5445-5481	5155-5196	5706-5744	5208-5261	4139-4210
Ape, Carnivorous	4	1	5482-5500	5197-5217	-	-	-
Bat, Azmyth	4	1	5501-5518	5218-5238	5745-5763	5262-5288	-
Beetle, Carnage	4	1	5519-5536	5239-5259	5764-5782	5289-5314	4211-4246
Elven Wardawg	4	3	-	-	5783-5802	-	-
Gorphin	4	3	5537-5555	-	5803-5821	-	-
Jurassic Creatures: Deinonychus	4	4	5556-5573	5260-5280	-	-	-
Luck Eater	4	4	5574-5592	5281-5301	5822-5840	5315-5341	4247-4281
Nefarians: other: Hell Spider	4	5	5593-5610	5302-5322	5841-5860	5342-5368	-
Screecher	4	7*	-	-	-	-	-
Vampire Hound	4	8*	5611-5629	5323-5343	5861-5879	5369-5395	4282-4317
Beholder-kin, Lensman	4	1	5630-5638	5344-5353	5880-5888	5396-5409	4318-4335
Beholder-kin, Watcher	4	1	5639-5647	5354-5364	5889-5898	5410-5422	4336-4353
Centipede, Megalo-	4	2	5648-5656	5365-5374	5899-5908	5423-5436	4354-4371
Disenchanter	4	2	5657-5665	5375-5385	5909-5917	5437-5449	4372-4389
Huecuva	4	4	5666-5675	5386-5395	5918-5927	5450-5463	-
Mud Man	4	5	5676-5684	5396-5406	5928-5937	-	-
Undead, Eye of Fear	4	8*	5685-5693	5407-5416	5938-5946	5464-5476	-
Weasel, Manu	4	8*	5694-5702	-	-	-	-
Bear, Grizzly	5	1	-	-	5947-5985	-	-
Griffon	5	3	-	5417-5458	5986-6023	-	-
Pseudo Undead, Wraith	5	6	5703-5739	5459-5500	6024-6062	5477-5530	4390-4461
Snake Man	5	7*	5740-5776	-	-	-	-
Bee, Giant Bumble-	5	1	5777-5794	-	6063-6081	-	-
Firedrake	5	3	5795-5813	5501-5521	6082-6100	5531-5557	4462-4496
Firenewt, Elite	5	3	5814-5831	5522-5542	6101-6120	-	-
Firenewt, Strider	5	3	5832-5850	5543-5563	6121-6139	-	-
Orc, Orkin Witch Doctor	5+	6	5851-5868	5564-5584	6140-6158	5558-5584	4497-4532
Porcupine, Giant	5	6	5869-5886	5585-5605	6159-6178	-	-
Rock Reptile	5	7*	5887-5905	5606-5626	6179-6197	5585-5611	4533-4568
Slithering Slasher	5	7*	5906-5923	5627-5647	6198-6216	-	-
Vampire Thrall	5+	8*	5924-5942	5648-5667	6217-6235	5612-5638	4569-4604
Anti-Elemental, Water	5+	1	5943-5951	5668-5678	6236-6245	5639-5652	4605-4622
Cataplasm	5	2	5952-5960	5679-5688	6246-6255	5653-5665	4623-4640
Doorant, Spirit	5	2	5961-5969	5689-5699	6256-6264	5666-5679	4641-4658
DoppelEwe	5	2	5970-5979	-	6265-6274	-	-
Doppelganger	5	2	5980-5988	5700-5709	6275-6284	5680-5692	4659-4676
Fly, Giant Horse-	5	3	5989-5997	5710-5720	6285-6293	5693-5706	-
Mantrap	5+	4	5998-6006	-	-	-	-
Pseudo-Dragon	5	6	6007-6015	5721-5730	6294-6303	5707-5719	-
Slime, Olive - Host	5+	7*	6016-6025	5731-5741	6304-6313	5720-5733	4677-4693
Snake, Spitting	5	7*	6026-6034	-	-	-	-
Modron: Hexahedrone	6	5	6035-6108	5742-5825	6314-6390	5734-5841	4694-4837
Ogre, Lord	6+	6	6109-6181	5826-5908	6391-6467	-	4838-4980
Golem, Muck	6	3	6182-6218	5909-5950	6468-6505	5842-5894	4981-5052
Pseudo Undead, Ghast	6	6	6219-6255	5951-5992	6506-6544	5895-5948	5053-5123
Scorpion, Giant	6	7*	6256-6292	5993-6034	-	-	-
Spider, Giant	6	7*	6293-6329	6035-6076	6545-6582	5949-6002	-
Wolverine	6	8*	-	-	-	6003-6056	5124-5195
Elf, Hunter Grel	6	3	6330-6347	6077-6097	-	6057-6083	5196-5231
Firenewt, Cleric	6	3	6348-6365	6098-6118	6583-6602	-	-
Jackalwere	6	4	6366-6384	-	6603-6621	-	-
Lycanthrope: Were-Boar	6	4	6385-6402	6119-6139	6622-6640	6084-6110	-
Lycanthrope: Were-Lynx	6	4	-	-	-	6111-6137	5232-5267
Repeller	6	6	6403-6421	6140-6160	6641-6659	-	-

Name	HF	HoB	EA. Trop.	EB. Sub-T.	EC. Temp.	ED. Sub-A.	EE. Arctic
Straw Mound	6+	7*	6422-6439	-	6660-6679	-	-
Wasp, Giant	6	8*	6440-6458	6161-6181	6680-6698	6138-6164	-
Ant Men, Shaman	6	1	6459-6467	6182-6191	6699-6708	6165-6178	-
Anti-Elemental, Air	6+	1	6468-6476	6192-6202	6709-6717	6179-6191	5268-5285
Anti-Elemental, Fire	6 +	1	6477-6485	-	-	-	5286-5303
Displacer Beast	6	2	-	-	6718-6727	-	-
DragonLord	6+	2	6486-6494	6203-6212	6728-6737	6192-6205	5304-5320
Grieving Herald	6	3	6495-6504	6213-6223	6738-6746	6206-6218	5321-5338
Sloth, Prehistoric	6	7*	-	-	6747-6756	-	-
Zombie, Brain-Eating	6	8*	6505-6513	6224-6233	6757-6765	6219-6232	5339-5356
Zombie, Flesh-Eating	6	8*	6514-6522	6234-6244	6766-6775	6233-6245	5357-5374
Zombie, Giant	6	8*	6523-6531	6245-6254	6776-6785	6246-6259	5375-5392
Mastodon	7	4	6532-6605	6255-6338	6786-6862	6260-6367	-
Scorpion, Huge	7	7*	6606-6679	6339-6422	-	-	-
Snake, Poisonous, giant	7	7*	6680-6716	6423-6464	6863-6900	6368-6421	-
Bolter	7	1	6717-6734	6465-6485	6901-6920	6422-6448	5393-5428
Larantula	7	4	6735-6752	-	6921-6939	-	-
Lime Green Quivering Mass	Variable	4	6753-6771	6486-6506	6940-6958	-	-
Retch Plant	7	6	6772-6789	6507-6526	6959-6977	-	-
Toad, Ice	7	8*	6790-6808	-	-	6449-6474	5429-5464
Centaur Ant	7	2	6809-6817	6527-6537	6978-6987	-	-
Humanimals, Greater	7	4	6818-6826	6538-6547	6988-6997	6475-6488	5465-5482
Hydra: Cryo	7+	4	-	-	-	-	5483-5500
Monkey, Poison	7	5	6827-6835	6548-6558	6998-7006	-	-
Monoceros	7	5	6836-6845	6559-6568	7007-7016	-	-
Orange Tail Plant Squaller	7	6	6846-6854	6569-6579	7017-7026	-	-
Vengeful Troubadour	7+	8*	6855-6863	6580-6589	7027-7035	6489-6501	5501-5518
Manticore, Womanticore	8	4	6864-6900	6590-6631	7036-7074	6502-6555	5519-5589
Solitary Wasp	8	7*	6901-6937	-	7075-7112	-	-
Spider, Giant Trapdoor	8	7*	6938-6973	6632-6673	7113-7151	6556-6609	-
Dragon, Komodo, Dire	8	2	-	6674-6694	7152-7170	-	-
Golem, Muck, Diseased	8	3	6974-6992	6695-6715	7171-7190	6610-6636	5590-5625
Jurassic Creatures: Velociraptor	8	4	6993-7010	6716-6736	-	-	-
Mummy, Adherer	8	5	7011-7029	6737-6757	7191-7209	6637-6663	-
Wolverine, Giant	8	8*	-	-	-	6664-6690	5626-5661
Beholder, Spectator	8	1	7030-7038	6758-6767	7210-7218	6691-6704	5662-5679
Doppelganger, Master	8	2	7039-7047	6768-6778	7219-7228	6705-6717	5680-5697
Gagwaller	8	3	7048-7056	6779-6788	7229-7238	6718-6731	5698-5715
Golem Master	8+	3	7057-7066	6789-6799	7239-7247	6732-6744	5716-5732
Jaded Mannacle	8	4	7067-7075	6800-6809	7248-7257	6745-6758	5733-5750
Ram, Battering	8	6	-	-	7258-7267	6759-6771	-
Wolf, Winter	8	8*	-	-	-	-	5751-5768
Zombie, Monster	8	8*	7076-7084	6810-6820	7268-7276	6772-6785	5769-5786
Jurassic Creatures: Lambeosaurus	9	4	7085-7158	6821-6904	7277-7353	6786-6893	5787-5930
Pseudo Undead, Specter	9	6	7159-7195	6905-6946	7354-7392	6894-6947	5931-6001
Elf, Grel Cleric	9	3	7196-7213	6947-6966	7393-7411	6948-6974	6002-6037
Harpy	9	3	7214-7231	-	7412-7430	-	-
Leucrotta	9	4	-	-	7431-7450	-	-
Predacat	9	6	-	6967-6987	-	-	-
Centisteed	9	2	-	-	7451-7459	-	-
Necrophidius	9	5	7232-7241	6988-6998	7460-7469	6975-6987	6038-6055
Scarecrow	9	7*	7242-7250	6999-7008	7470-7479	6988-7001	-
Tin Soldier	9	8*	7251-7259	7009-7019	-	7002-7014	6056-6073
Whip Scorpion, Giant	9	8*	7260-7268	7020-7029	7480-7488	7015-7028	-
Beetle, Giant Rhinoceros	10	1	7269-7305	7030-7071	-	-	-
Manticore, Common	10	4	7306-7342	7072-7113	7489-7527	7029-7081	6074-6144
Modron: Octahedrone	10	5	7343-7379	7114-7155	7528-7565	7082-7135	6145-6216
Bear, Northern Polar	10	1	-	-	-	-	6217-6252
Elf, Shadow Grel	10	3	7380-7397	7156-7176	7566-7585	7136-7162	6253-6288
Sloth, Greater Mossback	10	7*	-	-	7586-7604	-	-
Doppelganger, Predator	10	2	7398-7406	7177-7186	7605-7614	7163-7176	6289-6306
Golem, Blood	10	3	7407-7416	7187-7197	7615-7623	7177-7189	6307-6324
Pan-Dimensional Rover	10	6	7417-7425	7198-7207	7624-7633	7190-7203	6325-6342
Panda Bear, Trans-Planar	10	6	7426-7434	7208-7218	7634-7642	7204-7216	6343-6359
Pseudo Undead, Vampire	11	6	7435-7471	7219-7260	7643-7681	7217-7270	6360-6431
Carnagesaur	11	1	7472-7489	7261-7281	-	-	-
Cyclops, Common	11	2	7490-7508	7282-7302	7682-7700	7271-7297	6432-6467
Firenewt, Overlord	11	3	7509-7526	7303-7323	7701-7720	-	-
Scorpion, Hell	11	7*	7527-7545	7324-7344	-	-	-

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Seeall	11	7*	7546-7563	7345-7365	7721-7739	7298-7324	6468-6503
Ant Men, Enforcer	11	1	7564-7572	7366-7375	7740-7748	7325-7338	-
Golem, Flesh	11	3	7573-7581	7376-7386	7749-7758	7339-7351	6504-6521
Nymph	11	6	7582-7591	7387-7396	7759-7768	7352-7365	6522-6539
Skeleton, Monster	11	7*	7592-7600	7397-7406	7769-7777	7366-7378	6540-6557
Basilisk, Lesser	12	1	7601-7637	7407-7448	7778-7816	7379-7432	6558-6628
Troll, Glamour	12	8*	7638-7674	7449-7490	7817-7854	7433-7486	6629-6700
Tiger Fly, Male	12	8*	7675-7692	7491-7511	7855-7874	7487-7513	-
Confusion Beast	12	2	-	-	7875-7883	-	-
Djinni	12	2	7693-7701	7512-7522	7884-7893	7514-7527	6701-6718
Nefarians: other: Soul Cloaker	12	5	7702-7710	7523-7532	7894-7903	7528-7540	6719-6736
Shadow Fiend	12	7*	7711-7720	7533-7543	7904-7912	7541-7554	6737-6754
Skeleton, Giant	12	7*	7721-7729	7544-7553	7913-7922	7555-7567	6755-6771
Werebird	12	8*	7730-7738	7554-7564	7923-7932	7568-7581	6772-6789
Mammoth, Wooly	13	4	7739-7812	7565-7647	7933-8009	7582-7688	6790-6933
Troll, Hill	13	8*	7813-7849	7648-7689	8010-8047	7689-7742	6934-7004
Mammoth, Ram-Horned	13	4	7850-7867	7690-7710	8048-8067	7743-7769	7005-7040
Vampire, Headlong	13	8*	7868-7885	7711-7731	8068-8086	7770-7796	7041-7076
Crypt Thing	13	2	7886-7895	7732-7742	8087-8095	7797-7810	7077-7094
Djinni, Black	13	2	7896-7904	7743-7752	8096-8105	7811-7823	7095-7112
Doppelmeister	13	2	7905-7913	7753-7763	8106-8115	7824-7837	7113-7130
Haunt	13	3	7914-7922	7764-7773	8116-8124	7838-7850	7131-7148
Snake, Amphisbaena Constrictor	13	7*	7923-7932	-	8125-8134	-	-
Teroth	13	8*	7933-7941	7774-7784	8135-8144	7851-7864	7149-7166
Toad, Doom	13	8*	7942-7950	7785-7794	8145-8153	7865-7877	-
Transposer	13	8*	7951-7959	7795-7805	8154-8163	7878-7891	7167-7184
Giant, Hill	14	3	7960-7978	7806-7825	8164-8182	7892-7918	7185-7219
Medusa, Lesser	14	4	7979-7996	7826-7846	8183-8201	7919-7945	7220-7255
Sphinx, Hieracosphinx	14	7*	7997-8014	7847-7867	-	-	-
Spider, Phase	14	7*	8015-8033	7868-7888	8202-8221	7946-7972	7256-7291
Bear, Blizzard	14	1	-	-	-	-	7292-7309
Doorant, Tree	14	2	8034-8042	7889-7899	8222-8230	7973-7985	7310-7327
Elemental, Earth	14+	3	8043-8051	7900-7909	8231-8240	7986-7999	7328-7345
Jann	14	4	8052-8060	7910-7920	8241-8250	8000-8012	7346-7363
Lizard, Ice	14	4	8061-8070	-	-	-	7364-7381
Skeleton, Red Eyed	14	7*	8071-8079	7921-7930	8251-8259	8013-8026	7382-7398
Taunter	14+	8*	8080-8088	7931-7941	8260-8269	8027-8039	7399-7416
Ant Men Queen	15	1	8089-8097	7942-7951	8270-8279	8040-8053	-
Arvanger, Speckled	15	1	8098-8107	7952-7962	8280-8288	-	-
Dragon, Komodo, giant	15	2	-	7963-7972	8289-8298	-	-
Stone Guardian	15	7*	8108-8116	7973-7983	8299-8307	8054-8066	7417-7434
Strangle Plant, Tomato	16	7*	-	-	8308-8346	-	-
Lammasu, Common	16	4	8117-8134	7984-8004	8347-8365	-	-
Vampire Hordes, The	16	8*	8135-8153	8005-8025	8366-8385	8067-8093	7435-7470
Arcane Merchant	16	1	8154-8162	8026-8035	8386-8394	8094-8107	7471-7488
Chaos Corpse	Variable	2	8163-8171	8036-8045	8395-8404	8108-8120	7489-7506
Stump Horror	16	7*	8172-8180	-	8405-8413	-	-
Modron: Dodecahedrone	17	5	8181-8217	8046-8087	8414-8452	8121-8174	7507-7578
Zoolem, Hawk/Eagle	17	8*	8218-8236	8088-8108	8453-8471	8175-8201	7579-7613
Djinni, Noble	17	2	8237-8245	8109-8119	8472-8481	8202-8215	7614-7631
Golem, Clay	17	3	8246-8254	8120-8129	8482-8491	8216-8228	7632-7649
Invisible Heckler	17	4	8255-8263	8130-8140	8492-8500	8229-8241	7650-7667
Para-Elementals: Smoke	17+	6	8264-8272	8141-8150	8501-8510	8242-8255	7668-7685
Zoolem, Dawg/Monkey, etc.	17	8*	8273-8282	8151-8161	8511-8519	8256-8268	7686-7703
Goregon	18	3	8283-8300	-	8520-8539	-	-
Rabbit, Predator	18	6	8301-8318	8162-8182	8540-8558	8269-8295	7704-7739
Arvanger, Spotted	18	1	8319-8328	8183-8192	8559-8568	8296-8309	-
Elemental, Air	18+	3	8329-8337	8193-8203	8569-8577	8310-8322	7740-7757
Elemental, Fire	18+	3	8338-8346	8204-8213	8578-8587	8323-8336	7758-7775
Elemental, Water	18+	3	8347-8355	8214-8224	8588-8597	8337-8349	7776-7793
Guardian Familiar	18	3	8356-8364	8225-8234	8598-8606	8350-8363	7794-7810
Hubrisite	18	4	8365-8374	8235-8245	8607-8616	8364-8376	7811-7828
Nefarians: other: Hell Hound	18+	5	8375-8383	8246-8255	8617-8625	8377-8390	7829-7846
Para-Elementals: Magma	18+	6	8384-8392	8256-8265	8626-8635	8391-8403	7847-7864
Unicorn, Cortazon	18	8*	8393-8401	8266-8276	8636-8645	8404-8417	-
Jurassic Creatures: Stegosaurus	19	4	8402-8475	8277-8360	-	-	-
Doom Harvester	19	2	8476-8484	8361-8370	8646-8654	8418-8430	7865-7882
Golem, Gristle	19	3	8485-8493	8371-8381	8655-8664	8431-8444	7883-7900
Phantom Stalker	19	6	8494-8503	8382-8391	8665-8674	8445-8457	7901-7918

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Snake, Snow Serpent	19	7*	8504-8512	-	-	-	7919-7936
Sirine	20	7*	8513-8530	8392-8412	8675-8693	-	-
Minotaur, Free Range	20	5	8531-8540	8413-8423	8694-8703	8458-8471	7937-7954
Quickwood	20	6	-	-	8704-8712	-	-
Mantis, Dire Field	21	4	8541-8558	8424-8444	8713-8731	-	-
Invisible Stalker	21	4	8559-8567	8445-8454	8732-8741	8472-8484	7955-7972
Spriggan	21	7*	8568-8576	8455-8465	8742-8751	8485-8498	7973-7990
Shriek, The	21	7*	8577-8577	8466-8466	8752-8752	8499-8499	7991-7991
Jurassic Creatures: Triceratops	22	4	8578-8651	8467-8549	-	-	-
Beholder, Gauth	22	1	8652-8669	8550-8570	8753-8771	8500-8526	7992-8026
Ogre, High Chub-Foot	22	6	8670-8688	8571-8591	8772-8790	8527-8553	8027-8062
Ogre, High Flat-Footed	22	6	8689-8706	8592-8612	8791-8810	8554-8580	8063-8098
Ogre, High Webbed-Toe	22	6	8707-8725	8613-8633	8811-8829	8581-8607	8099-8134
Bulette	22	1	8726-8734	-	8830-8839	-	-
Bulette, Hammerhead	22	1	8735-8743	-	8840-8848	-	-
Ogre, Rogue	22	6	8744-8752	8634-8644	8849-8858	8608-8620	8135-8152
Para-Elementals: Ice	22+	6	8753-8762	8645-8654	8859-8867	8621-8634	8153-8170
Sedusa	22	7*	8763-8771	8655-8665	8868-8877	-	-
Typhon	22	8*	8772-8780	8666-8675	8878-8887	8635-8647	8171-8188
Vile Shadow Fiend	22	8*	8781-8789	8676-8686	8888-8896	8648-8661	8189-8206
Ogre, High Ryngar	22	6	8790-8790	8687-8687	8897-8897	8662-8662	8207-8207
Sphinx, Gynosphinx	23	7*	8791-8809	8688-8707	-	-	-
Giant, Gorge	23+	3	8810-8818	8708-8718	8898-8907	8663-8675	8208-8225
Giant, Scorn	23	3	8819-8827	8719-8728	8908-8917	8676-8689	8226-8242
Snake, Humongous	23	7*	8828-8836	8729-8739	-	-	-
Treant, Undead	23	8*	8837-8846	8740-8749	8918-8926	8690-8702	8243-8260
Jurassic Creatures: Tyrannosaurus Rex	24	4	8847-8882	8750-8791	-	-	-
Dao	24	2	8883-8901	8792-8812	8927-8946	8703-8729	8261-8296
Giant, Firbolg	24	3	-	-	8947-8955	-	-
Spider, Gargantuan	24	7*	8902-8910	8813-8823	8956-8965	8730-8743	-
Vampire, Mulo	24	8*	8911-8919	8824-8833	8966-8974	8744-8756	8297-8314
Vampiricat	24	8*	8920-8928	8834-8844	8975-8984	8757-8770	8315-8332
Troll, Giant	25	8*	8929-8947	8845-8865	8985-9003	8771-8797	8333-8368
Zoolem, Lion/Tiger	26	8*	8948-8965	8866-8886	9004-9023	8798-8823	8369-8404
Shade	26	7*	8966-8974	8887-8896	9024-9032	8824-8837	8405-8422
Golem, Stone	27	3	8975-8984	8897-8907	9033-9042	8838-8850	8423-8439
Troll, Giant Two-Headed	27	8*	8985-8993	8908-8917	9043-9052	8851-8864	8440-8457
Vision	27	8*	8994-9002	8918-8927	9053-9061	8865-8877	8458-8475
Beholder-kin, Director	28	1	9003-9011	8928-8938	9062-9071	8878-8891	8476-8493
Naga, Guardian	28	5	9012-9021	8939-8948	9072-9080	8892-8904	8494-8511
Medusa, Greater	29	4	9022-9039	8949-8969	9081-9100	8905-8931	8512-8547
Aerial Servant	29	1	9040-9048	8970-8980	9101-9109	8932-8945	8548-8565
Revenger	29	6	9049-9057	8981-8990	9110-9119	8946-8958	8566-8583
Basilisk: Dracolisk	30	1	9058-9067	8991-9001	9120-9129	8959-8972	8584-8601
Giant, Frost	31	3	9068-9076	-	-	-	8602-8619
Lammasu, Greater	31	4	9077-9085	9002-9011	9130-9138	-	-
Portal of Devouring	31	6	9086-9094	9012-9022	9139-9148	8973-8985	8620-8637
Radiation Elemental	31+	6	9095-9103	9023-9032	9149-9158	8986-8999	8638-8654
Virusentient, Giant	31	8*	9104-9113	-	9159-9167	9000-9012	-
Righteous Avenger	32	6	9114-9122	9033-9043	9168-9177	9013-9026	8655-8672
Vampire, Chiang-Shi	33	8*	9123-9140	9044-9064	9178-9196	9027-9053	8673-8708
Guardian Spirit	33	3	9141-9149	9065-9074	9197-9206	9054-9066	8709-8726
Ogre, Magi	33	6	9150-9159	9075-9085	9207-9215	-	-
Retriever, Reckless	33 +	6	9160-9168	9086-9095	9216-9225	9067-9080	8727-8744
Retriever, Relentless	33+	6	9169-9177	9096-9106	9226-9235	9081-9093	8745-8762
Retriever, Ruthless	33+	6	9178-9186	-	9236-9244	9094-9107	8763-8780
Beholder, Undead	34	1	9187-9196	9107-9116	9245-9254	9108-9120	8781-8798
Centipede, Huge	35	2	9197-9269	9117-9200	9255-9331	9121-9228	8799-8941
Zoolem, Horse/Deer	35	8*	9270-9288	9201-9221	9332-9350	9229-9255	8942-8977
Avenging Servant	35	1	9289-9297	9222-9231	9351-9360	9256-9269	8978-8995
Modron: Icosahedrone	36	5	9298-9315	9232-9252	9361-9379	9270-9296	8996-9031
Shedu, Lesser	36	7*	9316-9334	-	-	-	-
Stegocentipede	36	7*	9335-9343	9253-9263	9380-9389	-	-
Vampire, Empusas	37	8*	9344-9352	9264-9273	9390-9398	9297-9309	9032-9049
Squid, snow	38	7*	-	-	-	-	9050-9066
Bane Lords	39	1	9353-9361	9274-9284	9399-9408	9310-9323	9067-9084
Jurassic Creatures: Brontosaurus	42	4	9362-9435	9285-9367	-	-	-
Skraagon	43	7*	9436-9453	9368-9388	-	9324-9350	9085-9120
Wyrm, Snow	43	8*	-	-	-	-	9121-9138

Name	HF	HoB	EA. Trop.	EB. Sub-T.	EC. Temp.	ED. Sub-A.	EE. Arctic
Basilisk, Greater	44	1	9454-9490	9389-9430	9409-9447	9351-9404	9139-9210
Skeleton Warrior	44	7*	9491-9500	9431-9441	9448-9456	9405-9417	9211-9228
Sphinx, Androsphinx	44	7*	9501-9509	9442-9451	-	-	-
Giant, Fire	45	3	9510-9527	9452-9472	9457-9476	-	-
Spirit Fiend	47	7*	9528-9536	9473-9483	9477-9485	9418-9430	9229-9246
Triceratortoise	50	8*	9537-9573	9484-9525	9486-9524	-	-
Golem, Iron	50	3	9574-9582	9526-9535	9525-9533	9431-9444	9247-9264
Sivian Banshee	51	7*	9583-9592	9536-9546	9534-9543	9445-9457	9265-9281
Death Knight	52	2	9593-9601	9547-9556	9544-9553	9458-9471	9282-9299
Elemental, Greater Periodic	53	3	9602-9610	9557-9566	9554-9562	9472-9484	9300-9317
Mongoose, King	56	5	-	9567-9567	9563-9563	9485-9485	-
Cyclops, True	60	2	9611-9619	9568-9578	9564-9573	9486-9499	9318-9335
Beholder-kin, Overseer	68	1	9620-9629	9579-9588	9574-9583	9500-9512	9336-9353
Death Harvester	71	2	9630-9638	9589-9599	9584-9592	9513-9526	9354-9371
Deepspawn	72	2	9639-9647	9600-9609	9593-9602	9527-9539	9372-9389
Beholder, Death Kiss	77	1	9648-9656	9610-9620	9603-9612	9540-9553	9390-9407
Thessalhydra	79	8*	9657-9675	9621-9641	9613-9631	9554-9580	9408-9443
Mutable Juggernaut	83	5	9676-9684	9642-9651	9632-9640	9581-9593	9444-9461
Medusa, Gorgon	102	4	9685-9685	9652-9652	9641-9641	9594-9594	9462-9462
Beholder-kin, Hive Mother	105	1	9686-9694	9653-9663	9642-9651	9595-9608	9463-9479
Modron: Prisaton	114	5	9695-9712	9664-9684	9652-9670	9609-9635	9480-9515
Demilich	114	2	9713-9722	9685-9694	9671-9680	9636-9648	9516-9533
Relic Devourer	125	6	9723-9723	9695-9695	9681-9681	9649-9649	9534-9534
Modron: Tetraton	128	5	9724-9741	9696-9716	9682-9700	9650-9676	9535-9570
Modron: Parallelpipeton	151	5	9742-9759	9717-9737	9701-9720	9677-9703	9571-9606
Modron: Cylindeton	159	5	9760-9769	9738-9748	9721-9729	9704-9717	9607-9624
Angel	161	1	9770-9778	9749-9758	9730-9739	9718-9730	9625-9642
Marid	163	4	9779-9787	9759-9769	9740-9748	9731-9744	9643-9660
Tiger Fly, Female	175	8*	9788-9806	9770-9789	9749-9768	9745-9771	-
Modron: Hexaton	176	5	9807-9815	9790-9800	9769-9777	9772-9784	9661-9678
Modron: Octaton	184	5	9816-9824	9801-9810	9778-9787	9785-9798	9679-9695
Modron: Decaton	196	5	9825-9833	9811-9821	9788-9797	9799-9811	9696-9713
Modron: Dodecaton	244	5	9834-9842	9822-9831	9798-9806	9812-9825	9714-9731
Overhorde	260	6	9843-9852	-	9807-9816	9826-9838	9732-9749
Dragon, Platinum	301	2	9853-9861	9832-9842	9817-9826	9839-9852	9750-9767
Dragon, Chromatic	306	2	9862-9870	9843-9852	9827-9835	9853-9865	9768-9785
Modrons: Icosaton	424	5	9871-9879	9853-9863	9836-9845	9866-9879	9786-9803
Ape, Pack (escaped – see Ape, gorilla)	3	1	9880-9880	9864-9864	9846-9846	-	-
Dragon, Copper	Variable	2	-	-	9847-9865	-	-
Dragon, Spiny	Variable	2	9881-9899	9865-9885	9866-9884	-	-
Dragon, White	Variable	2	-	-	-	-	9804-9839
Adapter	Variable	1	9900-9908	9886-9895	9885-9894	9880-9892	9840-9857
Dispatcher	Variable	2	9909-9917	9896-9906	9895-9904	9893-9906	9858-9875
Dragon, Ancient Albino Scoria	Variable	2	9918-9926	9907-9916	9905-9913	9907-9919	9876-9893
Dragon, Copper Slag-	Variable	2	-	-	9914-9923	-	-
Dragon, Gold	Variable	2	9927-9936	9917-9927	9924-9933	9920-9933	9894-9910
Dragon, Red	Variable	2	9937-9945	9928-9937	9934-9942	-	-
Dragon, Red-Crested Amber Bellied	Variable	2	9946-9954	9938-9948	9943-9952	9934-9946	9911-9928
Dragon, Slag-Scaled Titanium	Variable	2	9955-9963	9949-9958	9953-9961	9947-9960	9929-9946
Dragon, Speckled	Variable	2	9964-9972	9959-9969	9962-9971	9961-9973	9947-9964
Dragon, Swack Iron (Albino)	Variable	2	9973-9982	9970-9979	9972-9981	-	-
Vagabond, Astral	Variable	8*	9983-9991	9980-9990	9982-9990	9974-9987	9965-9982
WereMimic	Variable	8*	9992-10000	9991-10000	9991-10000	9988-10000	9983-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.

Terrain F-G**. Mountain Table: Day

(Roll 1d10,000)

Name	HF	HoB	FGA Tropical	FGB Subtropical	FGC Temperate	FGD Subarctic	FGE Arctic
Goo, Amber	Nil	3	1-40	1-44	1-42	1-53	-
Phantom	Nil	6	41-49	45-55	43-52	54-67	1-16
Provocator	n/a	6	50-59	56-66	53-62	68-80	17-33
Rift Vortex	n/a	6	60-69	67-77	63-73	81-93	34-49
Time Elemental, Common	n/a	8*	70-79	78-88	74-83	94-107	50-65

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Time Elemental, Noble	n/a	8*	80-89	89-99	84-94	108-120	66-81
Samaritans	-2	7*	90-128	100-144	95-135	121-173	82-146
Bird, Standard	-1	1	129-207	145-232	136-218	174-280	-
Bee, Regular	0	1	208-286	-	219-301	-	-
Beetle, Common	0	1	287-365	-	302-384	-	-
Centipede, Giant	0	2	366-444	233-320	385-468	281-387	147-276
Dawg, Wild	0	2	445-523	321-409	469-551	388-494	277-406
Eagle, Wild	0	2	524-602	410-497	552-634	495-601	407-536
Orc, Orkin Wardawg	0	6	603-681	498-585	635-717	602-707	537-666
Rook: Raven, Common	0	7*	682-760	586-674	718-800	708-814	-
Scarab, common	0	7*	761-840	675-762	801-883	815-921	-
Scorpion, common	0	7*	841-919	763-850	-	-	-
Sheep, Common	0	7*	920-998	-	884-966	-	-
Bird: Condor	0	1	999-1037	851-895	967-1008	922-974	-
Bird: Falcon	0	1	1038-1077	-	1009-1049	-	-
Bird: Hawk, Large	0	1	1078-1116	-	1050-1091	-	-
Dawg, War	0	2	1117-1156	896-939	1092-1132	975-1028	667-731
Jackalope, Standard	0	4	1157-1195	-	1133-1174	-	-
Men: Pilgrim	0	5	1196-1235	940-983	1175-1216	1029-1081	-
Orc, Orkin Bandits	0	6	1236-1274	984-1027	1217-1257	1082-1134	732-796
Parasites: Diseased	0	6	1275-1314	1028-1071	1258-1299	-	-
Rook: Raven, Huge	0	7*	1315-1353	1072-1115	1300-1340	1135-1188	-
Sheep, giant	0	7*	1354-1393	-	1341-1382	-	-
Venom Sparrow	0	8*	1394-1432	-	1383-1423	-	-
Vultures, Red Crested Snow	0	8*	-	-	1424-1465	1189-1241	797-861
Weasel, Common	0	8*	1433-1472	-	1466-1507	-	-
Weevil, Larva	0	8*	1473-1511	1116-1160	1508-1548	-	-
Wolf, Common	0	8*	-	1161-1204	1549-1590	1242-1294	862-926
Enigma Lice	0	3	1512-1531	1205-1226	1591-1610	-	-
Gnomeling	0	3	1532-1551	1227-1248	1611-1631	1295-1321	927-959
Magic Mouth, Common	0	4	1552-1570	1249-1270	1632-1652	1322-1348	960-991
Parasites: Magus Ticks	0	6	1571-1590	-	1653-1673	-	-
Parasites: Paralyzing Fleas	0	6	1591-1610	1271-1292	1674-1694	1349-1374	-
Rot Grub, Common	0	7*	1611-1630	1293-1314	1695-1714	1375-1401	992-1024
Tiger Fly, Larva	0	8*	1631-1649	1315-1336	1715-1735	1402-1428	-
Weevil, Blood, Adult	0	8*	1650-1669	1337-1358	1736-1756	-	-
Whip Scorpion, Large	0	8*	1670-1689	1359-1381	1757-1777	1429-1455	-
Fairy, Gorge	0	3	-	-	1778-1787	-	-
Gold Bane	0	3	1690-1699	1382-1392	1788-1797	1456-1468	1025-1040
Hound of Ill Omen	0	4	1700-1709	1393-1403	1798-1808	1469-1481	1041-1056
Magic Mocking Mouth	0	4	1710-1719	1404-1414	1809-1818	1482-1495	1057-1073
Magic Mouth, Rogue	0	4	1720-1728	1415-1425	1819-1829	1496-1508	1074-1089
Magic Mouth, Sassy	0	4	1729-1738	1426-1436	1830-1839	1509-1521	1090-1105
Rot Grub, Candy Striped	0	7*	1739-1748	1437-1447	1840-1849	1522-1535	1106-1121
Scarab of Seeking	0	7*	1749-1758	1448-1458	1850-1860	1536-1548	-
Seeker, Ear	0	7*	1759-1768	-	1861-1870	-	-
Seeker, Eye	0	7*	1769-1778	-	1871-1881	-	-
Seeker, Nose	0	7*	1779-1788	1459-1469	-	1549-1561	1122-1138
Tween	0	8*	1789-1798	1470-1480	1882-1891	1562-1575	1139-1154
Baboon	1	1	1799-1877	1481-1568	1892-1974	-	-
Dwarf, Hill	1	2	1878-1956	1569-1657	-	1576-1681	-
Dwarf, Mountain	1	2	-	1658-1745	1975-2057	1682-1788	-
Herd Animal	1+	3	1957-2035	1746-1833	2058-2140	1789-1895	1155-1284
Men: Bandit/Brigand	1	5	2036-2114	1834-1922	2141-2223	1896-2002	1285-1414
Spider, Large	1	7*	2115-2193	1923-2010	2224-2307	2003-2108	-
Toad, Giant	1	8*	2194-2272	2011-2098	2308-2390	2109-2215	-
Aarakian Worker	1	1	2273-2311	2099-2143	2391-2431	2216-2269	1415-1479
Aarnz Hound	1	1	2312-2351	2144-2187	2432-2473	2270-2322	-
Babbler, Cantakerous	1	1	2352-2390	2188-2231	2474-2514	2323-2375	1480-1544
Baboon-Man	1	1	2391-2430	-	2515-2556	-	-
Bowler	1	1	2431-2469	2232-2275	2557-2597	2376-2429	-
Dwarven War horse	1	2	-	2276-2319	2598-2639	2430-2482	-
Elf, Half-	1	3	2470-2509	2320-2363	2640-2681	2483-2535	1545-1609
Goat	1	3	2510-2548	-	2682-2722	-	-
Kangaroo Flea, Giant	1	4	-	-	2723-2764	-	-
Lamprey, Land	1	4	2549-2588	-	2765-2805	-	-
Llama, Wild	1	4	-	-	2806-2847	-	-
Pixie: Hybrid-Pixies: Leprosychan	1	6	2589-2627	-	2848-2888	-	-
Porcupine, common	1	6	2628-2667	2364-2408	2889-2930	-	-

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Ram	1	6	-	-	2931-2971	2536-2589	-
ScareRaven	1	7*	-	-	2972-3013	-	-
Spider, Tarantubat	1	7*	2668-2706	2409-2452	3014-3055	2590-2642	1610-1674
Subterranean Magna-Ferrets	1	7*	2707-2746	2453-2496	3056-3096	2643-2696	1675-1739
Toad, Poisonous	1	8*	2747-2785	2497-2540	3097-3138	2697-2749	-
Viper, Spit	1	8*	2786-2825	2541-2584	3139-3179	-	-
Worm, Canker	1	8*	-	-	3180-3221	-	-
Ant Men, Workers	1	1	2826-2844	2585-2606	3222-3242	2750-2776	-
Ant, Giant	1+	1	2845-2864	-	3243-3262	-	-
Beetle: Goldbug	1	1	2865-2884	2607-2629	3263-3283	2777-2802	1740-1771
Brain Mite, Carnivorous	1	1	2885-2904	2630-2651	3284-3304	2803-2829	-
Gnome Titans	1	3	2905-2923	2652-2673	3305-3325	2830-2856	1772-1804
Gnome, Feral	1	3	2924-2943	2674-2695	3326-3346	2857-2882	1805-1836
Gnome, Tinker	1	3	2944-2963	2696-2717	3347-3366	2883-2909	1837-1869
Grynurian Monk	1	3	2964-2983	2718-2739	-	-	-
Jarvin-taur	1	4	2984-3002	2740-2761	3367-3387	-	-
Men: Aborigine/Caveman	1+	5	3003-3022	2762-2783	-	-	-
Men: Berserker/Dervish	1	5	3023-3042	2784-2805	3388-3408	2910-2936	1870-1901
Men: Mercenary	1	5	3043-3062	2806-2827	3409-3429	2937-2962	1902-1934
Packasite	1	6	3063-3081	2828-2849	3430-3449	2963-2989	1935-1966
Rook: Raven, Giant	1	7*	3082-3101	2850-2871	3450-3470	2990-3016	-
Rot Grub, giant	1	7*	3102-3121	2872-2894	3471-3491	3017-3043	1967-1999
Scarab, giant	1	7*	3122-3141	2895-2916	3492-3512	3044-3069	-
Skink, Fink	1	7*	3142-3160	-	3513-3533	-	-
Walking Stick, giant	1	8*	3161-3180	2917-2938	3534-3553	-	-
Anthraxian	1	1	3181-3190	2939-2949	3554-3564	-	-
Attention Grabber	1	1	3191-3200	2950-2960	3565-3574	3070-3083	2000-2015
Avianderthal	1	1	-	-	3575-3584	-	-
Bat, Fire	1	1	3201-3210	-	-	-	-
Black Poppy	1	1	3211-3220	2961-2971	3585-3595	3084-3096	-
Jackalope, Pronghare	1	4	3221-3230	-	3596-3605	-	-
Men: Adventurer	1+	5	3231-3239	2972-2982	3606-3616	3097-3109	2016-2032
Men: Hermit	1	5	3240-3249	2983-2993	3617-3626	3110-3123	2033-2048
Men: Magic-User	1+	5	3250-3259	2994-3004	3627-3636	3124-3136	2049-2064
Men: Wild men	1+	5	3260-3269	3005-3015	3637-3647	3137-3149	2065-2080
Pinnard	1	6	3270-3279	3016-3026	3648-3657	3150-3163	2081-2097
Rabid Hummingbirds	1	6	-	-	3658-3668	-	-
Skeleton, Animal	1	7*	3280-3289	3027-3037	3669-3678	3164-3176	2098-2113
Men, Partisan	1	5	3290-3289	3038-3037	3679-3678	3177-3176	2114-2113
Ogre, Common	2+	6	3290-3368	-	-	-	-
Ogre, Trash	2+	6	3369-3447	3038-3126	3679-3761	3177-3283	2114-2243
Spider, Huge	2	7*	3448-3526	3127-3214	3762-3844	3284-3389	-
Babbler, Incessant	2	1	3527-3565	3215-3258	3845-3886	3390-3443	2244-2308
Bear, Cave	2	1	3566-3605	3259-3302	3887-3927	3444-3496	2309-2373
Monkey, Musk	2	5	3606-3644	3303-3346	-	-	-
Ogre, Hedge	2+	6	3645-3684	3347-3391	3928-3969	3497-3550	2374-2438
Panda Bear, Common	2	6	-	3392-3435	-	-	-
Pseudo-Undead, Ghoul	2	6	3685-3723	3436-3479	3970-4010	3551-3603	2439-2503
Snake, Poisonous	2	7*	3724-3763	3480-3523	4011-4052	3604-3656	2504-2568
Aarakian Warrior	2	1	3764-3783	3524-3545	4053-4073	3657-3683	2569-2600
Ant Hunter	2	1	-	3546-3567	4074-4094	-	-
Beast Shaman	Variable	1	3784-3802	3568-3589	4095-4114	3684-3710	2601-2633
Bee, Giant Worker	2	1	3803-3822	-	4115-4135	-	-
Elf, Grel Mages	2	3	3823-3842	3590-3611	4136-4156	3711-3736	2634-2665
Fire-Monk	2	3	3843-3862	3612-3634	-	-	-
Goat, Giant	2	3	-	-	4157-4177	-	-
Golem, Puppet	2	3	3863-3881	3635-3656	4178-4197	3737-3763	2666-2698
Hippogriff	2	3	3882-3901	3657-3678	4198-4218	3764-3790	2699-2730
Monkey, Flying	2	5	3902-3921	3679-3700	4219-4239	3791-3817	2731-2763
Ogre, Half	2	6	3922-3941	3701-3722	4240-4260	3818-3843	2764-2795
Porcupine, Poison	2	6	3942-3960	3723-3744	4261-4281	-	-
Skeleton, Animated	2	7*	3961-3980	3745-3766	4282-4301	3844-3870	2796-2828
Skeleton, Screaming	2	7*	3981-4000	3767-3788	4302-4322	3871-3897	2829-2860
Skink, Blink	2	7*	4001-4020	-	4323-4343	-	-
Whip Scorpion, Huge	2	8*	4021-4039	3789-3810	4344-4364	3898-3923	-
Yodeling Thrasher	2	8*	4040-4059	3811-3832	4365-4385	3924-3950	2861-2893
Aarakian Brood Watcher	2	1	4060-4069	3833-3843	4386-4395	3951-3963	2894-2909
Ant Men, Red Fire	Variable	1	4070-4079	3844-3854	-	-	-
Astral Searcher	2	1	4080-4089	3855-3865	4396-4405	3964-3977	2910-2925

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Carcass Seether	2	1	4090-4099	-	4406-4416	-	-
Golem, Guardian	2	3	4100-4109	3866-3877	4417-4426	3978-3990	2926-2942
Ice Fiend	2	4	4110-4118	-	-	-	2943-2958
Pixie-Liches	2	6	4119-4128	-	4427-4436	-	-
Purple Gilly	2	6	4129-4138	3878-3888	4437-4447	3991-4003	2959-2974
Rambumatta	2	6	4139-4148	-	-	-	-
Sword, Perpetual	2+	7*	4149-4158	3889-3899	-	4004-4017	2975-2990
Zombie, Talking	2	8*	4159-4168	3900-3910	4448-4457	4018-4030	-
Jurassic Creatures: Pteranodon	3	4	4169-4247	3911-3998	4458-4540	4031-4137	2991-3120
Modron: Tetrahedrone	3	5	4248-4326	3999-4086	4541-4623	4138-4244	3121-3250
Troglodyte	3+	8*	4327-4405	4087-4175	4624-4707	4245-4350	3251-3380
Jurassic Creatures: Ankylosaurus	3	4	4406-4444	4176-4219	4708-4748	4351-4404	3381-3445
Kenku	3+	4	4445-4484	4220-4263	4749-4790	4405-4457	3446-3510
Lycanthrope: Were-Rat	3	4	4485-4523	4264-4307	4791-4831	4458-4510	3511-3575
Pseudo Undead, Wight	3	6	4524-4563	4308-4351	4832-4873	4511-4564	3576-3640
Scorpion, Large	3	7*	4564-4602	4352-4396	-	-	-
Bird: Collector	3	1	-	-	4874-4894	-	-
Eagle, Giant	3	2	4603-4622	4397-4418	4895-4914	4565-4590	3641-3673
Gnomish Doom Lord	3	3	4623-4642	-	4915-4935	-	-
Gorangatan	3	3	4643-4662	4419-4440	-	-	-
Gut Waller Serpent	3+	3	4663-4681	4441-4462	-	-	-
Humanimals, Lesser	3	4	4682-4701	4463-4484	4936-4956	4591-4617	3674-3705
Porcupine Warrior	3	6	4702-4721	4485-4506	4957-4977	-	-
Ram'koaran	3	6	4722-4741	4507-4528	4978-4997	4618-4644	3706-3738
Samurai Jackal	3 +	7*	4742-4760	4529-4550	4998-5018	4645-4671	3739-3770
Shocker	3	7*	4761-4780	4551-4572	5019-5039	4672-4697	3771-3803
Skink, Mink	3	7*	4781-4800	-	-	-	3804-3835
Snow Beasts	3	7*	4801-4820	-	-	-	3836-3868
Toucan, Hornbilled Terror	3	8*	4821-4839	4573-4594	5040-5060	-	-
Troll, Ice	3	8*	4840-4859	-	-	-	3869-3900
Urchin, Land	3	8*	4860-4879	4595-4616	5061-5081	4698-4724	3901-3933
Witherstench	3	8*	4880-4899	4617-4639	5082-5101	4725-4751	3934-3965
Xyloid	3	8*	-	-	5102-5122	-	-
Zygom	3	8*	4900-4918	4640-4661	5123-5143	4752-4777	3966-3998
Aarakian Queen Mother	3	1	4919-4928	4662-4672	5144-5153	4778-4791	3999-4014
Barbarian, warrior	3	1	4929-4938	4673-4683	5154-5164	4792-4804	4015-4031
Bee, Giant Soldier	3	1	4939-4948	-	5165-5174	-	-
Death's Minions	3	2	4949-4958	4684-4694	5175-5185	4805-4817	4032-4047
Elf, Grugach	3	3	4959-4968	4695-4705	5186-5195	4818-4831	4048-4063
Enveloper	3+	3	4969-4978	4706-4716	5196-5205	4832-4844	4064-4079
Gouger, Fanged	3	3	4979-4988	-	-	-	-
Insidious Ichor	3	4	4989-4998	4717-4727	5206-5216	4845-4857	-
Mantrap	5+	4	4999-5007	-	-	-	-
Slapping Durnkin	3	7*	5008-5017	4728-4738	5217-5226	4858-4871	4080-4096
Vortex	3	8*	5018-5027	-	-	-	-
Walker	3	8*	5028-5037	4739-4749	5227-5236	4872-4884	4097-4112
Dragon, Komodo	4	2	-	4750-4793	5237-5278	-	-
Snake, Constrictor, Giant	4	7*	5038-5077	4794-4837	-	-	-
Trollkin Auxiliaries	4+	8*	5078-5116	4838-4882	5279-5320	4885-4937	4113-4177
Bat, Azmyth	4	1	5117-5136	4883-4904	5321-5340	4938-4964	-
Beetle, Carnage	4	1	5137-5156	4905-4926	5341-5361	4965-4991	4178-4209
Gorphin	4	3	5157-5175	-	5362-5382	-	-
Luck Eater	4	4	5176-5195	4927-4948	5383-5403	4992-5018	4210-4242
Screecher	4	7*	-	-	-	-	-
Vampire Hound	4	8*	5196-5215	4949-4970	5404-5423	5019-5044	4243-4274
Beholder-kin, Lensman	4	1	5216-5225	4971-4981	5424-5434	5045-5058	4275-4291
Beholder-kin, Watcher	4	1	5226-5235	4982-4992	5435-5444	5059-5071	4292-4307
Centipede, Megalo-	4	2	5236-5244	4993-5003	5445-5455	5072-5084	4308-4323
Disenchanter	4	2	5245-5254	5004-5014	5456-5465	5085-5098	4324-4339
Huecuva	4	4	5255-5264	5015-5025	5466-5475	5099-5111	-
Undead, Eye of Fear	4	8*	5265-5274	5026-5036	5476-5486	5112-5124	-
Weasel, Manu	4	8*	5275-5284	-	-	-	-
Bear, Grizzly	5	1	-	-	5487-5527	-	-
Griffon	5	3	-	5037-5080	5528-5569	-	-
Pseudo Undead, Wraith	5	6	5285-5323	5081-5125	5570-5610	5125-5178	4340-4404
Snake Man	5	7*	5324-5363	-	-	-	-
Bee, Giant Bumble-	5	1	5364-5383	-	5611-5631	-	-
Firedrake	5	3	5384-5402	5126-5147	5632-5652	5179-5204	4405-4437
Orc, Orkin Witch Doctor	5+	6	5403-5422	5148-5169	5653-5673	5205-5231	4438-4469

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Porcupine, Giant	5	6	5423-5442	5170-5191	5674-5694	-	-
Reaving Dervishes	5	6	5443-5462	5192-5213	5695-5714	5232-5258	4470-4502
Roc, Frost	5+	7*	-	-	-	5259-5284	4503-4534
Rock Reptile	5	7*	5463-5481	5214-5235	5715-5735	5285-5311	4535-4567
Slithering Slasher	5	7*	5482-5501	5236-5257	5736-5756	-	-
Vampire Thrall	5+	8*	5502-5521	5258-5279	5757-5777	5312-5338	4568-4599
Anti-Elemental, Water	5+	1	5522-5531	5280-5290	5778-5787	5339-5351	4600-4616
Cataplasm	5	2	5532-5541	5291-5301	5788-5798	5352-5364	4617-4632
Doorant, Spirit	5	2	5542-5551	5302-5312	5799-5808	5365-5378	4633-4648
DoppelEwe	5	2	5552-5560	-	5809-5818	-	-
Doppelganger	5	2	5561-5570	5313-5323	5819-5829	5379-5391	4649-4664
Eagle, Gargantuan	5	2	5571-5580	5324-5334	5830-5839	5392-5405	4665-4681
Fly, Giant Horse-	5	3	5581-5590	5335-5345	5840-5849	5406-5418	-
Pseudo-Dragon	5	6	5591-5600	5346-5356	5850-5860	5419-5431	-
Snake, Spitting	5	7*	5601-5610	-	-	-	-
Modron: Hexahedrone	6	5	5611-5689	5357-5445	5861-5943	5432-5538	4682-4811
Ogre, Lord	6+	6	5690-5768	5446-5533	5944-6026	-	4812-4941
Giant, Verbeeg	6	3	5769-5807	5534-5577	6027-6068	5539-5591	4942-5006
Golem, Muck	6	3	5808-5847	5578-5621	6069-6109	5592-5645	5007-5071
Lunger, Crevice	6	4	5848-5886	5622-5666	6110-6151	5646-5698	5072-5136
Pseudo Undead, Ghast	6	6	5887-5926	5667-5710	6152-6192	5699-5751	5137-5201
Scorpion, Giant	6	7*	5927-5965	5711-5754	-	-	-
Spider, Giant	6	7*	5966-6005	5755-5798	6193-6234	5752-5805	-
Vaarguardian	6	8*	-	-	-	5806-5858	5202-5266
Elf, Hunter Grel	6	3	6006-6025	5799-5820	-	5859-5885	5267-5298
Jackalwere	6	4	6026-6044	-	6235-6255	-	-
Lycanthrope: Were-Boar	6	4	6045-6064	5821-5842	6256-6275	5886-5912	-
Lycanthrope: Were-Lynx	6	4	-	-	-	5913-5938	5299-5331
Repeller	6	6	6065-6084	5843-5864	6276-6296	-	-
Straw Mound	6+	7*	6085-6104	-	6297-6317	-	-
Wasp, Giant	6	8*	6105-6123	5865-5887	6318-6338	5939-5965	-
Ant Men, Shaman	6	1	6124-6133	5888-5898	6339-6348	5966-5978	-
Anti-Elemental, Air	6+	1	6134-6143	5899-5909	6349-6359	5979-5992	5332-5347
Anti-Elemental, Fire	6 +	1	6144-6153	-	-	-	5348-5363
DragonLord	6+	2	6154-6163	5910-5920	6360-6369	5993-6005	5364-5379
Grieving Herald	6	3	6164-6173	5921-5931	6370-6379	6006-6018	5380-5396
Rock Bear	6	7*	6174-6183	5932-5942	6380-6390	6019-6032	5397-5412
Sloth, Prehistoric	6	7*	-	-	6391-6400	-	-
Sylph	6	7*	6184-6193	5943-5953	6401-6411	6033-6045	5413-5428
Zombie, Brain-Eating	6	8*	6194-6202	5954-5964	6412-6421	6046-6058	5429-5444
Zombie, Flesh-Eating	6	8*	6203-6212	5965-5975	6422-6431	6059-6072	5445-5461
Zombie, Giant	6	8*	6213-6222	5976-5986	6432-6442	6073-6085	5462-5477
Scorpion, Huge	7	7*	6223-6301	5987-6074	-	-	-
Snake, Poisonous, giant	7	7*	6302-6341	6075-6118	6443-6483	6086-6138	-
Igneous Walker	7	4	6342-6360	6119-6141	6484-6504	6139-6165	5478-5509
Larantula	7	4	6361-6380	-	6505-6525	-	-
Lime Green Quivering Mass	Variable	4	6381-6400	6142-6163	6526-6546	-	-
Retch Plant	7	6	6401-6420	6164-6185	6547-6566	-	-
Toad, Ice	7	8*	6421-6439	-	-	6166-6192	5510-5542
Centaur Ant	7	2	6440-6449	6186-6196	6567-6577	-	-
Humanimals, Greater	7	4	6450-6459	6197-6207	6578-6587	6193-6205	5543-5558
Hydra: Cryo	7+	4	-	-	-	-	5559-5574
Monoceros	7	5	6460-6469	6208-6218	6588-6598	-	-
Orange Tail Plant Squaller	7	6	6470-6479	6219-6229	6599-6608	-	-
Vengeful Troubadour	7+	8*	6480-6489	6230-6240	6609-6618	6206-6219	5575-5591
Yeti	7	8*	-	-	-	-	5592-5607
Manticore, Womanticore	8	4	6490-6528	6241-6284	6619-6660	6220-6272	5608-5672
Solitary Wasp	8	7*	6529-6568	-	6661-6701	-	-
Spider, Giant Trapdoor	8	7*	6569-6607	6285-6328	6702-6743	6273-6325	-
Ashen Prowler	8	1	6608-6627	-	-	-	-
Dragon, Komodo, Dire	8	2	-	6329-6350	6744-6764	-	-
Golem, Muck, Diseased	8	3	6628-6647	6351-6373	6765-6785	6326-6352	5673-5704
Incinerator	8	4	6648-6667	6374-6395	6786-6805	6353-6379	5705-5737
Jurassic Creatures: Velociraptor	8	4	6668-6686	6396-6417	-	-	-
Mummy, Adherer	8	5	6687-6706	6418-6439	6806-6826	6380-6405	-
Triclops	8	8*	6707-6726	6440-6461	6827-6847	6406-6432	5738-5769
Beholder, Spectator	8	1	6727-6736	6462-6472	6848-6857	6433-6445	5770-5786
Doppelganger, Master	8	2	6737-6746	6473-6483	6858-6868	6446-6459	5787-5802
Gagwaller	8	3	6747-6756	6484-6494	6869-6878	6460-6472	5803-5818

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Golem Master	8+	3	6757-6765	6495-6505	6879-6888	6473-6485	5819-5834
Jaded Mannacle	8	4	6766-6775	6506-6516	6889-6899	6486-6499	5835-5851
Ram, Battering	8	6	-	-	6900-6909	6500-6512	-
Wolf, Winter	8	8*	-	-	-	-	5852-5867
Zombie, Monster	8	8*	6776-6785	6517-6527	6910-6920	6513-6525	5868-5883
Jurassic Creatures: Lambeosaurus	9	4	6786-6864	6528-6615	6921-7003	6526-6632	5884-6013
Pseudo Undead, Specter	9	6	6865-6904	6616-6660	7004-7044	6633-6686	6014-6078
Elf, Grel Cleric	9	3	6905-6923	6661-6682	7045-7065	6687-6712	6079-6111
Harpy	9	3	6924-6943	-	7066-7086	-	-
Leucrotta	9	4	-	-	7087-7107	-	-
Peryton	9	6	6944-6963	6683-6704	7108-7127	6713-6739	6112-6143
Hunched Shocker	9	4	6964-6973	6705-6715	7128-7138	6740-6752	6144-6160
Necrophidius	9	5	6974-6983	6716-6726	7139-7148	6753-6766	6161-6176
Scarecrow	9	7*	6984-6993	6727-6737	7149-7159	6767-6779	-
Tin Soldier	9	8*	6994-7002	6738-6748	-	6780-6792	6177-6192
Whip Scorpion, Giant	9	8*	7003-7012	6749-6759	7160-7169	6793-6806	-
Beetle, Giant Rhinoceros	10	1	7013-7052	6760-6803	-	-	-
Manticore, Common	10	4	7053-7091	6804-6847	7170-7211	6807-6859	6193-6257
Modron: Octahedrone	10	5	7092-7131	6848-6892	7212-7252	6860-6912	6258-6322
Bear, Northern Polar	10	1	-	-	-	-	6323-6355
Elf, Shadow Grel	10	3	7132-7151	6893-6914	7253-7273	6913-6939	6356-6387
Sloth, Greater Mossback	10	7*	-	-	7274-7294	-	-
Doppelganger, Predator	10	2	7152-7160	6915-6925	7295-7304	6940-6952	6388-6403
Golem, Blood	10	3	7161-7170	6926-6936	7305-7314	6953-6966	6404-6420
Pan-Dimensional Rover	10	6	7171-7180	6937-6947	7315-7325	6967-6979	6421-6436
Panda Bear, Trans-Planar	10	6	7181-7190	6948-6958	7326-7335	6980-6992	6437-6452
Pseudo Undead, Vampire	11	6	7191-7230	6959-7002	7336-7377	6993-7046	6453-6517
Carnagesaur	11	1	7231-7249	7003-7024	-	-	-
Cyclops, Common	11	2	7250-7269	7025-7046	7378-7398	7047-7073	6518-6550
Scorpion, Hell	11	7*	7270-7289	7047-7068	-	-	-
Seeall	11	7*	7290-7309	7069-7090	7399-7418	7074-7099	6551-6582
Ant Men, Enforcer	11	1	7310-7318	7091-7101	7419-7429	7100-7113	-
Golem, Flesh	11	3	7319-7328	7102-7112	7430-7439	7114-7126	6583-6598
Nymph	11	6	7329-7338	7113-7124	7440-7449	7127-7139	6599-6615
Skeleton, Monster	11	7*	7339-7348	7125-7135	7450-7460	7140-7153	6616-6631
Unicorn, Anhiram	11	8*	7349-7358	7136-7146	7461-7470	7154-7166	-
Basilisk, Lesser	12	1	7359-7397	7147-7190	7471-7512	7167-7219	6632-6696
Troll, Glamour	12	8*	7398-7437	7191-7234	7513-7553	7220-7273	6697-6761
Tiger Fly, Male	12	8*	7438-7457	7235-7256	7554-7574	7274-7299	-
Djinni	12	2	7458-7467	7257-7267	7575-7585	7300-7313	6762-6777
Nefarians: other: Soul Cloaker	12	5	7468-7476	7268-7278	7586-7595	7314-7326	6778-6793
Shadow Fiend	12	7*	7477-7486	7279-7289	7596-7605	7327-7339	6794-6810
Skeleton, Giant	12	7*	7487-7496	7290-7300	7606-7616	7340-7353	6811-6826
Werebird	12	8*	7497-7506	7301-7311	7617-7626	7354-7366	6827-6842
Mammoth, Wooly	13	4	7507-7585	7312-7400	7627-7709	7367-7473	6843-6972
Troll, Hill	13	8*	7586-7625	7401-7444	7710-7751	7474-7526	6973-7037
Mammoth, Ram-Horned	13	4	7626-7644	7445-7466	7752-7772	7527-7553	7038-7070
Vampire, Headlong	13	8*	7645-7664	7467-7488	7773-7792	7554-7580	7071-7102
Crypt Thing	13	2	7665-7674	7489-7499	7793-7803	7581-7593	7103-7118
Djinni, Black	13	2	7675-7684	7500-7510	7804-7813	7594-7606	7119-7135
Doppelmeister	13	2	7685-7694	7511-7521	7814-7824	7607-7620	7136-7151
Haunt	13	3	7695-7704	7522-7532	7825-7834	7621-7633	7152-7167
Snake, Amphisbaena Constrictor	13	7*	7705-7714	-	7835-7844	-	-
Teroth	13	8*	7715-7723	7533-7543	7845-7855	7634-7646	7168-7183
Toad, Doom	13	8*	7724-7733	7544-7554	7856-7865	7647-7660	-
Transposer	13	8*	7734-7743	7555-7565	7866-7875	7661-7673	7184-7200
Giant, Hill	14	3	7744-7763	7566-7587	7876-7896	7674-7700	7201-7232
Medusa, Lesser	14	4	7764-7783	7588-7609	7897-7917	7701-7726	7233-7265
Spider, Phase	14	7*	7784-7802	7610-7632	7918-7938	7727-7753	7266-7297
Bear, Blizzard	14	1	-	-	-	-	7298-7313
Doorant, Tree	14	2	7803-7812	7633-7643	7939-7948	7754-7766	7314-7330
Elemental, Earth	14+	3	7813-7822	7644-7654	7949-7959	7767-7780	7331-7346
Jann	14	4	7823-7832	7655-7665	7960-7969	7781-7793	7347-7362
Lizard, Ice	14	4	7833-7842	-	-	-	7363-7378
Skeleton, Red Eyed	14	7*	7843-7852	7666-7676	7970-7979	7794-7807	7379-7395
Taunter	14+	8*	7853-7862	7677-7687	7980-7990	7808-7820	7396-7411
Ant Men Queen	15	1	7863-7872	7688-7698	7991-8000	7821-7833	-
Arvanger, Speckled	15	1	7873-7881	7699-7709	8001-8011	-	-
Dragon, Komodo, giant	15	2	-	7710-7720	8012-8021	-	-

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Stone Guardian	15	7*	7882-7891	7721-7731	8022-8031	7834-7847	7412-7427
Swanman, Bird Maiden	15	7*	7892-7901	-	-	-	-
Lammasu, Common	16	4	7902-7921	7732-7753	8032-8052	-	-
Vampire Hordes, The	16	8*	7922-7941	7754-7775	8053-8073	7848-7873	7428-7460
Arcane Merchant	16	1	7942-7951	7776-7786	8074-8083	7874-7887	7461-7476
Chaos Corpse	Variable	2	7952-7960	7787-7797	8084-8094	7888-7900	7477-7492
Stump Horror	16	7*	7961-7970	-	8095-8104	-	-
Modron: Dodecahedrone	17	5	7971-8010	7798-7841	8105-8146	7901-7953	7493-7557
Zoolem, Hawk/Eagle	17	8*	8011-8030	7842-7863	8147-8166	7954-7980	7558-7590
Djinni, Noble	17	2	8031-8039	7864-7875	8167-8177	7981-7993	7591-7606
Golem, Clay	17	3	8040-8049	7876-7886	8178-8187	7994-8007	7607-7622
Invisible Heckler	17	4	8050-8059	7887-7897	8188-8198	8008-8020	7623-7638
Para-Elementals: Smoke	17+	6	8060-8069	7898-7908	8199-8208	8021-8033	7639-7655
Zoolem, Dawg/Monkey, etc.	17	8*	8070-8079	7909-7919	8209-8218	8034-8047	7656-7671
Goregon	18	3	8080-8099	-	8219-8239	-	-
Rabbit, Predator	18	6	8100-8118	7920-7941	8240-8260	8048-8073	7672-7703
Arvanger, Spotted	18	1	8119-8128	7942-7952	8261-8270	8074-8087	-
Elemental, Air	18+	3	8129-8138	7953-7963	8271-8281	8088-8100	7704-7720
Elemental, Fire	18+	3	8139-8148	7964-7974	8282-8291	8101-8113	7721-7736
Elemental, Water	18+	3	8149-8158	7975-7985	8292-8301	8114-8127	7737-7752
Guardian Familiar	18	3	8159-8168	7986-7996	8302-8312	8128-8140	7753-7768
Nefarians: other: Hell Hound	18+	5	8169-8178	7997-8007	8313-8322	8141-8153	7769-7785
Para-Elementals: Magma	18+	6	8179-8188	8008-8018	8323-8333	8154-8167	7786-7801
Jurassic Creatures: Stegosaurus	19	4	8189-8267	8019-8106	-	-	-
Doom Harvester	19	2	8268-8276	8107-8117	8334-8343	8168-8180	7802-7817
Golem, Gristle	19	3	8277-8286	8118-8129	8344-8353	8181-8193	7818-7833
Phantom Stalker	19	6	8287-8296	8130-8140	8354-8364	8194-8207	7834-7850
Snake, Snow Serpent	19	7*	8297-8306	-	-	-	7851-7866
Sirine	20	7*	8307-8326	8141-8162	8365-8385	-	-
Minotaur, Free Range	20	5	8327-8336	8163-8173	8386-8395	8208-8220	7867-7882
Quickwood	20	6	-	-	8396-8405	-	-
Mantis, Dire Field	21	4	8337-8356	8174-8195	8406-8426	-	-
Invisible Stalker	21	4	8357-8365	8196-8206	8427-8437	8221-8234	7883-7898
Spriggan	21	7*	8366-8375	8207-8217	8438-8447	8235-8247	7899-7915
Shriek, The	21	7*	8376-8376	8218-8218	8448-8448	8248-8248	7916-7916
Jurassic Creatures: Triceratops	22	4	8377-8455	8219-8306	-	-	-
Beholder, Gauth	22	1	8456-8475	8307-8328	8449-8469	8249-8275	7917-7948
Ogre, High Chub-Foot	22	6	8476-8495	8329-8350	8470-8489	8276-8301	7949-7981
Ogre, High Flat-Footed	22	6	8496-8515	8351-8373	8490-8510	8302-8328	7982-8013
Ogre, High Webbed-Toe	22	6	8516-8534	8374-8395	8511-8531	8329-8355	8014-8046
Bulette	22	1	8535-8544	-	8532-8541	-	-
Bulette, Hammerhead	22	1	8545-8554	-	8542-8552	-	-
Ogre, Rogue	22	6	8555-8564	8396-8406	8553-8562	8356-8368	8047-8062
Para-Elementals: Ice	22+	6	8565-8574	8407-8417	8563-8573	8369-8381	8063-8078
Sedusa	22	7*	8575-8584	8418-8428	8574-8583	-	-
Typhon	22	8*	8585-8594	8429-8439	8584-8593	8382-8395	8079-8095
Vile Shadow Fiend	22	8*	8595-8603	8440-8450	8594-8604	8396-8408	8096-8111
Ogre, High Ryngar	22	6	8604-8604	8451-8451	8605-8605	8409-8409	8112-8112
Sphinx, Gynosphinx	23	7*	8605-8624	8452-8473	-	-	-
Wind Walker	23	8*	8625-8644	8474-8495	8606-8626	8410-8436	-
Giant, Gorge	23+	3	8645-8654	8496-8506	8627-8636	8437-8449	8113-8128
Giant, Scorn	23	3	8655-8664	8507-8517	8637-8646	8450-8462	8129-8144
Snake, Humongous	23	7*	8665-8674	8518-8528	-	-	-
Treant, Undead	23	8*	8675-8683	8529-8539	8647-8657	8463-8476	8145-8161
Dao	24	2	8684-8703	8540-8561	8658-8677	8477-8502	8162-8193
Giant, Mountain	24	3	8704-8713	8562-8572	8678-8688	8503-8516	8194-8209
Spider, Gargantuan	24	7*	8714-8723	8573-8583	8689-8698	8517-8529	-
Vampire, Mulo	24	8*	8724-8733	8584-8594	8699-8709	8530-8542	8210-8226
Vampiricat	24	8*	8734-8743	8595-8605	8710-8719	8543-8556	8227-8242
Troll, Giant	25	8*	8744-8762	8606-8628	8720-8740	8557-8582	8243-8274
Zoolem, Lion/Tiger	26	8*	8763-8782	8629-8650	8741-8761	8583-8609	8275-8307
Shade	26	7*	8783-8792	8651-8661	8762-8771	8610-8623	8308-8323
Golem, Stone	27	3	8793-8802	8662-8672	8772-8781	8624-8636	8324-8339
Troll, Giant Two-Headed	27	8*	8803-8812	8673-8683	8782-8792	8637-8649	8340-8356
Vision	27	8*	8813-8822	8684-8694	8793-8802	8650-8663	8357-8372
Beholder-kin, Director	28	1	8823-8832	8695-8705	8803-8813	8664-8676	8373-8388
Naga, Guardian	28	5	8833-8841	8706-8716	8814-8823	8677-8689	8389-8404
Medusa, Greater	29	4	8842-8861	8717-8738	8824-8844	8690-8716	8405-8437
Aerial Servant	29	1	8862-8871	8739-8749	8845-8854	8717-8729	8438-8453

Name	HF	HoB	FGA.Trop.	FGB.Sub-T.	FGC.Temp.	FGD.Sub-A.	FGE.Arctic
Galeb Duhr	29+	3	8872-8881	8750-8760	8855-8865	8730-8743	8454-8469
Revenger	29	6	8882-8891	8761-8771	8866-8875	8744-8756	8470-8486
Basilisk: Dracolisk	30	1	8892-8901	8772-8782	8876-8885	8757-8769	8487-8502
Tiger Horse, Flying Albino	30	8*	-	8783-8793	8886-8896	8770-8783	-
Giant, Stone	31	3	8902-8920	8794-8815	-	-	-
Giant, Frost	31	3	8921-8930	-	-	-	8503-8518
Lammasu, Greater	31	4	8931-8940	8816-8826	8897-8906	-	-
Portal of Devouring	31	6	8941-8950	8827-8837	8907-8916	8784-8796	8519-8534
Radiation Elemental	31+	6	8951-8960	8838-8848	8917-8927	8797-8809	8535-8551
Virusentient, Giant	31	8*	8961-8970	-	8928-8937	8810-8823	-
Roc, Common	32	7*	-	8849-8870	-	-	-
Righteous Avenger	32	6	8971-8980	8871-8882	8938-8948	8824-8836	8552-8567
Vampire, Chiang-Shi	33	8*	8981-8999	8883-8904	8949-8968	8837-8863	8568-8599
Guardian Spirit	33	3	9000-9009	8905-8915	8969-8979	8864-8876	8600-8616
Ogre, Magi	33	6	9010-9019	8916-8926	8980-8989	-	-
Retriever, Reckless	33 +	6	9020-9029	8927-8937	8990-9000	8877-8889	8617-8632
Retriever, Relentless	33+	6	9030-9039	8938-8948	9001-9010	8890-8903	8633-8648
Retriever, Ruthless	33+	6	9040-9049	-	9011-9020	8904-8916	8649-8664
Beholder, Undead	34	1	9050-9059	8949-8959	9021-9031	8917-8929	8665-8681
Centipede, Huge	35	2	9060-9138	8960-9047	9032-9114	8930-9036	8682-8811
Zoolem, Horse/Deer	35	8*	9139-9157	9048-9069	9115-9135	9037-9063	8812-8843
Avenging Servant	35	1	9158-9167	9070-9080	9136-9145	9064-9076	8844-8859
Modron: Icosahedrone	36	5	9168-9187	9081-9102	9146-9166	9077-9103	8860-8892
Shedu, Lesser	36	7*	9188-9207	-	-	-	-
Stegocentipede	36	7*	9208-9217	9103-9113	9167-9176	-	-
Vampire, Empusas	37	8*	9218-9227	9114-9125	9177-9187	9104-9116	8893-8908
Squid, snow	38	7*	-	-	-	-	8909-8924
Bane Lords	39	1	9228-9237	9126-9136	9188-9197	9117-9130	8925-8941
Wyrm, Amber	40	8*	9238-9246	9137-9147	9198-9207	9131-9143	8942-8957
Festering Reaver	41	3	9247-9266	9148-9169	9208-9228	9144-9170	8958-8989
Skraagon	43	7*	9267-9286	9170-9191	-	9171-9196	8990-9022
Wyrm, Snow	43	8*	-	-	-	-	9023-9038
Basilisk, Greater	44	1	9287-9325	9192-9235	9229-9270	9197-9250	9039-9103
Skeleton Warrior	44	7*	9326-9335	9236-9246	9271-9280	9251-9263	9104-9119
Sphinx, Androsphinx	44	7*	9336-9345	9247-9257	-	-	-
Giant, Fire	45	3	9346-9365	9258-9279	9281-9301	-	-
Giant, Cloud	45	3	9366-9375	9280-9290	9302-9311	9264-9276	9120-9136
Spirit Fiend	47	7*	9376-9385	9291-9301	9312-9322	9277-9290	9137-9152
Wyrm, Bantering Snod	47	8*	-	-	-	9291-9303	9153-9168
Triceratortoise	50	8*	9386-9424	9302-9345	9323-9363	-	-
Golem, Iron	50	3	9425-9434	9346-9356	9364-9374	9304-9316	9169-9184
Sivian Banshee	51	7*	9435-9444	9357-9367	9375-9384	9317-9330	9185-9201
Death Knight	52	2	9445-9454	9368-9379	9385-9394	9331-9343	9202-9217
Elemental, Greater Periodic	53	3	9455-9464	9380-9390	9395-9405	9344-9356	9218-9233
Giant, Storm	54+	3	9465-9474	9391-9401	9406-9415	9357-9370	9234-9249
Cyclops, True	60	2	9475-9483	9402-9412	9416-9426	9371-9383	9250-9266
Roc: Ruhk	67	7*	-	9413-9423	-	-	-
Beholder-kin, Overseer	68	1	9484-9493	9424-9434	9427-9436	9384-9396	9267-9282
Death Harvester	71	2	9494-9503	9435-9445	9437-9446	9397-9410	9283-9298
Deepspawn	72	2	9504-9513	9446-9456	9447-9457	9411-9423	9299-9314
Beholder, Death Kiss	77	1	9514-9523	9457-9467	9458-9467	9424-9437	9315-9331
Thessalhydra	79	8*	9524-9543	9468-9489	9468-9488	9438-9463	9332-9363
Ki-Rin	80	4	9544-9553	9490-9500	9489-9498	9464-9477	9364-9379
Mutable Juggernaut	83	5	9554-9562	9501-9511	9499-9509	9478-9490	9380-9396
Nefarians: other: Hellephant	87	5	-	-	-	-	-
Medusa, Gorgon	102	4	9563-9563	9512-9512	9510-9510	9491-9491	9397-9397
Beholder-kin, Hive Mother	105	1	9564-9573	9513-9523	9511-9520	9492-9504	9398-9413
Modron: Prisaton	114	5	9574-9593	9524-9545	9521-9541	9505-9531	9414-9445
Demilich	114	2	9594-9603	9546-9556	9542-9551	9532-9544	9446-9462
Zarnithan	121	8*	9604-9613	9557-9567	9552-9562	9545-9558	-
Relic Devourer	125	6	9614-9614	9568-9568	9563-9563	9559-9559	9463-9463
Modron: Tetraton	128	5	9615-9634	9569-9590	9564-9583	9560-9585	9464-9495
Modron: Parallelpipeton	151	5	9635-9653	9591-9612	9584-9604	9586-9612	9496-9528
Modron: Cylindeton	159	5	9654-9663	9613-9623	9605-9615	9613-9625	9529-9544
Angel	161	1	9664-9673	9624-9635	9616-9625	9626-9639	9545-9560
Marid	163	4	9674-9683	9636-9646	9626-9635	9640-9652	9561-9576
Tiger Fly, Female	175	8*	9684-9703	9647-9668	9636-9656	9653-9679	-
Modron: Hexaton	176	5	9704-9713	9669-9679	9657-9667	9680-9692	9577-9593
Modron: Octaton	184	5	9714-9722	9680-9690	9668-9677	9693-9705	9594-9609
Modron: Decaton	196	5	9723-9732	9691-9701	9678-9687	9706-9719	9610-9625
Modron: Dodecaton	244	5	9733-9742	9702-9712	9688-9698	9720-9732	9626-9641
Ziz	245	8*	9743-9743	9713-9713	9699-9699	9733-9733	9642-9642
Overhorde	260	6	9744-9753	-	9700-9709	9734-9746	9643-9659
Dragon, Platinum	301	2	9754-9763	9714-9724	9710-9719	9747-9760	9660-9675
Dragon, Chromatic	306	2	9764-9773	9725-9735	9720-9730	9761-9773	9676-9691
Modrons: Icosaton	424	5	9774-9783	9736-9746	9731-9740	9774-9786	9692-9707
Zealot	Variable	8*	9784-9822	9747-9790	9741-9782	9787-9840	9708-9772
Dragon, Copper	Variable	2	-	-	9783-9803	-	-
Dragon, Spiny	Variable	2	9823-9842	9791-9812	9804-9823	-	-
Dragon, Swack Iron	Variable	2	9843-9862	9813-9834	9824-9844	9841-9867	9773-9805
Dragon, White	Variable	2	-	-	-	-	9806-9837
Adapter	Variable	1	9863-9872	9835-9845	9845-9855	9868-9880	9838-9854
Dispatcher	Variable	2	9873-9881	9846-9856	9856-9865	9881-9893	9855-9870
Dragon, Ancient Albino Scoria	Variable	2	9882-9891	9857-9867	9866-9875	9894-9907	9871-9886
Dragon, Blue Horny-Ridged	Variable	2	9892-9901	9868-9879	-	-	-
Dragon, Cloud	Variable	2	9902-9911	9880-9890	9876-9886	-	-
Dragon, Cloud - Salamartey individual	Variable	2	9912-9921	9891-9901	9887-9896	9908-9920	9887-9902
Dragon, Copper Slag-	Variable	2	-	-	9897-9906	-	-
Dragon, Gold	Variable	2	9922-9931	9902-9912	9907-9917	9921-9933	9903-9919
Dragon, Red	Variable	2	9932-9941	9913-9923	9918-9927	-	-
Dragon, Red-Crested Amber Bellied	Variable	2	9942-9951	9924-9934	9928-9938	9934-9947	9920-9935
Dragon, Silver	Variable	2	-	9935-9945	9939-9948	-	-
Dragon, Slag-Scaled Titanium	Variable	2	9952-9960	9946-9956	9949-9958	9948-9960	9936-9951
Dragon, Speckled	Variable	2	9961-9970	9957-9967	9959-9969	9961-9973	9952-9967
Dragon, Swack Iron (Albino)	Variable	2	9971-9980	9968-9978	9970-9979	-	-
Vagabond, Astral	Variable	8*	9981-9990	9979-9989	9980-9990	9974-9987	9968-9984
WereMimic	Variable	8*	9991-10000	9990-10000	9991-10000	9988-10000	9985-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.
** = Both High Mountains and Low Mountains of Garweeze Wurld have been combined in this random encounter table.

Terrain H. Plains Table: Day

(Roll 1d10,000)

Name	HF	HoB	HA Tropical	HB Subtropical	HC Temperate	HD Subarctic	HE Arctic
Goo, Amber	Nil	3	1-34	1-38	1-35	1-50	-
Phantom	Nil	6	35-42	39-47	36-44	51-62	1-17
Provocator	n/a	6	43-50	48-57	45-52	63-75	18-34
Rift Vortex	n/a	6	51-59	58-66	53-61	76-87	35-51
Time Elemental, Common	n/a	8*	60-67	67-76	62-70	88-100	52-68
Time Elemental, Noble	n/a	8*	68-75	77-85	71-78	101-112	69-85
Samaritans	-2	7*	76-109	86-123	79-113	113-162	86-153
Bird, Standard	-1	1	110-176	124-199	114-183	163-262	-
Beast of Burden, Horse, Riding	0	1	177-243	200-274	184-253	263-362	-
Beast of Burden: Horse, Draft	0	1	244-310	275-350	254-322	363-462	-
Beast of Burden: Mule	0	1	311-377	351-426	323-392	463-562	-
Bee, Regular	0	1	378-444	-	393-462	-	-
Beetle, Common	0	1	445-511	-	463-532	-	-
Centipede, Giant	0	2	512-578	427-502	533-601	563-661	154-289
Dawg, Wild	0	2	579-645	503-577	602-671	662-761	290-424
Orc, Orkin Wardawg	0	6	646-712	578-653	672-741	762-861	425-560
Rabbit, common	0	6	-	-	742-810	-	-
Rook: Raven, Common	0	7*	713-779	654-729	811-880	862-961	-
Scarab, common	0	7*	780-846	730-805	881-950	962-1061	-
Scorpion, common	0	7*	847-913	806-880	-	-	-
Sheep, Common	0	7*	914-980	-	951-1020	-	-
Beast of Burden, Donkey	0	1	981-1014	881-918	1021-1054	1062-1111	-
Beast of Burden: Horse, Pony	0	1	1015-1047	919-956	1055-1089	1112-1160	-
Beast of Burden: Horse, Light War	0	1	1048-1081	957-994	1090-1124	1161-1210	-
Beast of Burden: Horse, Medium War	0	1	1082-1114	995-1032	1125-1159	1211-1260	-
Beast of Burden: Horse, Wild	0	1	1115-1148	1033-1070	1160-1194	1261-1310	-
Bird: Condor	0	1	1149-1181	1071-1107	1195-1229	1311-1360	-
Bird: Falcon	0	1	1182-1215	-	1230-1264	-	-

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Bird: Flightless	0	1	1216-1248	1108-1145	1265-1298	1361-1410	-
Bird: Hawk, Large	0	1	1249-1282	-	1299-1333	-	-
Clubnek	0	2	-	-	1334-1368	-	-
Dawg, War	0	2	1283-1315	1146-1183	1369-1403	1411-1460	561-628
Fleshpecker	0	3	-	-	1404-1438	-	-
Hobgoblin	0+	4	1316-1349	1184-1221	1439-1473	1461-1510	-
Jackalope, Standard	0	4	1350-1383	-	1474-1508	-	-
Men: Pilgrim	0	5	1384-1416	1222-1259	1509-1542	1511-1560	-
Mongoose, Common	0	5	-	-	1543-1577	-	-
Obsidian Clan Commoner	0	6	1417-1450	1260-1297	-	-	-
Orc, Orkin Bandits	0	6	1451-1483	1298-1335	1578-1612	1561-1610	629-696
Parasites: Diseased	0	6	1484-1517	1336-1372	1613-1647	-	-
Rook: Raven, Huge	0	7*	1518-1550	1373-1410	1648-1682	1611-1660	-
Sheep, giant	0	7*	1551-1584	-	1683-1717	-	-
Venom Sparrow	0	8*	1585-1617	-	1718-1752	-	-
Weasel, Common	0	8*	1618-1651	-	1753-1786	-	-
Weevil, Larva	0	8*	1652-1684	1411-1448	1787-1821	-	-
Enigma Lice	0	3	1685-1701	1449-1467	1822-1839	-	-
Gnomeling	0	3	1702-1718	1468-1486	1840-1856	1661-1685	697-730
Leech, Groin	0	4	1719-1734	1487-1505	1857-1874	-	-
Magic Mouth, Common	0	4	1735-1751	1506-1524	1875-1891	1686-1710	731-764
Parasites: Magus Ticks	0	6	1752-1768	-	1892-1908	-	-
Parasites: Paralyzing Fleas	0	6	1769-1785	1525-1543	1909-1926	1711-1734	-
Rot Grub, Common	0	7*	1786-1801	1544-1562	1927-1943	1735-1759	765-798
Tiger Fly, Larva	0	8*	1802-1818	1563-1581	1944-1961	1760-1784	-
Weevil, Blood, Adult	0	8*	1819-1835	1582-1600	1962-1978	-	-
Whip Scorpion, Large	0	8*	1836-1852	1601-1619	1979-1996	1785-1809	-
Gold Bane	0	3	1853-1860	1620-1628	1997-2004	1810-1822	799-815
Hound of Ill Omen	0	4	1861-1868	1629-1637	2005-2013	1823-1834	816-832
Jurassic Creatures: Archaeopteryx	0	4	1869-1877	1638-1647	-	-	-
Magic Mocking Mouth	0	4	1878-1885	1648-1656	2014-2022	1835-1847	833-849
Magic Mouth, Rogue	0	4	1886-1894	1657-1666	2023-2030	1848-1859	850-866
Magic Mouth, Sassy	0	4	1895-1902	1667-1675	2031-2039	1860-1872	867-882
Podling	0	6	1903-1910	-	-	-	-
Rot Grub, Candy Striped	0	7*	1911-1919	1676-1685	2040-2048	1873-1884	883-899
Scarab of Seeking	0	7*	1920-1927	1686-1694	2049-2057	1885-1897	-
Seeker, Ear	0	7*	1928-1936	-	2058-2065	-	-
Seeker, Eye	0	7*	1937-1944	-	2066-2074	-	-
Seeker, Nose	0	7*	1945-1952	1695-1704	-	1898-1909	900-916
Tween	0	8*	1953-1961	1705-1713	2075-2083	1910-1922	917-933
Webbird	0	8*	1962-1969	1714-1723	-	-	-
Baboon	1	1	1970-2036	1724-1798	2084-2152	-	-
Herd Animal	1+	3	2037-2103	1799-1874	2153-2222	1923-2021	934-1069
Kangaroo, common	1	4	2104-2170	1875-1950	-	-	-
Men: Farmer/Herder	1	5	2171-2237	1951-2026	2223-2292	2022-2121	-
Orc, Orkin Lowland Pony	1	6	2238-2304	-	2293-2362	-	-
Spider, Large	1	7*	2305-2371	2027-2101	2363-2431	2122-2221	-
Toad, Giant	1	8*	2372-2438	2102-2177	2432-2501	2222-2321	-
Zebra, Common	1	8*	-	2178-2253	2502-2571	-	-
Aarakian Worker	1	1	2439-2472	2254-2291	2572-2605	2322-2371	1070-1137
Aarnz Hound	1	1	2473-2505	2292-2328	2606-2640	2372-2421	-
Babbler, Cantakerous	1	1	2506-2539	2329-2366	2641-2675	2422-2471	1138-1205
Baboon-Man	1	1	2540-2572	-	2676-2710	-	-
Beaked Terror	1	1	2573-2606	2367-2404	2711-2745	2472-2521	1206-1273
Beast of Burden: Horse, Heavy War	1	1	2607-2639	2405-2442	2746-2780	2522-2570	-
Butterfly, Steed/Mount	1	1	2640-2673	-	-	-	-
Cat, Small: Wild	1	2	2674-2706	2443-2480	2781-2815	2571-2620	-
Dwarf, Gully	1	2	2707-2740	2481-2518	2816-2849	2621-2670	1274-1341
Elf, Half-	1	3	2741-2773	2519-2556	2850-2884	2671-2720	1342-1409
Ferret, Man-Eating	1	3	-	-	2885-2919	-	-
Goat	1	3	2774-2807	-	2920-2954	-	-
Halfling, Hairfoot	1	3	2808-2840	2557-2593	2955-2989	2721-2770	-
Kangaroo Flea, Giant	1	4	-	-	2990-3024	-	-
Lamprey, Land	1	4	2841-2874	-	3025-3059	-	-
Men: Caravan Guard	1	5	2875-2907	2594-2631	3060-3093	2771-2820	1410-1476
Men: Cavalry	1+	5	2908-2941	2632-2669	3094-3128	2821-2870	1477-1544
Men: Farmer, Burly	1	5	2942-2975	2670-2707	3129-3163	-	-
Men: Soldier	1	5	2976-3008	2708-2745	3164-3198	2871-2920	1545-1612
Monkey, Ice	1	5	-	-	-	2921-2970	1613-1680

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Pixie: Hybrid-Pixies: Leprosychan	1	6	3009-3042	-	3199-3233	-	-
Porcupine, common	1	6	3043-3075	2746-2783	3234-3268	-	-
Rabbit, giant	1	6	-	-	3269-3303	-	-
Ram	1	6	-	-	3304-3337	2971-3020	-
ScareRaven	1	7*	-	-	3338-3372	-	-
Spider, Tarantubat	1	7*	3076-3109	2784-2821	3373-3407	3021-3070	1681-1748
Toad, Poisonous	1	8*	3110-3142	2822-2858	3408-3442	3071-3120	-
Viper, Spit	1	8*	3143-3176	2859-2896	3443-3477	-	-
Worm, Canker	1	8*	-	-	3478-3512	-	-
Ant Men, Workers	1	1	3177-3192	2897-2915	3513-3529	3121-3144	-
Ant, Giant	1+	1	3193-3209	-	3530-3547	-	-
Beetle: Goldbug	1	1	3210-3226	2916-2934	3548-3564	3145-3169	1749-1782
Blue Throttle	1	1	3227-3243	-	3565-3581	-	-
Brain Mite, Carnivorous	1	1	3244-3259	2935-2953	3582-3599	3170-3194	-
Gnome Titans	1	3	3260-3276	2954-2972	3600-3616	3195-3219	1783-1816
Gnome, Feral	1	3	3277-3293	2973-2991	3617-3634	3220-3244	1817-1850
Grynurian Monk	1	3	3294-3310	2992-3010	-	-	-
Jarvin-taur	1	4	3311-3326	3011-3029	3635-3651	-	-
Lizard-Newt, Pygmy	1	4	3327-3343	3030-3048	-	-	-
Men: Berserker/Dervish	1	5	3344-3360	3049-3067	3652-3669	3245-3269	1851-1884
Men: Gypsy	1+	5	3361-3377	3068-3086	3670-3686	-	-
Men: Tribesman	1	5	3378-3393	3087-3105	3687-3703	3270-3294	1885-1918
Packasite	1	6	3394-3410	3106-3123	3704-3721	3295-3319	1919-1952
Rook: Raven, Giant	1	7*	3411-3427	3124-3142	3722-3738	3320-3344	-
Rot Grub, giant	1	7*	3428-3444	3143-3161	3739-3756	3345-3369	1953-1986
Scarab, giant	1	7*	3445-3460	3162-3180	3757-3773	3370-3394	-
Skink, Fink	1	7*	3461-3477	-	3774-3791	-	-
Sprite, Common	1	7*	3478-3494	3181-3199	3792-3808	3395-3419	-
Sprite, Spite	1	7*	3495-3511	3200-3218	3809-3825	3420-3444	1987-2020
Walking Stick, giant	1	8*	3512-3528	3219-3237	3826-3843	-	-
Anthraxian	1	1	3529-3536	3238-3246	3844-3852	-	-
Attention Grabber	1	1	3537-3544	3247-3256	3853-3860	3445-3456	2021-2037
Avianderthal	1	1	-	-	3861-3869	-	-
Black Poppy	1	1	3545-3553	3257-3265	3870-3878	3457-3469	-
Jackalope, Pronghare	1	4	3554-3561	-	3879-3886	-	-
Men: Adventurer	1+	5	3562-3569	3266-3275	3887-3895	3470-3481	2038-2054
Men: Cleric	1+	5	3570-3578	3276-3284	3896-3904	3482-3494	2055-2070
Men: Hermit	1	5	3579-3586	3285-3294	3905-3913	3495-3506	2071-2087
Men: Wild men	1+	5	3587-3595	3295-3303	3914-3921	3507-3519	2088-2104
Rabid Hummingbirds	1	6	-	-	3922-3930	-	-
Skeleton, Animal	1	7*	3596-3603	3304-3313	3931-3939	3520-3531	2105-2121
Sprite, Grig	1	7*	3604-3611	3314-3322	3940-3947	-	-
Beast of Burden, Ox	2	1	3612-3678	3323-3398	3948-4017	3532-3631	-
Jurassic Creatures: Camptosaurus	2	4	3679-3745	3399-3474	-	-	-
Ogre, Common	2+	6	3746-3812	-	-	-	-
Ogre, Trash	2+	6	3813-3879	3475-3549	4018-4087	3632-3731	2122-2257
Spider, Huge	2	7*	3880-3946	3550-3625	4088-4157	3732-3831	-
Stag, Common	2	7*	-	-	4158-4226	-	-
Babbler, Incessant	2	1	3947-3980	3626-3663	4227-4261	3832-3881	2258-2325
Bear, Cave	2	1	3981-4013	3664-3701	4262-4296	3882-3931	2326-2393
Bovinians	2	1	-	-	4297-4331	-	-
Crouching Hopper	2	2	4014-4047	3702-3739	4332-4366	-	-
Kangaroo, Marauding	2	4	4048-4081	3740-3777	-	-	-
Lizard, Giant	2	4	-	-	4367-4401	-	-
Monkey, Musk	2	5	4082-4114	3778-3814	-	-	-
Moose, War	2	5	-	-	4402-4435	-	-
Obsidian Clan Warrior	2 +	6	4115-4148	3815-3852	-	-	-
Ogre, Hedge	2+	6	4149-4181	3853-3890	4436-4470	3932-3981	2394-2461
Panda Bear, Common	2	6	-	3891-3928	-	-	-
Pig, Blood	2	6	-	-	4471-4505	-	-
Pig, Wild	2	6	-	-	4506-4540	-	-
Pitbulls	2	**	4182-4215	-	4541-4575	-	-
Pseudo-Undead, Ghoul	2	6	4216-4248	3929-3966	4576-4610	3982-4030	2462-2529
Snake, Poisonous	2	7*	4249-4282	3967-4004	4611-4645	4031-4080	2530-2597
Aarakian Warrior	2	1	4283-4298	4005-4023	4646-4662	4081-4105	2598-2631
Ant Hunter	2	1	-	4024-4042	4663-4679	-	-
Beast Shaman	Variable	1	4299-4315	4043-4060	4680-4697	4106-4130	2632-2664
Bee, Giant Worker	2	1	4316-4332	-	4698-4714	-	-
Blink Dawg	2	1	-	-	4715-4732	-	-

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Elf, Grel Mages	2	3	4333-4349	4061-4079	4733-4749	4131-4155	2665-2698
Goat, Giant	2	3	-	-	4750-4767	-	-
Golem, Puppet	2	3	4350-4365	4080-4098	4768-4784	4156-4180	2699-2732
Hippogriff	2	3	4366-4382	4099-4117	4785-4801	4181-4205	2733-2766
Hoar Fox	2	4	-	-	-	4206-4230	2767-2800
Kangarai Warrior	2	4	4383-4399	4118-4136	4802-4819	-	-
Monkey, Flying	2	5	4400-4416	4137-4155	4820-4836	4231-4255	2801-2834
Obsidian Clan Shaman	2 +	6	4417-4432	4156-4174	-	-	-
Ogre, Half	2	6	4433-4449	4175-4193	4837-4854	4256-4280	2835-2868
Porcupine, Poison	2	6	4450-4466	4194-4212	4855-4871	-	-
Skeleton, Animated	2	7*	4467-4483	4213-4231	4872-4889	4281-4305	2869-2902
Skeleton, Screaming	2	7*	4484-4499	4232-4250	4890-4906	4306-4330	2903-2936
Skink, Blink	2	7*	4500-4516	-	4907-4923	-	-
Stone Warblers	2	7*	4517-4533	4251-4269	4924-4941	4331-4355	2937-2970
Weasel, Giant	2	8*	-	-	4942-4958	-	-
Whip Scorpion, Huge	2	8*	4534-4550	4270-4288	4959-4976	4356-4380	-
Aarakian Brood Watcher	2	1	4551-4558	4289-4297	4977-4984	4381-4392	2971-2987
Ant Men, Red Fire	Variable	1	4559-4566	4298-4307	-	-	-
Astral Searcher	2	1	4567-4575	4308-4316	4985-4993	4393-4405	2988-3004
Carcass Seether	2	1	4576-4583	-	4994-5002	-	-
Golem, Guardian	2	3	4584-4592	4317-4325	5003-5011	4406-4417	3005-3021
Grig	2	3	-	4326-4335	5012-5019	-	-
Ice Fiend	2	4	4593-4600	-	-	-	3022-3038
Iron Cobra	2	4	4601-4608	4336-4344	5020-5028	4418-4430	3039-3055
Pixie-Liches	2	6	4609-4617	-	5029-5037	-	-
Pixies, Mirror	2	6	4618-4625	-	5038-5045	-	-
Sword, Perpetual	2+	7*	4626-4634	4345-4354	-	4431-4442	3056-3072
Zombie, Talking	2	8*	4635-4642	4355-4363	5046-5054	4443-4455	-
Jurassic Creatures: Pteranodon	3	4	4643-4709	4364-4439	5055-5124	4456-4555	3073-3208
Modron: Tetrahedrone	3	5	4710-4776	4440-4515	5125-5194	4556-4654	3209-3343
Buffalo/Bison	3	1	4777-4809	4516-4553	-	-	-
Cattle, Wild	3	2	4810-4843	-	-	-	-
Elven Pony	3	3	4844-4877	-	5195-5228	-	-
Jurassic Creatures: Ankylosaurus	3	4	4878-4910	4554-4591	5229-5263	4655-4704	3344-3411
Jurassic Creatures: Dimetrodon	3+	4	4911-4944	4592-4628	-	-	-
Kenku	3+	4	4945-4977	4629-4666	5264-5298	4705-4754	3412-3479
Lycanthrope: Were-Rat	3	4	4978-5011	4667-4704	5299-5333	4755-4804	3480-3547
Pseudo Undead, Wight	3	6	5012-5044	4705-4742	5334-5368	4805-4854	3548-3615
Scorpion, Large	3	7*	5045-5078	4743-4780	-	-	-
Tree Buffalo	3	8*	-	-	5369-5403	-	-
Water Buffalo, Marauding	3	8*	-	-	5404-5438	-	-
Ape Shaman Warrior	3	1	5079-5094	-	-	-	-
Coffer Corpse	3	2	5095-5111	4781-4799	5439-5455	4855-4879	3616-3649
Creeper, Purple Howling	3	2	5112-5128	4800-4818	5456-5472	-	-
Gnomish Doom Lord	3	3	5129-5145	-	5473-5490	-	-
Gorangatan	3	3	5146-5161	4819-4837	-	-	-
Gut Waller Serpent	3+	3	5162-5178	4838-4856	-	-	-
Humanimals, Lesser	3	4	5179-5195	4857-4874	5491-5507	4880-4904	3650-3683
Pit Howler	3	6	5196-5212	4875-4893	5508-5525	4905-4929	3684-3717
Porcupine Warrior	3	6	5213-5228	4894-4912	5526-5542	-	-
Samurai Jackal	3 +	7*	5229-5245	4913-4931	5543-5560	4930-4954	3718-3751
Shocker	3	7*	5246-5262	4932-4950	5561-5577	4955-4979	3752-3785
Skink, Mink	3	7*	5263-5279	-	-	-	3786-3819
Snow Beasts	3	7*	5280-5295	-	-	-	3820-3852
Toucan, Hornbilled Terror	3	8*	5296-5312	4951-4969	5578-5594	-	-
Troll, Ice	3	8*	5313-5329	-	-	-	3853-3886
Urchin, Land	3	8*	5330-5346	4970-4988	5595-5612	4980-5004	3887-3920
Waryur, Lowland	3	8*	5347-5362	4989-5007	5613-5629	-	-
Aarakian Queen Mother	3	1	5363-5371	5008-5016	5630-5638	5005-5016	3921-3937
Barbarian, warrior	3	1	5372-5379	5017-5026	5639-5647	5017-5029	3938-3954
Bee, Giant Soldier	3	1	5380-5388	-	5648-5655	-	-
Death's Minions	3	2	5389-5396	5027-5035	5656-5664	5030-5041	3955-3971
Elf, Grugach	3	3	5397-5404	5036-5045	5665-5673	5042-5054	3972-3988
Enveloper	3+	3	5405-5413	5046-5054	5674-5682	5055-5066	3989-4005
Gouger, Fanged	3	3	5414-5421	-	-	-	-
Insidious Ichor	3	4	5422-5430	5055-5064	5683-5690	5067-5079	-
Slapping Durnkin	3	7*	5431-5438	5065-5073	5691-5699	5080-5091	4006-4022
Vortex	3	8*	5439-5446	-	-	-	-
Walker	3	8*	5447-5455	5074-5083	5700-5708	5092-5104	4023-4039

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Pig, giant	4	6	-	-	5709-5777	-	-
Bison'vyders	4	1	-	5084-5121	5778-5812	5105-5153	-
Cat, Great: Cheetah	4	1	5456-5488	5122-5158	-	-	-
Dragon, Komodo	4	2	-	5159-5196	5813-5847	-	-
Snake, Constrictor, Giant	4	7*	5489-5522	5197-5234	-	-	-
Trollkin Auxiliaries	4+	8*	5523-5555	5235-5272	5848-5882	5154-5203	4040-4107
Ape, Carnivorous	4	1	5556-5572	5273-5291	-	-	-
Bat, Azmyth	4	1	5573-5589	5292-5310	5883-5899	5204-5228	-
Beetle, Carnage	4	1	5590-5605	5311-5329	5900-5917	5229-5253	4108-4141
Gorphin	4	3	5606-5622	-	5918-5934	-	-
Jurassic Creatures: Deinonychus	4	4	5623-5639	5330-5348	-	-	-
Luck Eater	4	4	5640-5656	5349-5367	5935-5952	5254-5278	4142-4175
Raging Bucentaurus	4	6	-	-	5953-5969	-	-
Serpentine	4	7*	5657-5672	5368-5386	-	-	-
Stag, Giant	4	7*	-	-	5970-5987	-	-
Vampire Hound	4	8*	5673-5689	5387-5404	5988-6004	5279-5303	4176-4209
Beholder-kin, Lensman	4	1	5690-5698	5405-5414	6005-6013	5304-5316	4210-4226
Beholder-kin, Watcher	4	1	5699-5706	5415-5423	6014-6021	5317-5328	4227-4243
Centipede, Megalo-	4	2	5707-5714	5424-5433	6022-6030	5329-5341	4244-4260
Disenchanter	4	2	5715-5723	5434-5442	6031-6039*	5342-5353	4261-4277
Huecuva	4	4	5724-5731	5443-5452	6040-6048	5354-5366	-
Liontaur	4	4	5732-5740	5453-5461	-	-	-
Mud Man	4	5	5741-5748	5462-5471	6049-6056	-	-
Undead, Eye of Fear	4	8*	5749-5756	5472-5480	6057-6065	5367-5378	-
Weasel, Manu	4	8*	5757-5765	-	-	-	-
Pseudo Undead, Wraith	5	6	5766-5798	5481-5518	6066-6100	5379-5428	4278-4345
Snake Man	5	7*	5799-5832	-	-	-	-
Bee, Giant Bumble-	5	1	5833-5848	-	6101-6117	-	-
Mongoose, Giant	5	5	-	-	6118-6135	-	-
Orc, Orkin Witch Doctor	5+	6	5849-5865	5519-5537	6136-6152	5429-5453	4346-4379
Porcupine, Giant	5	6	5866-5882	5538-5556	6153-6170	-	-
Slithering Slasher	5	7*	5883-5899	5557-5575	6171-6187	-	-
Vampire Thrall	5+	8*	5900-5915	5576-5594	6188-6204	5454-5478	4380-4412
Zebotaur	5	8*	-	5595-5613	6205-6222	-	-
Anti-Elemental, Water	5+	1	5916-5924	5614-5622	6223-6231	5479-5490	4413-4429
Cataplasm	5	2	5925-5932	5623-5632	6232-6239	5491-5503	4430-4446
Doorant, Spirit	5	2	5933-5941	5633-5641	6240-6248	5504-5515	4447-4463
DoppelEwe	5	2	5942-5949	-	6249-6257	-	-
Doppelganger	5	2	5950-5957	5642-5651	6258-6265	5516-5528	4464-4480
Fly, Giant Horse-	5	3	5958-5966	5652-5660	6266-6274	5529-5540	-
Mantrap	5+	4	5967-5974	-	-	-	-
Pseudo-Dragon	5	6	5975-5983	5661-5670	6275-6283	5541-5553	-
Snake, Spitting	5	7*	5984-5991	-	-	-	-
Modron: Hexahedrone	6	5	5992-6058	5671-5745	6284-6353	5554-5653	4481-4616
Ogre, Lord	6+	6	6059-6125	5746-5821	6354-6422	-	4617-4752
Rhinoceros, One Horn	6	6	6126-6192	5822-5897	-	-	-
Golem, Muck	6	3	6193-6226	5898-5935	6423-6457	5654-5703	4753-4820
Pseudo Undead, Ghast	6	6	6227-6259	5936-5972	6458-6492	5704-5752	4821-4888
Scorpion, Giant	6	7*	6260-6293	5973-6010	-	-	-
Spider, Giant	6	7*	6294-6326	6011-6048	6493-6527	5753-5802	-
Wolverine	6	8*	-	-	-	5803-5852	4889-4956
Elf, Hunter Grel	6	3	6327-6343	6049-6067	-	5853-5877	4957-4990
Jackalwere	6	4	6344-6360	-	6528-6544	-	-
Lycanthrope: Were-Boar	6	4	6361-6376	6068-6086	6545-6562	5878-5902	-
Lycanthrope: Were-Lynx	6	4	-	-	-	5903-5927	4991-5023
Repeller	6	6	6377-6393	6087-6105	6563-6579	-	-
Straw Mound	6+	7*	6394-6410	-	6580-6597	-	-
Wasp, Giant	6	8*	6411-6427	6106-6124	6598-6614	5928-5952	-
Yakitani	6	8*	-	6125-6143	6615-6631	-	-
Ant Men, Shaman	6	1	6428-6435	6144-6152	6632-6640	5953-5965	-
Anti-Elemental, Air	6+	1	6436-6443	6153-6162	6641-6649	5966-5977	5024-5040
Anti-Elemental, Fire	6 +	1	6444-6452	-	-	-	5041-5057
DragonLord	6+	2	6453-6460	6163-6171	6650-6658	5978-5990	5058-5074
Grieving Herald	6	3	6461-6468	6172-6181	6659-6666	5991-6002	5075-5091
Sloth, Prehistoric	6	7*	-	-	6667-6675	-	-
Zombie, Brain-Eating	6	8*	6469-6477	6182-6190	6676-6684	6003-6014	5092-5108
Zombie, Flesh-Eating	6	8*	6478-6485	6191-6200	6685-6692	6015-6027	5109-5125
Zombie, Giant	6	8*	6486-6494	6201-6209	6693-6701	6028-6039	5126-5142
Mastodon	7	4	6495-6561	6210-6285	6702-6771	6040-6139	-

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Rhinoceros, Two Horn	7	6	6562-6628	6286-6360	6772-6841	6140-6239	5143-5278
Scorpion, Huge	7	7*	6629-6695	6361-6436	-	-	-
Cat, Great: Common Lion	7	1	6696-6728	6437-6474	-	-	-
Snake, Poisonous, giant	7	7*	6729-6762	6475-6512	6842-6875	6240-6289	-
Bolter	7	1	6763-6779	6513-6531	6876-6893	6290-6314	5279-5312
Larantula	7	4	6780-6795	-	6894-6910	-	-
Lime Green Quivering Mass	Variable	4	6796-6812	6532-6550	6911-6928	-	-
Retch Plant	7	6	6813-6829	6551-6569	6929-6945	-	-
Toad, Ice	7	8*	6830-6846	-	-	6315-6339	5313-5346
Centaur Ant	7	2	6847-6854	6570-6578	6946-6954	-	-
Humanimals, Greater	7	4	6855-6862	6579-6588	6955-6963	6340-6351	5347-5363
Hydra: Cryo	7+	4	-	-	-	-	5364-5380
Monoceros	7	5	6863-6871	6589-6597	6964-6971	-	-
Orange Tail Plant Squaller	7	6	6872-6879	6598-6607	6972-6980	-	-
Vengeful Troubadour	7+	8*	6880-6887	6608-6616	6981-6989	6352-6364	5381-5397
Rhinoceros, Wooly	8	6	-	-	-	6365-6464	-
Manticore, Womanticore	8	4	6888-6921	6617-6654	6990-7024	6465-6514	5398-5465
Solitary Wasp	8	7*	6922-6954	-	7025-7058	-	-
Spider, Giant Trapdoor	8	7*	6955-6988	6655-6692	7059-7093	6515-6564	-
Cat, Great: Spotted Lion	8	1	6989-7005	6693-6711	-	-	-
Dragon, Komodo, Dire	8	2	-	6712-6730	7094-7111	-	-
Golem, Muck, Diseased	8	3	7006-7021	6731-6749	7112-7128	6565-6588	5466-5499
Jurassic Creatures: Velociraptor	8	4	7022-7038	6750-6767	-	-	-
Wolverine, Giant	8	8*	-	-	-	6589-6613	5500-5533
Zorbo	8	8*	-	-	7129-7146	-	-
Beholder, Spectator	8	1	7039-7047	6768-6777	7147-7154	6614-6626	5534-5550
Doppelganger, Master	8	2	7048-7055	6778-6786	7155-7163	6627-6638	5551-5567
Gagwaller	8	3	7056-7063	6787-6796	7164-7172	6639-6651	5568-5584
Golem Master	8+	3	7064-7072	6797-6805	7173-7180	6652-6663	5585-5600
Jaded Mannacle	8	4	7073-7080	6806-6815	7181-7189	6664-6676	5601-5617
Ram, Battering	8	6	-	-	7190-7198	6677-6688	-
Wolf, Winter	8	8*	-	-	-	-	5618-5634
Zombie, Monster	8	8*	7081-7089	6816-6824	7199-7207	6689-6701	5635-5651
Jurassic Creatures: Lambeosaurus	9	4	7090-7156	6825-6900	7208-7276	6702-6801	5652-5787
Pseudo Undead, Specter	9	6	7157-7189	6901-6938	7277-7311	6802-6851	5788-5855
War-Hawg	9	8*	-	-	7312-7346	-	-
Elf, Grel Cleric	9	3	7190-7206	6939-6957	7347-7363	6852-6875	5856-5889
Harpy	9	3	7207-7223	-	7364-7381	-	-
Leucrotta	9	4	-	-	7382-7398	-	-
Oliphant, Wild	9	6	-	-	7399-7416	6876-6900	-
Pod Plant, Malicious	9	6	7224-7239	-	-	-	-
Predacat	9	6	-	6958-6976	-	-	-
Centisteed	9	2	-	-	7417-7424	-	-
Cockatrice: Polylisk	9	2	7240-7248	6977-6985	7425-7433	6901-6913	5890-5906
Necrophidius	9	5	7249-7256	6986-6995	7434-7442	6914-6925	5907-5923
Scarecrow	9	7*	7257-7264	6996-7004	7443-7451	6926-6938	-
Tin Soldier	9	8*	7265-7273	7005-7014	-	6939-6950	5924-5940
Whip Scorpion, Giant	9	8*	7274-7281	7015-7023	7452-7459	6951-6963	-
Elephant, Small-Eared	10	3	7282-7348	7024-7099	7460-7529	6964-7063	5941-6076
Manticore, Common	10	4	7349-7382	7100-7137	7530-7564	7064-7113	6077-6144
Modron: Octahedrone	10	5	7383-7415	7138-7174	7565-7599	7114-7162	6145-6211
Bear, Northern Polar	10	1	-	-	-	-	6212-6245
Elf, Shadow Grel	10	3	7416-7432	7175-7193	7600-7616	7163-7187	6246-6279
Sloth, Greater Mossback	10	7*	-	-	7617-7633	-	-
Doppelganger, Predator	10	2	7433-7440	7194-7203	7634-7642	7188-7200	6280-6296
Golem, Blood	10	3	7441-7449	7204-7212	7643-7651	7201-7212	6297-6313
Pan-Dimensional Rover	10	6	7450-7457	7213-7222	7652-7660	7213-7225	6314-6330
Panda Bear, Trans-Planar	10	6	7458-7466	7223-7231	7661-7668	7226-7237	6331-6347
Elephant, Standard	11	3	7467-7533	7232-7307	-	-	-
Cockatrice	11	2	7534-7566	7308-7345	7669-7703	7238-7287	6348-6415
Pseudo Undead, Vampire	11	6	7567-7600	7346-7383	7704-7738	7288-7337	6416-6483
Carnagesaur	11	1	7601-7616	7384-7402	-	-	-
Cyclops, Common	11	2	7617-7633	7403-7421	7739-7755	7338-7362	6484-6517
Scorpion, Hell	11	7*	7634-7650	7422-7439	-	-	-
Seeall	11	7*	7651-7667	7440-7458	7756-7773	7363-7387	6518-6551
Ant Men, Enforcer	11	1	7668-7675	7459-7468	7774-7782	7388-7400	-
Golem, Flesh	11	3	7676-7683	7469-7477	7783-7790	7401-7412	6552-6568
Nymph	11	6	7684-7692	7478-7487	7791-7799	7413-7425	6569-6585
Skeleton, Monster	11	7*	7693-7700	7488-7496	7800-7808	7426-7437	6586-6602

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Basilisk, Lesser	12	1	7701-7734	7497-7534	7809-7843	7438-7487	6603-6670
Elephant, Club Trunked	12	3	7735-7767	7535-7572	7844-7877	7488-7537	6671-6738
Troll, Glamour	12	8*	7768-7801	7573-7610	7878-7912	7538-7587	6739-6805
Tiger Fly, Male	12	8*	7802-7817	7611-7629	7913-7930	7588-7612	-
Zebra, Zebricorn	12	8*	7818-7834	7630-7648	7931-7947	7613-7637	6806-6839
Djinni	12	2	7835-7843	7649-7657	7948-7956	7638-7649	6840-6856
Nefarians: other: Soul Cloaker	12	5	7844-7851	7658-7667	7957-7965	7650-7662	6857-6873
Shadow Fiend	12	7*	7852-7859	7668-7676	7966-7973	7663-7674	6874-6890
Skeleton, Giant	12	7*	7860-7868	7677-7686	7974-7982	7675-7687	6891-6907
Werebird	12	8*	7869-7876	7687-7695	7983-7991	7688-7699	6908-6924
Mammoth, Wooly	13	4	7877-7943	7696-7771	7992-8060	7700-7799	6925-7060
Chimera	13	2	7944-7960	7772-7790	8061-8078	-	-
Mammoth, Ram-Horned	13	4	7961-7977	7791-7809	8079-8095	7800-7824	7061-7094
Vampire, Headlong	13	8*	7978-7993	7810-7828	8096-8113	7825-7849	7095-7128
Crypt Thing	13	2	7994-8002	7829-7837	8114-8121	7850-7861	7129-7145
Djinni, Black	13	2	8003-8010	7838-7846	8122-8130	7862-7874	7146-7162
Doppelmeister	13	2	8011-8019	7847-7856	8131-8139	7875-7886	7163-7179
Haunt	13	3	8020-8027	7857-7865	8140-8148	7887-7899	7180-7196
Snake, Amphisbaena Constrictor	13	7*	8028-8035	-	8149-8156	-	-
Teroth	13	8*	8036-8044	7866-7875	8157-8165	7900-7911	7197-7213
Toad, Doom	13	8*	8045-8052	7876-7884	8166-8174	7912-7924	-
Transposer	13	8*	8053-8060	7885-7894	8175-8182	7925-7936	7214-7230
Zebra, Zegasus	13	8*	-	7895-7903	8183-8191	-	-
Medusa, Lesser	14	4	8061-8077	7904-7922	8192-8209	7937-7961	7231-7264
Minotaur, Tauridon/Tarusian	14	5	-	-	8210-8226	-	-
Spider, Phase	14	7*	8078-8094	7923-7941	8227-8243	7962-7986	7265-7298
Doorant, Tree	14	2	8095-8102	7942-7951	8244-8252	7987-7998	7299-7315
Elemental, Earth	14+	3	8103-8111	7952-7960	8253-8261	7999-8011	7316-7332
Jann	14	4	8112-8119	7961-7969	8262-8270	8012-8023	7333-7349
Lizard, Ice	14	4	8120-8128	-	-	-	7350-7365
Skeleton, Red Eyed	14	7*	8129-8136	7970-7979	8271-8278	8024-8036	7366-7382
Taunter	14+	8*	8137-8144	7980-7988	8279-8287	8037-8048	7383-7399
Elephant, SabreToothed	15	3	8145-8161	7989-8007	8288-8304	8049-8073	7400-7433
Thri-Kreen	15	8*	8162-8178	8008-8026	8305-8322	-	-
Ant Men Queen	15	1	8179-8186	8027-8036	8323-8331	8074-8086	-
Arvanger, Speckled	15	1	8187-8195	8037-8045	8332-8339	-	-
Chimera: Shymera	15	2	8196-8203	8046-8055	8340-8348	-	-
Dragon, Komodo, giant	15	2	-	8056-8064	8349-8357	-	-
Oliphant, War	15	6	-	-	8358-8365	8087-8098	-
Stone Guardian	15	7*	8204-8211	8065-8074	8366-8374	8099-8111	7434-7450
Strangle Plant, Tomato	16	7*	-	-	8375-8409	-	-
Lammasu, Common	16	4	8212-8228	8075-8093	8410-8426	-	-
Nefarians: other: Hell cat	16	5	8229-8245	8094-8111	8427-8444	8112-8136	7451-7484
Vampire Hordes, The	16	8*	8246-8262	8112-8130	8445-8461	8137-8161	7485-7518
Arcane Merchant	16	1	8263-8270	8131-8140	8462-8470	8162-8173	7519-7535
Chaos Corpse	Variable	2	8271-8278	8141-8149	8471-8479	8174-8186	7536-7552
Stump Horror	16	7*	8279-8287	-	8480-8487	-	-
Modron: Dodecahedrone	17	5	8288-8320	8150-8187	8488-8522	8187-8236	7553-7620
Cockatrice: Cryolisk	17	2	8321-8337	8188-8206	8523-8540	8237-8261	7621-7654
Cockatrice: Pyrolisk	17	2	8338-8354	8207-8225	8541-8557	8262-8285	7655-7688
Zoolem, Hawk/Eagle	17	8*	8355-8370	8226-8244	8558-8575	8286-8310	7689-7722
Djinni, Noble	17	2	8371-8379	8245-8253	8576-8583	8311-8323	7723-7739
Golem, Clay	17	3	8380-8387	8254-8263	8584-8592	8324-8335	7740-7756
Invisible Heckler	17	4	8388-8396	8264-8272	8593-8601	8336-8348	7757-7773
Para-Elementals: Ooze	17+	6	8397-8404	8273-8282	8602-8609	8349-8360	7774-7790
Para-Elementals: Smoke	17+	6	8405-8412	8283-8291	8610-8618	8361-8373	7791-7807
Zoolem, Dawg/Monkey, etc.	17	8*	8413-8421	8292-8301	8619-8627	8374-8385	7808-7824
Goregon	18	3	8422-8438	-	8628-8644	-	-
Rabbit, Predator	18	6	8439-8454	8302-8320	8645-8662	8386-8410	7825-7858
Arvanger, Spotted	18	1	8455-8463	8321-8329	8663-8670	8411-8423	-
Elemental, Air	18+	3	8464-8471	8330-8339	8671-8679	8424-8435	7859-7875
Elemental, Fire	18+	3	8472-8479	8340-8348	8680-8688	8436-8448	7876-7892
Elemental, Water	18+	3	8480-8488	8349-8358	8689-8697	8449-8460	7893-7909
Hubrisite	18	4	8489-8496	8359-8367	8698-8705	8461-8473	7910-7926
Nefarians: other: Hell Hound	18+	5	8497-8505	8368-8376	8706-8714	8474-8485	7927-7942
Jurassic Creatures: Stegosaurus	19	4	8506-8572	8377-8452	-	-	-
Gummy Fiend	19	3	-	-	8715-8731	-	-
Doom Harvester	19	2	8573-8580	8453-8462	8732-8740	8486-8498	7943-7959
Giant, Prairie	19	3	8581-8588	8463-8471	8741-8749	8499-8510	7960-7976

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Golem, Gristle	19	3	8589-8597	8472-8481	8750-8758	8511-8523	7977-7993
Phantom Stalker	19	6	8598-8605	8482-8490	8759-8766	8524-8535	7994-8010
Snake, Snow Serpent	19	7*	8606-8613	-	-	-	8011-8027
Sirine	20	7*	8614-8630	8491-8509	8767-8784	-	-
Minotaur, Free Range	20	5	8631-8639	8510-8518	8785-8792	8536-8548	8028-8044
Quickwood	20	6	-	-	8793-8801	-	-
Mantis, Dire Field	21	4	8640-8655	8519-8537	8802-8819	-	-
Invisible Stalker	21	4	8656-8664	8538-8547	8820-8827	8549-8560	8045-8061
Spriggan	21	7*	8665-8672	8548-8556	8828-8836	8561-8572	8062-8078
Shriek, The	21	7*	8673-8673	8557-8557	8837-8837	8573-8573	8079-8079
Jurassic Creatures: Triceratops	22	4	8674-8740	8558-8633	-	-	-
Beholder, Gauth	22	1	8741-8757	8634-8652	8838-8854	8574-8598	8080-8113
Ogre, High Chub-Foot	22	6	8758-8774	8653-8671	8855-8872	8599-8623	8114-8147
Ogre, High Flat-Footed	22	6	8775-8790	8672-8690	8873-8889	8624-8648	8148-8181
Ogre, High Webbed-Toe	22	6	8791-8807	8691-8709	8890-8907	8649-8673	8182-8215
Bulette	22	1	8808-8816	-	8908-8915	-	-
Bulette, Hammerhead	22	1	8817-8824	-	8916-8924	-	-
Ogre, Rogue	22	6	8825-8832	8710-8718	8925-8933	8674-8686	8216-8232
Para-Elementals: Ice	22+	6	8833-8841	8719-8728	8934-8942	8687-8698	8233-8249
Sedusa	22	7*	8842-8849	8729-8737	8943-8950	-	-
Vile Shadow Fiend	22	8*	8850-8857	8738-8747	8951-8959	8699-8711	8250-8266
Ogre, High Ryngar	22	6	8858-8858	8748-8748	8960-8960	8712-8712	8267-8267
Sphinx, Gynosphinx	23	7*	8859-8875	8749-8767	-	-	-
Giant, Gorge	23+	3	8876-8884	8768-8776	8961-8969	8713-8724	8268-8284
Giant, Scorn	23	3	8885-8892	8777-8785	8970-8977	8725-8737	8285-8301
Snake, Humongous	23	7*	8893-8900	8786-8795	-	-	-
Treant, Undead	23	8*	8901-8909	8796-8804	8978-8986	8738-8749	8302-8318
Jurassic Creatures: Tyrannosaurus Rex	24	4	8910-8942	8805-8842	-	-	-
Dao	24	2	8943-8959	8843-8861	8987-9004	8750-8774	8319-8352
Spider, Gargantuan	24	7*	8960-8967	8862-8871	9005-9012	8775-8787	-
Vampire, Mulo	24	8*	8968-8976	8872-8880	9013-9021	8788-8799	8353-8369
Vampiricat	24	8*	8977-8984	8881-8890	9022-9030	8800-8812	8370-8386
Troll, Giant	25	8*	8985-9001	8891-8909	9031-9047	8813-8837	8387-8420
Zoolem, Lion/Tiger	26	8*	9002-9018	8910-8927	9048-9065	8838-8861	8421-8454
Shade	26	7*	9019-9026	8928-8937	9066-9073	8862-8874	8455-8471
Chimera: Mimera	27	2	9027-9034	8938-8946	9074-9082	-	-
Golem, Stone	27	3	9035-9043	8947-8956	9083-9091	8875-8886	8472-8488
Troll, Giant Two-Headed	27	8*	9044-9051	8957-8965	9092-9099	8887-8899	8489-8505
Vision	27	8*	9052-9060	8966-8975	9100-9108	8900-8911	8506-8522
Beholder-kin, Director	28	1	9061-9068	8976-8984	9109-9117	8912-8924	8523-8538
Naga, Guardian	28	5	9069-9076	8985-8994	9118-9126	8925-8936	8539-8555
Medusa, Greater	29	4	9077-9093	8995-9013	9127-9143	8937-8961	8556-8589
Aerial Servant	29	1	9094-9101	9014-9022	9144-9152	8962-8974	8590-8606
Chimera: Gorgimera	29	2	9102-9110	9023-9032	9153-9160	-	-
Revenger	29	6	9111-9118	9033-9041	9161-9169	8975-8986	8607-8623
Basilisk: Dracolisk	30	1	9119-9127	9042-9051	9170-9178	8987-8999	8624-8640
Giant, Frost	31	3	9128-9135	-	-	-	8641-8657
Lammasu, Greater	31	4	9136-9143	9052-9060	9179-9187	-	-
Portal of Devouring	31	6	9144-9152	9061-9069	9188-9195	9000-9011	8658-8674
Radiation Elemental	31+	6	9153-9160	9070-9079	9196-9204	9012-9024	8675-8691
Virusentient, Giant	31	8*	9161-9168	-	9205-9213	9025-9036	-
Righteous Avenger	32	6	9169-9177	9080-9088	9214-9221	9037-9049	8692-8708
Vampire, Chiang-Shi	33	8*	9178-9194	9089-9107	9222-9239	9050-9074	8709-8742
Guardian Spirit	33	3	9195-9202	9108-9117	9240-9248	9075-9086	8743-8759
Ogre, Magi	33	6	9203-9210	9118-9126	9249-9256	-	-
Retriever, Reckless	33 +	6	9211-9219	9127-9136	9257-9265	9087-9099	8760-8776
Retriever, Relentless	33+	6	9220-9227	9137-9145	9266-9274	9100-9111	8777-8793
Retriever, Ruthless	33+	6	9228-9236	-	9275-9282	9112-9124	8794-8810
Beholder, Undead	34	1	9237-9244	9146-9155	9283-9291	9125-9136	8811-8827
Centipede, Huge	35	2	9245-9311	9156-9230	9292-9361	9137-9236	8828-8963
Zoolem, Horse/Deer	35	8*	9312-9328	9231-9249	9362-9378	9237-9261	8964-8997
Avenging Servant	35	1	9329-9336	9250-9259	9379-9387	9262-9273	8998-9014
Modron: Icosahedrone	36	5	9337-9353	9260-9278	9388-9404	9274-9298	9015-9048
Shedu, Lesser	36	7*	9354-9370	-	-	-	-
Stegocentipede	36	7*	9371-9378	9279-9287	9405-9413	-	-
Vampire, Empusas	37	8*	9379-9386	9288-9297	9414-9422	9299-9311	9049-9065
Wild Cat O' Nine Tails	37	8*	9387-9395	9298-9306	9423-9431	-	-
Squid, snow	38	7*	-	-	-	-	9066-9082
Bane Lords	39	1	9396-9403	9307-9316	9432-9439	9312-9323	9083-9099

Name	HF	HoB	HA.Trop.	HB.Sub-T.	HC.Temp.	HD.Sub-A.	HE.Arctic
Jurassic Creatures: Brontosaurus	42	4	9404-9470	9317-9391	-	-	-
Skraagon	43	7*	9471-9487	9392-9410	-	9324-9348	9100-9132
Basilisk, Greater	44	1	9488-9520	9411-9448	9440-9474	9349-9398	9133-9200
Skeleton Warrior	44	7*	9521-9529	9449-9457	9475-9483	9399-9411	9201-9217
Sphinx, Androsphinx	44	7*	9530-9537	9458-9467	-	-	-
Giant, Fire	45	3	9538-9554	9468-9486	9484-9500	-	-
Spirit Fiend	47	7*	9555-9562	9487-9495	9501-9509	9412-9423	9218-9234
Triceratortoise	50	8*	9563-9596	9496-9533	9510-9544	-	-
Golem, Iron	50	3	9597-9604	9534-9543	9545-9553	9424-9435	9235-9251
Remorhaz	51	6	-	-	-	-	9252-9268
Sivian Banshee	51	7*	9605-9613	9544-9552	9554-9561	9436-9448	9269-9285
Death Knight	52	2	9614-9621	9553-9562	9562-9570	9449-9460	9286-9302
Elemental, Greater Periodic	53	3	9622-9629	9563-9571	9571-9579	9461-9473	9303-9319
Mongoose, King	56	5	-	9572-9572	9580-9580	9474-9474	-
Strangle Plant, Vine	60	7*	-	-	9581-9597	-	-
Cyclops, True	60	2	9630-9638	9573-9582	9598-9606	9475-9486	9320-9336
Beholder-kin, Overseer	68	1	9639-9646	9583-9591	9607-9615	9487-9499	9337-9353
Death Harvester	71	2	9647-9654	9592-9600	9616-9623	9500-9511	9354-9370
Deepspawn	72	2	9655-9663	9601-9610	9624-9632	9512-9524	9371-9387
Beholder, Death Kiss	77	1	9664-9671	9611-9619	9633-9641	9525-9536	9388-9404
Shedu, Greater	77	7*	9672-9680	9620-9629	9642-9649	9537-9549	9405-9421
Thessalhydra	79	8*	9681-9696	9630-9648	9650-9667	9550-9574	9422-9455
Medusa, Gorgon	102	4	9697-9697	9649-9649	9668-9668	9575-9575	9456-9456
Beholder-kin, Hive Mother	105	1	9698-9706	9650-9658	9669-9677	9576-9587	9457-9473
Modron: Prisaton	114	5	9707-9722	9659-9677	9678-9694	9588-9612	9474-9507
Demilich	114	2	9723-9731	9678-9687	9695-9703	9613-9625	9508-9524
Pleistocene Deer	120	6	-	-	9704-9720	-	-
Relic Devourer	125	6	9732-9732	9688-9688	9721-9721	9626-9626	9525-9525
Modron: Tetraton	128	5	9733-9749	9689-9707	9722-9739	9627-9651	9526-9559
Modron: Parallelpipeton	151	5	9750-9765	9708-9726	9740-9756	9652-9676	9560-9593
Modron: Cylindeton	159	5	9766-9774	9727-9735	9757-9765	9677-9688	9594-9610
Angel	161	1	9775-9782	9736-9744	9766-9773	9689-9701	9611-9627
Marid	163	4	9783-9791	9745-9754	9774-9782	9702-9713	9628-9644
Tiger Fly, Female	175	8*	9792-9807	9755-9773	9783-9800	9714-9738	-
Modron: Hexaton	176	5	9808-9816	9774-9782	9801-9808	9739-9750	9645-9661
Modron: Octaton	184	5	9817-9824	9783-9792	9809-9817	9751-9763	9662-9678
Modron: Decaton	196	5	9825-9832	9793-9801	9818-9826	9764-9775	9679-9695
Modron: Dodecaton	244	5	9833-9841	9802-9811	9827-9834	9776-9788	9696-9711
Overhorde	260	6	9842-9849	-	9835-9843	9789-9800	9712-9728
Dragon, Platinum	301	2	9850-9858	9812-9820	9844-9852	9801-9813	9729-9745
Dragon, Chromatic	306	2	9859-9866	9821-9830	9853-9861	9814-9825	9746-9762
Modrons: Icosaton	424	5	9867-9874	9831-9839	9862-9869	9826-9838	9763-9779
Zealot	Variable	8*	9875-9908	9840-9877	9870-9904	9839-9888	9780-9847
Dragon, Brass	Variable	2	-	9878-9896	9905-9922	-	-
Dragon, Onyx	Variable	2	9909-9925	9897-9915	-	-	-
Adapter	Variable	1	9926-9933	9916-9924	9923-9930	9889-9900	9848-9864
Dispatcher	Variable	2	9934-9941	9925-9934	9931-9939	9901-9913	9865-9881
Dragon, Ancient Albino Scoria	Variable	2	9942-9950	9935-9943	9940-9948	9914-9925	9882-9898
Dragon, Gold	Variable	2	9951-9958	9944-9953	9949-9956	9926-9938	9899-9915
Dragon, Red-Crested Amber Bellied	Variable	2	9959-9966	9954-9962	9957-9965	9939-9950	9916-9932
Dragon, Slag-Scaled Titanium	Variable	2	9967-9975	9963-9972	9966-9974	9951-9963	9933-9949
Dragon, Speckled	Variable	2	9976-9983	9973-9981	9975-9983	9964-9975	9950-9966
Vagabond, Astral	Variable	8*	9984-9992	9982-9991	9984-9991	9976-9988	9967-9983
WereMimic	Variable	8*	9993-10000	9992-10000	9992-10000	9989-10000	9984-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.

Terrain X. Subterranean/Dungeon Table

(Roll 1d10,000)

Name	HF	HoB	XA Tropical	XB Subtropical	XC Temperate	XD Subarctic	XE Arctic
Phantom	Nil	6	1-6	1-7	1-7	1-8	1-9
Provocator	n/a	6	7-12	8-13	8-13	9-15	10-17
Rift Vortex	n/a	6	13-19	14-20	14-20	16-23	18-26
Time Elemental, Common	n/a	8*	20-25	21-26	21-26	24-30	27-35
Time Elemental, Noble	n/a	8*	26-31	27-33	27-33	31-38	36-44
Samaritans	-2	7*	32-56	34-59	34-59	39-68	45-78
Bat, Common	0	1	57-105	60-111	60-111	-	-
Beetle, Common	0	1	106-155	-	112-163	-	-
Beetle, Giant Fire	0	1	156-204	112-163	164-215	69-128	-
Centipede, Giant	0	2	205-254	164-215	216-268	129-189	79-148
Dawg, Wild	0	2	255-303	216-267	269-320	190-249	149-218
Men: Servant/Torch Bearer	0	5	304-353	268-319	321-372	250-309	-
Orc, Common	0	6	354-402	320-371	373-424	310-370	219-287
Orc, Orkin Wardawg	0	6	403-452	372-423	425-476	371-430	288-357
Orc, Southern, Tribe	0	6	453-501	424-475	477-529	431-490	358-426
Rat	0	6	502-551	476-528	530-581	491-551	427-496
Rat, Large	0	6	552-600	529-580	582-633	552-611	497-566
Rat, Sewer	0	6	601-650	581-632	634-685	612-672	-
Scarab, common	0	7*	651-699	633-684	686-737	673-732	-
Scorpion, common	0	7*	700-748	685-736	-	-	-
Bat, Pack	0	1	749-773	737-762	738-763	733-762	567-601
Dawg, War	0	2	774-798	763-788	764-790	763-792	602-635
Fire Ants	0	3	799-823	789-814	791-816	-	-
Goblin, Common	0	3	824-847	815-840	817-842	793-822	-
Hobgoblin	0+	4	848-872	841-866	843-868	823-853	-
Jackalope, Standard	0	4	873-897	-	869-894	-	-
Kobold, Lesser	0+	4	898-922	867-892	895-920	854-883	636-670
Mold, Yellow	0	5	923-946	893-918	921-946	884-913	671-705
Orc, Bottomland	0	6	947-971	919-944	947-972	914-943	706-740
Orc, Brigands	0	6	972-996	945-970	-	944-973	741-775
Orc, Orkin Bandits	0	6	997-1021	971-996	973-998	974-1004	776-809
Parasites: Diseased	0	6	1022-1045	997-1022	999-1024	-	-
Rat, Carnivorous	0	6	1046-1070	1023-1048	1025-1051	1005-1034	810-844
Rat, Ravenous	0	6	1071-1095	1049-1075	1052-1077	1035-1064	845-879
Robolds	0	7*	1096-1120	1076-1101	1078-1103	1065-1094	880-914
Seeping Gelatinous Seeker	0	7*	1121-1144	1102-1127	1104-1129	1095-1124	915-949
Termite, Giant Harvester Worker	0	8*	1145-1169	1128-1153	-	-	-
Ver'Men	0	8*	1170-1194	1154-1179	1130-1155	1125-1154	950-983
Weevil, Larva	0	8*	1195-1219	1180-1205	1156-1181	-	-
Adarupikus	0	1	1220-1231	1206-1218	1182-1194	-	-
Enigma Lice	0	3	1232-1243	1219-1231	1195-1207	-	-
Fungus Rot (Disease/Parasite)	0	3	1244-1256	1232-1244	1208-1220	1155-1170	984-1001
Gas Spore	0	3	1257-1268	1245-1257	1221-1233	1171-1185	1002-1018
Gnomeling	0	3	1269-1280	1258-1270	1234-1246	1186-1200	1019-1036
Kobold, Greater	0+	4	1281-1293	1271-1283	1247-1259	1201-1215	1037-1053
Leech, Groin	0	4	1294-1305	1284-1296	1260-1272	-	-
Magic Mouth, Common	0	4	1306-1318	1297-1309	1273-1285	1216-1230	1054-1070
Mold, Cling	0	5	1319-1330	1310-1322	1286-1299	1231-1245	-
Nefarians: other: Soul Larva	0	5	-	-	-	-	-
Parasites: Magus Ticks	0	6	1331-1342	-	1300-1312	-	-
Parasites: Paralyzing Fleas	0	6	1343-1355	1323-1335	1313-1325	1246-1260	-
Rot Grub, Common	0	7*	1356-1367	1336-1348	1326-1338	1261-1275	1071-1088
Scroll Devourer	0	7*	1368-1379	1349-1361	1339-1351	1276-1290	1089-1105
Slime, Green	0	7*	1380-1392	1362-1374	1352-1364	1291-1305	1106-1123
Subcutaneous Feeder	0	7*	1393-1404	1375-1387	1365-1377	1306-1320	1124-1140
Surgeon Beetle	0	7*	1405-1417	-	-	-	-
Tiger Fly, Larva	0	8*	1418-1429	1388-1400	1378-1390	1321-1336	-
Weevil, Blood, Adult	0	8*	1430-1441	1401-1413	1391-1403	-	-
Whip Scorpion, Large	0	8*	1442-1454	1414-1426	1404-1416	1337-1351	-
Zombie, Yellow Musk	0	8*	-	-	-	-	-
Brain Mole	0	1	1455-1460	1427-1433	1417-1422	1352-1358	1141-1149
Chimney Mites	0	2	1461-1466	1434-1439	1423-1429	1359-1366	1150-1157
Gold Bane	0	3	1467-1472	1440-1446	1430-1436	1367-1373	1158-1166
Gremlin: Galltrit	0	3	1473-1478	1447-1452	1437-1442	1374-1381	1167-1175
Hound of Ill Omen	0	4	1479-1485	1453-1459	1443-1449	1382-1388	1176-1184
Invisible Horror	0	4	1486-1491	1460-1465	1450-1455	1389-1396	1185-1192

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Magic Mocking Mouth	0	4	1492-1497	1466-1472	1456-1462	1397-1403	1193-1201
Magic Mouth, Rogue	0	4	1498-1503	1473-1478	1463-1468	1404-1411	1202-1210
Magic Mouth, Sassy	0	4	1504-1509	1479-1485	1469-1475	1412-1419	1211-1218
Mantari	0	4	1510-1516	1486-1491	1476-1481	1420-1426	1219-1227
Marrow Mite	0	4	1517-1522	1492-1498	1482-1488	1427-1434	1228-1236
Mold, Brown	0	5	1523-1528	1499-1504	1489-1494	-	-
Mold, Russet	0	5	1529-1534	1505-1511	1495-1501	1435-1441	1237-1245
Poltergeist	0	6	1535-1540	1512-1517	1502-1507	1442-1449	1246-1253
Rot Grub, Candy Striped	0	7*	1541-1546	1518-1524	1508-1514	1450-1456	1254-1262
Scarab of Seeking	0	7*	1547-1553	1525-1530	1515-1520	1457-1464	-
Seeker, Ear	0	7*	1554-1559	-	1521-1527	-	-
Seeker, Eye	0	7*	1560-1565	-	1528-1533	-	-
Seeker, Nose	0	7*	1566-1571	1531-1537	-	1465-1471	1263-1271
Symbiotic Tapeworm	0	7*	-	-	-	-	-
Termite, Giant Harvester King	0	8*	1572-1577	1538-1543	-	-	-
Tween	0	8*	1578-1584	1544-1550	1534-1540	1472-1479	1272-1279
Ankou's Skeletal Draught Horses of Doom	0	1	1585-1585	1551-1551	1541-1541	1480-1480	1280-1280
Men: Apprentice	1	5	1586-1634	1552-1603	1542-1593	1481-1540	1281-1350
Men: Bandit/Brigand	1	5	1635-1684	1604-1655	1594-1645	1541-1601	1351-1420
Men: Thief/Thug	1	5	1685-1733	1656-1707	1646-1698 *	1602-1661	1421-1489
Orc, Half-	Variable	6	1734-1782	1708-1759	1699-1750	1662-1721	1490-1559
Spider, Large	1	7*	1783-1832	1760-1811	1751-1802	1722-1782	-
Toad, Giant	1	8*	1833-1881	1812-1864	1803-1854	1783-1842	-
Aarakian Worker	1	1	1882-1906	1865-1890	1855-1880	1843-1872	1560-1594
Babbler, Cantakerous	1	1	1907-1931	1891-1916	1881-1906	1873-1902	1595-1628
Bat, Giant	1	1	1932-1956	1917-1942	1907-1932	1903-1933	1629-1663
Beaked Terror	1	1	1957-1980	1943-1968	1933-1959	1934-1963	1664-1698
Boggelman	1	1	1981-2005	1969-1994	1960-1985	1964-1993	1699-1733
Bone Scavenger	1	1	2006-2030	1995-2020	1986-2011	1994-2023	-
Bowler	1	1	2031-2055	2021-2046	2012-2037	2024-2053	-
Carrion Grub	1	1	2056-2079	2047-2072	2038-2063	2054-2084	-
Cat, Small: Wild	1	2	2080-2104	2073-2098	2064-2089	2085-2114	-
Cockroach, Hissing	1	2	2105-2129	2099-2124	2090-2115	-	-
Cockroach, Oriental	1	2	2130-2154	2125-2150	2116-2141	-	-
Draat	1	2	-	-	2142-2167	-	-
Dwarf, Pygmy	1	2	-	2151-2176	2168-2193	-	-
Dwarven War horse	1	2	-	2177-2202	2194-2220	2115-2144	-
Elf, Half-	1	3	2155-2178	2203-2228	2221-2246	2145-2174	1734-1768
Ferret, Man-Eating	1	3	-	-	2247-2272	-	-
Gnoll, Standard	Variable	3	2179-2203	2229-2254	2273-2298	2175-2204	1769-1803
Halfling: Thug	1	3	2204-2228	2255-2280	2299-2324	2205-2234	1804-1837
Impaler, Crimson	1	4	2229-2253	2281-2306	2325-2350	2235-2265	1838-1872
Lamprey, Land	1	4	2254-2277	-	2351-2376	-	-
Morlog	1	5	2278-2302	2307-2332	2377-2402	2266-2295	1873-1907
Orc, Slavers	1	6	2303-2327	2333-2358	2403-2428	2296-2325	1908-1942
Piercer	1+	6	2328-2352	2359-2385	2429-2454	2326-2355	1943-1977
Pixie: Hybrid-Pixies: Leprosychan	1	6	2353-2376	-	2455-2481	-	-
Rothe'	1	7*	2377-2401	2386-2411	2482-2507	2356-2385	1978-2011
Screaming Meanies	1	7*	2402-2426	2412-2437	2508-2533	2386-2416	2012-2046
Slobgoblins, Lesser	1	7*	2427-2451	2438-2463	2534-2559	2417-2446	2047-2081
Spider, Tarantubat	1	7*	2452-2475	2464-2489	2560-2585	2447-2476	2082-2116
Spry Gecko	1	7*	2476-2500	2490-2515	-	-	-
Stirge, Common	1	7*	2501-2525	2516-2541	2586-2611	2477-2506	2117-2151
Toad, Poisonous	1	8*	2526-2550	2542-2567	2612-2637	2507-2536	-
Viper, Spit	1	8*	2551-2574	2568-2593	2638-2663	-	-
Zealot	Variable	8*	2575-2599	2594-2619	2664-2689	2537-2566	2152-2185
Aardvarkians	1	1	2600-2611	2620-2632	2690-2702	2567-2581	-
Ant Men, Workers	1	1	2612-2624	2633-2645	2703-2715	2582-2597	-
Ant, Giant	1+	1	2625-2636	-	2716-2729	-	-
Ape, Shadow	1	1	2637-2649	-	2730-2742	-	-
Beetle: Goldbug	1	1	2650-2661	2646-2658	2743-2755	2598-2612	2186-2203
Brain Mite, Carnivorous	1	1	2662-2673	2659-2671	2756-2768	2613-2627	-
CockRoach: Cheetah Roach	1	2	2674-2686	2672-2684	2769-2781	-	-
Corby, Dire	1	2	2687-2698	2685-2697	2782-2794	2628-2642	2204-2220
Crawling Claw	1	2	2699-2710	2698-2710	2795-2807	2643-2657	2221-2238
Desmodian	1	2	2711-2723	2711-2723	-	-	-
Gnome Titans	1	3	2724-2735	2724-2736	2808-2820	2658-2672	2239-2255
Grynurian Monk	1	3	2736-2747	2737-2749	-	-	-
Gut Waller	1+	3	2748-2760	2750-2762	2821-2833	2673-2687	2256-2272

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Jaculi	1	4	2761-2772	2763-2775	2834-2846	-	-
Leech, Cistern	1	4	2773-2785	2776-2788	2847-2859	2688-2702	2273-2290
Loathsome Prowler	1	4	2786-2797	2789-2801	2860-2872	2703-2717	2291-2307
Longtailed Silver Slasher	1	4	2798-2809	2802-2814	2873-2885	2718-2732	2308-2325
Marble Mugger	1	4	2810-2822	2815-2827	2886-2898	2733-2747	2326-2342
Men: Aborigine/Caveman	1+	5	2823-2834	2828-2840	-	-	-
Men: Berserker/Dervish	1	5	2835-2846	2841-2853	2899-2911	2748-2763	2343-2360
Men: Mercenary	1	5	2847-2859	2854-2866	2912-2924	2764-2778	2361-2377
Men: Tribesman	1	5	2860-2871	2867-2879	2925-2937	2779-2793	2378-2394
Moss, Memory	1	5	2872-2884	2880-2892	2938-2950	2794-2808	2395-2412
Moss, Shimmer	1	5	2885-2896	2893-2906	2951-2963	2809-2823	2413-2429
Nefarians: Demon: Manes	1	5	-	-	-	-	-
Norker	1	6	2897-2908	2907-2919	2964-2976	2824-2838	2430-2447
Orc, Cloven-Hoof	1	6	2909-2921	2920-2932	2977-2990	2839-2853	2448-2464
Org	1	6	2922-2933	2933-2945	2991-3003	2854-2868	2465-2481
Packasite	1	6	2934-2945	2946-2958	3004-3016	2869-2883	2482-2499
Quaggoth, Common	1	6	2946-2958	2959-2971	3017-3029	2884-2898	2500-2516
Rot Grub, giant	1	7*	2959-2970	2972-2984	3030-3042	2899-2913	2517-2534
Scarab, giant	1	7*	2971-2983	2985-2997	3043-3055	2914-2929	-
Skink, Fink	1	7*	2984-2995	-	3056-3068	-	-
Skink, Pink	1	7*	2996-3007	2998-3010	3069-3081	2930-2944	2535-2551
Skink, Stink	1	1	3008-3020	3011-3023	3082-3094	2945-2959	2552-2568
Spirit, Demented	1	7*	3021-3032	3024-3036	3095-3107	2960-2974	2569-2586
Vulchling	1	8*	3033-3044	3037-3049	3108-3120	2975-2989	2587-2603
Zombie	1	**	3045-3057	3050-3062	3121-3133	2990-3004	2604-2621
Anthraxian	1	1	3058-3063	3063-3068	3134-3140	-	-
Attention Grabber	1	1	3064-3069	3069-3075	3141-3146	3005-3012	2622-2629
Drow, Half-	1	2	3070-3075	3076-3081	3147-3153	3013-3019	2630-2638
Dungeon Cat	1	2	3076-3082	3082-3088	3154-3159	3020-3027	2639-2647
Gnoll, Headhunter	1	3	3083-3088	3089-3094	-	-	-
Homonculous	1	4	3089-3094	3095-3101	3160-3166	3028-3034	2648-2655
Jackalope, Pronghare	1	4	3095-3100	-	3167-3172	-	-
Men: Adventurer	1+	5	3101-3106	3102-3107	3173-3179	3035-3042	2656-2664
Men: Cleric	1+	5	3107-3112	3108-3114	3180-3185	3043-3049	2665-2673
Men: Hermit	1	5	3113-3119	3115-3120	3186-3192	3050-3057	2674-2682
Men: Magic-User	1+	5	3120-3125	3121-3127	3193-3198	3058-3064	2683-2690
Men: Wild men	1+	5	3126-3131	3128-3133	3199-3205	3065-3072	2691-2699
Mole Man	1	5	3132-3137	3134-3140	3206-3211	3073-3079	2700-2708
Orc, Jester	1	6	3138-3143	3141-3146	3212-3218	3080-3087	2709-2716
Skeleton, Animal	1	7*	3144-3150	3147-3153	3219-3224	3088-3095	2717-2725
Skithering Yith-Monkey	1+	7*	3151-3156	3154-3160	3225-3231	3096-3102	2726-2734
Toad, Giant Coconut	1	8*	-	3161-3166	-	-	-
Zombie, Indentured	1	8*	3157-3162	3167-3173	3232-3237	3103-3110	2735-2742
Aardvark, Dire	2	1	3163-3211	3174-3225	3238-3290	3111-3170	-
Nefarians: Devil: Dark Minion	2	5	-	-	-	-	-
Ogre, Common	2+	6	3212-3261	-	-	-	-
Ogre, Trash	2+	6	3262-3310	3226-3277	3291-3342	3171-3230	2743-2812
Shrieker	2	7*	3311-3360	3278-3329	3343-3394	3231-3291	2813-2882
Spider, Huge	2	7*	3361-3409	3330-3381	3395-3446	3292-3351	-
Babbler, Incessant	2	1	3410-3434	3382-3407	3447-3472	3352-3381	2883-2916
Babbler, Incoherent	2	1	3435-3459	3408-3433	3473-3498	3382-3411	2917-2951
Bat, Night Hunter	2	1	3460-3484	3434-3459	3499-3525	3412-3442	2952-2986
Bear, Cave	2	1	3485-3508	3460-3485	3526-3551	3443-3472	2987-3021
Bugbear	2	1	3509-3533	3486-3511	3552-3577	3473-3502	3022-3056
Crouching Hopper	2	2	3534-3558	3512-3537	3578-3603	-	-
Gouger, Cave	2	3	3559-3583	3538-3563	3604-3629	3503-3532	3057-3091
Indigo Ambusher	2	4	3584-3607	3564-3589	3630-3655	3533-3562	3092-3125
Lizard, Giant	2	4	-	-	3656-3681	-	-
Monkey, Musk	2	5	3608-3632	3590-3615	-	-	-
Ogre, Hedge	2+	6	3633-3657	3616-3641	3682-3707	3563-3593	3126-3160
Pseudo-Undead, Ghoul	2	6	3658-3682	3642-3667	3708-3733	3594-3623	3161-3195
Pyrosnake	2	6	-	-	-	-	-
Rat, Osquip	2	6	3683-3706	3668-3694	3734-3759	3624-3653	3196-3230
Snake, Poisonous	2	7*	3707-3731	3695-3720	3760-3786	3654-3683	3231-3265
Aarakian Warrior	2	1	3732-3743	3721-3733	3787-3799	3684-3698	3266-3282
Creeping Horror	2	2	3744-3756	3734-3746	3800-3812	3699-3713	3283-3299
Dark Folk, Creeper	2	2	3757-3768	3747-3759	3813-3825	3714-3728	3300-3317
Elf, Grel Mages	2	3	3769-3780	3760-3772	3826-3838	3729-3743	3318-3334
Golem, Puppet	2	3	3781-3793	3773-3785	3839-3851	3744-3759	3335-3352

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Grave Scrounger	2	3	3794-3805	3786-3798	3852-3864	3760-3774	3353-3369
Heel Borer	2	3	3806-3818	3799-3811	3865-3877	3775-3789	3370-3386
Hippogriff	2	3	3819-3830	3812-3824	3878-3890	3790-3804	3387-3404
Latrine Ambusher	2	4	3831-3842	3825-3837	3891-3903	3805-3819	3405-3421
Monkey, Flying	2	5	3843-3855	3838-3850	3904-3916	3820-3834	3422-3439
Ogre, Half	2	6	3856-3867	3851-3863	3917-3929	3835-3849	3440-3456
Orc, Bounty Hunters	2	6	3868-3879	3864-3876	3930-3942	3850-3864	3457-3473
Phantom Follower	2	6	3880-3892	3877-3889	3943-3955	3865-3879	3474-3491
Rat, Vapor	2	6	3893-3904	3890-3902	3956-3968	3880-3894	3492-3508
Skeleton, Animated	2	7*	3905-3917	3903-3915	3969-3981	3895-3909	3509-3526
Skeleton, Screaming	2	7*	3918-3929	3916-3928	3982-3994	3910-3925	3527-3543
Skink, Blink	2	7*	3930-3941	-	3995-4007	-	-
Skink, Think	2	7*	3942-3954	3929-3941	4008-4020	3926-3940	3544-3561
Skullbreaker	2+	7*	3955-3966	3942-3954	4021-4034	3941-3955	3562-3578
Stone Warblers	2	7*	3967-3978	3955-3967	4035-4047	3956-3970	3579-3595
Termite Giant Harvester Soldier	2	8*	3979-3991	3968-3980	-	-	-
Whip Scorpion, Huge	2	8*	3992-4003	3981-3993	4048-4060	3971-3985	-
Xeblor	2	8*	4004-4016	3994-4006	4061-4073	3986-4000	-
Aarakian Brood Watcher	2	1	4017-4022	4007-4013	4074-4079	4001-4008	3596-3604
Ant Men, Red Fire	Variable	1	4023-4028	4014-4019	-	-	-
Astral Searcher	2	1	4029-4034	4020-4026	4080-4086	4009-4015	3605-3613
Basilisk, Burrowing	2	1	4035-4040	4027-4032	4087-4092	4016-4023	3614-3621
Death Dawg	2	2	4041-4046	4033-4039	4093-4099	4024-4030	3622-3630
Golem, Guardian	2	3	4047-4053	4040-4045	4100-4105	4031-4038	3631-3639
Hoar'daa Larvae	2	4	4054-4059	4046-4052	4106-4112	-	-
Iron Cobra	2	4	4060-4065	4053-4058	4113-4118	4039-4045	3640-3648
Jelly, Symbiotic	2	4	4066-4071	4059-4065	4119-4125	4046-4053	3649-3656
Pixie-Liches	2	6	4072-4077	-	4126-4131	-	-
Shrew Klutcher	2	7*	4078-4084	4066-4071	4132-4138	4054-4060	3657-3665
Sinewy Mugger	2	7*	4085-4090	4072-4078	4139-4144	4061-4068	3666-3674
Sword, Perpetual	2+	7*	4091-4096	4079-4084	-	4069-4075	3675-3682
Vargouille	2	8*	-	-	-	-	-
Zombie, Talking	2	8*	4097-4102	4085-4091	4145-4151	4076-4083	-
Beetle, Giant Boring	3	1	4103-4152	4092-4143	4152-4203	4084-4143	-
Cockroach, Hair Lipped	3	2	4153-4201	4144-4195	4204-4255	-	-
Modron: Tetrahedrone	3	5	4202-4251	4196-4247	4256-4308	4144-4204	3683-3752
Troglodyte	3+	8*	4252-4300	4248-4299	4309-4360	4205-4264	3753-3822
Carrion Crawler	3	1	4301-4325	4300-4325	4361-4386	4265-4294	3823-3856
Carrion Crawler, Nine-Tentacled	3	1	4326-4350	4326-4351	4387-4412	4295-4324	3857-3891
Grimlock	3+	3	4351-4374	4352-4377	4413-4438	4325-4355	3892-3926
HedgeHawg, Giant	3	3	4375-4399	4378-4403	4439-4464	4356-4385	3927-3961
Kenku	3+	4	4400-4424	4404-4429	4465-4490	4386-4415	3962-3996
Lycanthrope: Were-Rat	3	4	4425-4449	4430-4455	4491-4516	4416-4445	3997-4030
Murk Slither	3	5	4450-4473	4456-4482	4517-4543	-	-
Pseudo Undead, Wight	3	6	4474-4498	4483-4508	4544-4569	4446-4475	4031-4065
Scorpion, Large	3	7*	4499-4523	4509-4534	-	-	-
Snyad	3	7*	4524-4548	4535-4560	4570-4595	4476-4506	4066-4100
Whipweed	3	8*	4549-4572	4561-4586	4596-4621	4507-4536	4101-4135
Bat, Huge	3	1	4573-4585	4587-4599	-	-	-
Bullfrog, Giant Man-eating	3	1	4586-4597	4600-4612	4622-4634	-	-
Cave Cricket, Carnivorous	3	2	4598-4609	4613-4625	4635-4647	4537-4551	-
Chimney Sneak	3	2	4610-4622	4626-4638	4648-4660	4552-4566	4136-4152
Coffer Corpse	3	2	4623-4634	4639-4651	4661-4673	4567-4581	4153-4170
Dark Seether	3	2	4635-4647	4652-4664	4674-4686	4582-4596	4171-4187
Doombat, Mortal	3	2	4648-4659	4665-4677	4687-4699	4597-4611	4188-4205
Fungi, Violet	3	3	4660-4671	4678-4690	4700-4712	4612-4626	4206-4222
Gnarl-rons	3	3	4672-4684	4691-4703	4713-4725	4627-4641	4223-4239
Gnomish Doom Lord	3	3	4685-4696	-	4726-4738	-	-
Gopher, Sewer	3	3	4697-4708	4704-4716	4739-4751	4642-4656	-
Gut Waller Serpent	3+	3	4709-4721	4717-4729	-	-	-
Hook Horror	3	4	4722-4733	4730-4742	4752-4764	4657-4672	4240-4257
Humanimals, Lesser	3	4	4734-4745	4743-4755	4765-4777	4673-4687	4258-4274
Myconid	3+	5	4746-4758	4756-4768	4778-4790	4688-4702	4275-4292
Pit Howler	3	6	4759-4770	4769-4781	4791-4804	4703-4717	4293-4309
Quaggoth, Jald	3	6	4771-4783	4782-4794	4805-4817	4718-4732	4310-4326
Ratweiller	3	6	4784-4795	4795-4807	4818-4830	4733-4747	4327-4344
Samurai Jackal	3 +	7*	4796-4807	4808-4820	4831-4843	4748-4762	4345-4361
Shocker	3	7*	4808-4820	4821-4833	4844-4856	4763-4777	4362-4379
Skink, Mink	3	7*	4821-4832	-	-	-	4380-4396

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Skulking Carcass	3	7*	4833-4844	4834-4846	4857-4869	4778-4792	4397-4413
Slobgoblins, Greater	3	7*	4845-4857	4847-4859	4870-4882	4793-4807	4414-4431
Snow Beasts	3	7*	4858-4869	-	-	-	4432-4448
Throat Grappler	3	8*	4870-4882	4860-4872	4883-4895	-	-
Troll, Ice	3	8*	4883-4894	-	-	-	4449-4466
Urchin, Cannibal	3	8*	4895-4906	4873-4885	4896-4908	4808-4822	4467-4483
Urchin, Land	3	8*	4907-4919	4886-4898	4909-4921	4823-4838	4484-4500
Zygom	3	8*	4920-4931	4899-4911	4922-4934	4839-4853	4501-4518
Aarakian Queen Mother	3	1	4932-4937	4912-4918	4935-4941	4854-4860	4519-4527
Dark Folk, Stalker	3	2	4938-4943	4919-4924	4942-4947	4861-4868	4528-4535
Death's Minions	3	2	4944-4950	4925-4931	4948-4954	4869-4875	4536-4544
Enveloper	3+	3	4951-4956	4932-4937	4955-4960	4876-4883	4545-4553
Gnome, Svirfneblin	3	3	4957-4962	4938-4944	4961-4967	4884-4890	4554-4561
Gouger, Fanged	3	3	4963-4968	-	-	-	-
Insidious Ichor	3	4	4969-4974	4945-4950	4968-4973	4891-4898	-
Mimic, Tasty Beverage	3	5	4975-4981	4951-4957	4974-4980	4899-4905	-
Nefarians: other: Impling	3	5	4982-4987	4958-4963	4981-4986	4906-4913	4562-4570
Pied Viper	3	6	4988-4993	4964-4970	4987-4993	4914-4921	4571-4579
Slapping Durnkin	3	7*	4994-4999	4971-4976	4994-4999	4922-4928	4580-4587
Vortex	3	8*	5000-5005	-	-	-	-
Walker	3	8*	5006-5011	4977-4983	5000-5006	4929-4936	4588-4596
Ape, Pack (escaped)	3	**	5012-5012	4984-4984	5007-5007	-	-
Lycanthrope: Were-Goat	4	4	5013-5062	4985-5036	5008-5059	4937-4996	4597-4666
Nefarians: Devil: Lemure	4	5	-	-	-	-	-
Cockroach, Shortwinged	4	2	5063-5087	5037-5062	5060-5085	-	-
Cockroach: Dire Roach	4	2	5088-5111	5063-5088	5086-5111	-	-
Gargoyle, Common	4	3	5112-5136	5089-5114	5112-5137	4997-5026	4667-4701
Ghoul, Common	4	3	5137-5161	5115-5140	5138-5163	5027-5056	4702-4735
Hydra: common	4+	4	5162-5186	5141-5166	5164-5189	5057-5087	-
Impaler, Purple	4	4	5187-5210	5167-5192	5190-5216	5088-5117	4736-4770
Snake, Constrictor, Giant	4	7*	5211-5235	5193-5218	-	-	-
Trollkin Auxiliaries	4+	8*	5236-5260	5219-5244	5217-5242	5118-5147	4771-4805
Bat, Azmyth	4	1	5261-5272	5245-5257	5243-5255	5148-5162	-
Beetle, Carnage	4	1	5273-5285	5258-5271	5256-5268	5163-5177	4806-4822
Creeper, Yellow Musk	4	2	5286-5297	5272-5284	5269-5281	5178-5192	4823-4840
Firetoad	4	3	5298-5309	5285-5297	-	-	-
Gorphin	4	3	5310-5322	-	5282-5294	-	-
Hood Winker	4	4	5323-5334	5298-5310	5295-5307	5193-5207	4841-4857
Luck Eater	4	4	5335-5346	5311-5323	5308-5320	5208-5222	4858-4875
Lurker Within	4	4	5347-5359	5324-5336	5321-5333	5223-5237	4876-4892
Nefarians: other: Hell Spider	4	5	5360-5371	5337-5349	5334-5346	5238-5253	-
Ooze, Gray	4	6	5372-5384	5350-5362	5347-5359	5254-5268	4893-4909
Orc, Lord, Gibbering	4	6	5385-5396	5363-5375	5360-5372	5269-5283	4910-4927
Pit Maw	4+	6	5397-5408	5376-5388	5373-5385	5284-5298	4928-4944
Quaggoth, Thonot	4	6	5409-5421	5389-5401	5386-5398	5299-5313	4945-4962
Tick, Giant Mottled	4	8*	5422-5433	5402-5414	5399-5411	5314-5328	4963-4979
Vampire Hound	4	8*	5434-5445	5415-5427	5412-5424	5329-5343	4980-4997
Bandy Tailed Fighting Cock, Giant	4	1	-	-	5425-5431	-	-
Beholder-kin, Lensman	4	1	5446-5452	5428-5433	5432-5437	5344-5351	4998-5005
Beholder-kin, Watcher	4	1	5453-5458	5434-5440	5438-5444	5352-5358	5006-5014
Centipede, Megalo-	4	2	5459-5464	5441-5446	5445-5450	5359-5366	5015-5023
Disenchanter	4	2	5465-5470	5447-5453	5451-5457	5367-5373	5024-5031
Dwarf, Derro	4	2	5471-5476	5454-5459	5458-5464	5374-5381	5032-5040
Fungi, Violent	4	3	5477-5483	5460-5466	5465-5470	5382-5388	5041-5049
Huecuva	4	4	5484-5489	5467-5472	5471-5477	5389-5396	-
Kuo-Toa: common	4+	4	5490-5495	5473-5479	5478-5483	5397-5403	5050-5057
Mud Man	4	5	5496-5501	5480-5485	5484-5490	-	-
Polterzeitgeist	4	6	5502-5507	5486-5492	5491-5496	5404-5411	5058-5066
Snatcher, Map	4	7*	5508-5514	5493-5498	5497-5503	5412-5419	5067-5075
Undead, Eye of Fear	4	8*	5515-5520	5499-5505	5504-5509	5420-5426	-
Weasel, Manu	4	8*	5521-5526	-	-	-	-
Lycanthrope: Were-Wolf	5	4	5527-5575	5506-5557	5510-5561	5427-5486	5076-5144
Nefarians: Demon: Mangy	5	5	-	-	-	-	-
Dungeon Anemone	5	2	5576-5600	5558-5583	5562-5588	5487-5517	5145-5179
Snake Man	5	7*	5601-5625	-	-	-	-
Cave Fisher	5	2	5626-5637	5584-5596	5589-5601	5518-5532	5180-5197
Gargoyle, Kapoacinth	5	3	5638-5650	5597-5609	5602-5614	5533-5547	5198-5214
Goblin, Gibbering	5	3	5651-5662	5610-5622	5615-5627	-	-
Orc, Orkin Witch Doctor	5+	6	5663-5674	5623-5635	5628-5640	5548-5562	5215-5231

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Rock Reptile	5	7*	5675-5687	5636-5648	5641-5653	5563-5577	5232-5249
Shadow, Common	5	7*	5688-5699	5649-5661	5654-5666	5578-5592	5250-5266
Skin Walker	5+	7*	5700-5711	5662-5674	5667-5679	5593-5607	5267-5284
Slime, Olive	5	7*	5712-5724	-	5680-5692	5608-5622	5285-5301
Slithering Slasher	5	7*	5725-5736	5675-5687	5693-5705	-	-
Stun Jelly	5	7*	5737-5749	5688-5700	5706-5718	5623-5637	5302-5319
Vampire Thrall	5+	8*	5750-5761	5701-5713	5719-5731	5638-5652	5320-5336
Anti-Elemental, Water	5+	1	5762-5767	5714-5720	5732-5738	5653-5660	5337-5345
Doorant, Spirit	5	2	5768-5773	5721-5726	5739-5744	5661-5668	5346-5353
Doppelganger	5	2	5774-5779	5727-5733	5745-5751	5669-5675	5354-5362
Fly, Giant Horse-	5	3	5780-5786	5734-5739	5752-5757	5676-5683	-
Kuo-Toa: Shaman	5+	4	5787-5792	5740-5746	5758-5764	5684-5690	5363-5371
Mynx	5	5	5793-5798	5747-5752	5765-5770	5691-5698	5372-5379
Pseudo-Dragon	5	6	5799-5804	5753-5759	5771-5777	5699-5705	-
Slime, Olive - Host	5+	7*	5805-5810	5760-5765	5778-5783	5706-5713	5380-5388
Snake, Spitting	5	7*	5811-5817	-	-	-	-
Modron: Hexahedrone	6	5	5818-5866	5766-5818	5784-5835	5714-5773	5389-5458
Ogre, Lord	6+	6	5867-5916	5819-5870	5836-5888	-	5459-5527
Giant, Verbeeg	6	3	5917-5940	5871-5896	5889-5914	5774-5803	5528-5562
Golem, Muck	6	3	5941-5965	5897-5922	5915-5940	5804-5834	5563-5597
Pseudo Undead, Ghast	6	6	5966-5990	5923-5948	5941-5966	5835-5864	5598-5632
Scorpion, Giant	6	7*	5991-6015	5949-5974	-	-	-
Spider, Giant	6	7*	6016-6039	5975-6000	5967-5992	5865-5894	-
Cockroach, Carnivorous Giant	6	2	6040-6052	6001-6013	5993-6005	-	-
Cockroach, Lightning	6	2	6053-6064	6014-6026	6006-6018	-	-
Flailing Wailer	6	3	6065-6076	6027-6039	6019-6031	5895-5909	5633-5649
Jackalwere	6	4	6077-6089	-	6032-6044	-	-
LavaSpawn: Fighters	6	4	6090-6101	6040-6052	6045-6057	5910-5924	5650-5667
Mute-Screecher	6	5	6102-6114	6053-6065	6058-6070	5925-5939	5668-5684
Repeller	6	6	6115-6126	6066-6078	6071-6083	-	-
Straw Mound	6+	7*	6127-6138	-	6084-6096	-	-
Thought Eater	6	8*	-	-	-	-	-
Thought Ghoul	6	8*	6139-6151	6079-6091	6097-6110	5940-5954	5685-5701
Troll, Quarum	6	8*	6152-6163	6092-6104	6111-6123	5955-5969	5702-5719
Worm, Bloodworm, Giant	6	8*	6164-6175	6105-6117	6124-6136	-	-
Ant Men, Shaman	6	1	6176-6182	6118-6124	6137-6142	5970-5977	-
Anti-Elemental, Air	6+	1	6183-6188	6125-6130	6143-6149	5978-5984	5720-5728
Death Weaver	6+	2	6189-6194	6131-6137	6150-6155	5985-5992	5729-5736
Dragonnel	6	2	6195-6200	6138-6143	6156-6162	5993-6000	5737-5745
Dwarf, Duergar	6	2	6201-6206	6144-6150	6163-6168	6001-6007	5746-5754
Gremlin	6	3	6207-6213	6151-6156	6169-6175	6008-6015	5755-5762
Grieving Herald	6	3	6214-6219	6157-6163	6176-6181	6016-6022	5763-5771
Parrot, Grey Ghost	6	6	6220-6225	6164-6169	6182-6188	6023-6030	5772-5780
Rogue Spirits	6 +	7*	6226-6231	6170-6176	6189-6194	6031-6037	5781-5788
Sheet Phantom	6	7*	6232-6237	6177-6182	6195-6201	6038-6045	5789-5797
Thessilkrat	6	8*	6238-6243	-	6202-6207	-	-
Zombie, Brain-Eating	6	8*	6244-6250	6183-6189	6208-6214	6046-6052	5798-5806
Zombie, Flesh-Eating	6	8*	6251-6256	6190-6195	6215-6220	6053-6060	5807-5815
Zombie, Giant	6	8*	6257-6262	6196-6202	6221-6227	6061-6067	5816-5823
Scorpion, Huge	7	7*	6263-6311	6203-6254	-	-	-
Lizard, Subterranean	7	4	6312-6336	6255-6280	6228-6253	-	-
Lycanthrope: Were-Dwolf	7	4	6337-6361	6281-6306	6254-6279	6068-6098	5824-5858
Mea-Zel	7	4	6362-6386	6307-6332	6280-6305	-	-
Snake, Poisonous, giant	7	7*	6387-6410	6333-6358	6306-6331	6099-6128	-
Witherweed	7+	8*	6411-6435	6359-6384	6332-6357	6129-6158	5859-5893
Denzelian	7+	2	6436-6448	6385-6397	6358-6371	6159-6173	5894-5910
HedgeHawg, Vorpal-Clawed	7	3	6449-6460	6398-6410	6372-6384	6174-6188	5911-5928
Hydra: Pyro	7+	4	6461-6472	6411-6423	6385-6397	6189-6203	-
Igneous Walker	7	4	6473-6485	6424-6436	6398-6410	6204-6218	5929-5945
Impaler, Rainbow	7	4	6486-6497	6437-6449	6411-6423	6219-6233	5946-5963
Jelly, Grease	7	4	6498-6509	6450-6462	6424-6436	6234-6249	-
Jelly, Ochre	7	4	6510-6522	6463-6475	6437-6449	6250-6264	5964-5980
Larantula	7	4	6523-6534	-	6450-6462	-	-
Lime Green Quivering Mass	Variable	4	6535-6547	6476-6488	6463-6475	-	-
Toad, Ice	7	8*	6548-6559	-	-	6265-6279	5981-5997
Uarvax	7	8*	6560-6571	6489-6501	6476-6488	6280-6294	5998-6015
Augerlisk	7	1	6572-6577	6502-6508	6489-6495	6295-6301	6016-6023
Bat, Arcane	7	1	6578-6584	6509-6514	6496-6501	-	-
Centaur Ant	7	2	6585-6590	6515-6521	6502-6508	-	-

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Humanimals, Greater	7	4	6591-6596	6522-6527	6509-6514	6302-6309	6024-6032
Insidious Stalker	7	4	6597-6602	6528-6534	6515-6521	6310-6316	6033-6041
Sheet Ghoul	7	7*	6603-6608	6535-6540	6522-6527	6317-6324	6042-6050
Vengeful Troubadour	7+	8*	6609-6615	6541-6547	6528-6534	6325-6332	6051-6058
Mimic, Vegetable	7	5	6616-6615	6548-6547	6535-6534	6333-6332	6059-6058
Gelatinous Cube	8	3	6616-6639	6548-6573	6535-6560	6333-6362	6059-6093
Ghast	8	3	6640-6664	6574-6599	6561-6586	6363-6392	6094-6128
Manticore, Womanticore	8	4	6665-6689	6600-6625	6587-6612	6393-6422	6129-6163
Rust Monster, Common	8	7*	6690-6714	6626-6651	6613-6638	6423-6452	6164-6198
Spider, Giant Trapdoor	8	7*	6715-6738	6652-6677	6639-6664	6453-6482	-
Bat, Sinister	8	1	6739-6751	6678-6690	6665-6677	6483-6498	6199-6215
Cave Moray	8	2	6752-6763	6691-6703	6678-6690	6499-6513	6216-6232
Golem, Muck, Diseased	8	3	6764-6775	6704-6716	6691-6703	6514-6528	6233-6250
Incinerator	8	4	6776-6788	6717-6729	6704-6716	6529-6543	6251-6267
Minotaur, Common	8	5	-	6730-6742	6717-6729	-	-
Mummy, Adherer	8	5	6789-6800	6743-6755	6730-6742	6544-6558	-
Nefarians: other: Soul Flayer, lesser	8	5	6801-6813	6756-6768	6743-6756	6559-6573	6268-6285
Quivering Disembowler	8	6	6814-6825	6769-6781	6757-6769	6574-6588	6286-6302
Triclops	8	8*	6826-6837	6782-6794	6770-6782	6589-6603	6303-6319
Vent-Squawler	8	8*	6838-6850	6795-6807	6783-6795	6604-6618	6320-6337
Zorbo	8	8*	-	-	6796-6808	-	-
Beholder, Spectator	8	1	6851-6856	6808-6814	6809-6814	6619-6626	6338-6345
Doppelganger, Master	8	2	6857-6862	6815-6820	6815-6821	6627-6633	6346-6354
Drow	8	2	6863-6868	6821-6827	6822-6827	6634-6641	6355-6363
Flail Snail	8+	3	6869-6874	6828-6833	6828-6834	6642-6648	6364-6372
Gagwaller	8	3	6875-6881	6834-6840	6835-6840	6649-6656	6373-6380
Golem Master	8+	3	6882-6887	6841-6847	6841-6847	6657-6664	6381-6389
Jaded Mannacle	8	4	6888-6893	6848-6853	6848-6853	6665-6671	6390-6398
Lycanthrope: Were-Badger	8	4	6894-6899	6854-6860	6854-6860	6672-6679	6399-6406
Teether	8	8*	6900-6905	6861-6866	6861-6866	6680-6686	6407-6415
Zombie, Monster	8	8*	6906-6911	6867-6873	6867-6873	6687-6694	6416-6424
Pseudo Undead, Specter	9	6	6912-6936	6874-6899	6874-6899	6695-6724	6425-6459
Bugbear, Greater	9	1	6937-6949	6900-6912	6900-6912	6725-6739	6460-6476
Elf, Grel Cleric	9	3	6950-6961	6913-6925	6913-6925	6740-6754	6477-6493
Harpy	9	3	6962-6973	-	6926-6938	-	-
Slithering Tracker	9	7*	6974-6986	6926-6938	6939-6951	6755-6769	6494-6511
Snake, Boalisk	9	7*	6987-6998	-	-	-	-
Spider, Cave Spyder	9	7*	6999-7010	6939-6951	6952-6964	6770-6784	6512-6528
Thrasher	9	8*	7011-7023	6952-6964	6965-6977	6785-6799	6529-6546
Troll, Muck	9	8*	7024-7035	6965-6977	6978-6990	6800-6814	6547-6563
Gibbering Mouther	9	3	-	-	6991-6997	6815-6822	6564-6572
Hydra: Lernaean	9+	4	7036-7041	6978-6983	6998-7003	6823-6830	-
Necrophidius	9	5	7042-7048	6984-6990	7004-7010	6831-6837	6573-6580
Rock Worm	9	7*	7049-7054	6991-6996	7011-7017	6838-6845	6581-6589
Scarecrow	9	7*	7055-7060	6997-7003	7018-7023	6846-6852	-
Termite, Giant Harvester Queen	9	8*	7061-7066	7004-7009	-	-	-
Tin Soldier	9	8*	7067-7072	7010-7016	-	6853-6860	6590-6598
Vegepygmy, Bipedal	9	8*	7073-7079	7017-7022	7024-7030	-	-
Whip Scorpion, Giant	9	8*	7080-7085	7023-7029	7031-7036	6861-6867	-
Xorn Hunter	9	8*	7086-7091	7030-7035	7037-7043	6868-6875	6599-6607
Yeth Hound	9	8*	7092-7097	7036-7042	7044-7049	6876-6882	6608-6615
Manticore, Common	10	4	7098-7122	7043-7068	7050-7075	6883-6913	6616-6650
Modron: Octahedrone	10	5	7123-7147	7069-7094	7076-7101	6914-6943	6651-6685
Elf, Shadow Grel	10	3	7148-7159	7095-7107	7102-7114	6944-6958	6686-6702
Enchanted Doors	10+	3	7160-7171	7108-7120	7115-7127	6959-6973	6703-6720
Intellect Devourer, Larva	10	4	7172-7184	7121-7133	7128-7141	-	-
Jaundiced Grappler	10	4	7185-7196	7134-7146	7142-7154	6974-6988	6721-6737
Lizard, Minotaur	10	4	7197-7208	7147-7159	7155-7167	6989-7003	6738-6754
Phycomid	10	6	7209-7221	7160-7172	7168-7180	7004-7018	6755-6772
Doppelganger, Predator	10	2	7222-7227	7173-7179	7181-7186	7019-7026	6773-6781
Golem, Blood	10	3	7228-7233	7180-7185	7187-7193	7027-7033	6782-6789
LavaSpawn: Spell Casters	10	4	7234-7239	7186-7192	7194-7199	7034-7041	6790-6798
Pan-Dimensional Rover	10	6	7240-7246	7193-7198	7200-7206	7042-7048	6799-6807
Panda Bear, Trans-Planar	10	6	7247-7252	7199-7205	7207-7212	7049-7056	6808-6815
Repulser	10	6	7253-7258	7206-7211	7213-7219	7057-7063	6816-6824
Tainter	10	8*	7259-7264	7212-7218	7220-7225	7064-7071	6825-6833
Beetle, Predacious Dungeon	11	1	7265-7289	7219-7244	7226-7251	7072-7101	-
Chaos Feeder	11	2	7290-7301	7245-7257	7252-7264	7102-7116	6834-6850
Margoyle	11	4	7302-7314	7258-7270	7265-7278	7117-7131	6851-6868

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Orc, Vampire	11	6	7315-7326	7271-7283	7279-7291	7132-7146	-
Scorpion, Hell	11	7*	7327-7338	7284-7296	-	-	-
Seeall	11	7*	7339-7351	7297-7309	7292-7304	7147-7162	6869-6885
Ant Men, Enforcer	11	1	7352-7357	7310-7315	7305-7310	7163-7169	-
Dreib	11	2	7358-7363	7316-7322	7311-7317	7170-7177	6886-6894
Golem, Flesh	11	3	7364-7369	7323-7328	7318-7323	7178-7184	6895-6902
Meenlock	11	5	7370-7375	7329-7335	7324-7330	7185-7192	6903-6911
Ooze, Scathing	11	6	7376-7382	7336-7341	7331-7336	7193-7199	6912-6920
Pit Mauler	11	6	7383-7388	7342-7348	7337-7343	7200-7207	6921-6929
Skeleton, Monster	11	7*	7389-7394	7349-7354	7344-7349	7208-7214	6930-6937
Basilisk, Lesser	12	1	7395-7419	7355-7381	7350-7375	7215-7245	6938-6972
Lurker Above	12	4	7420-7443	7382-7407	7376-7402	7246-7275	6973-7007
Troll, Glamour	12	8*	7444-7468	7408-7433	7403-7428	7276-7305	7008-7042
Cave Chameleon, Large	12	2	7469-7481	7434-7446	7429-7441	7306-7320	7043-7059
Cerebral Mauler/Marauder	12	2	7482-7493	7447-7459	7442-7454	7321-7335	7060-7077
Krueller	12	4	7494-7505	7460-7472	7455-7467	7336-7350	7078-7094
Lurker Below	12	4	7506-7518	7473-7485	7468-7480	7351-7365	7095-7111
Tiger Fly, Male	12	8*	7519-7530	7486-7498	7481-7493	7366-7380	-
Djinni	12	2	7531-7536	7499-7504	7494-7499	7381-7388	7112-7120
Ettin	12	3	-	-	7500-7506	-	-
Grappling Thrasher	12	3	-	-	7507-7512	-	-
Grim	12	3	7537-7542	7505-7511	7513-7519	7389-7395	7121-7129
Hoar'daa Cow	12	4	7543-7549	7512-7517	7520-7525	-	-
LavaSpawn: Multi-Classed	12	4	7550-7555	7518-7524	7526-7532	7396-7403	7130-7137
Minotox	12	5	-	7525-7530	7533-7539	-	-
Nefarians: other: Soul Cloaker	12	5	7556-7561	7531-7537	7540-7545	7404-7411	7138-7146
Shadow Fiend	12	7*	7562-7567	7538-7543	7546-7552	7412-7418	7147-7155
Skeleton, Giant	12	7*	7568-7573	7544-7550	7553-7558	7419-7426	7156-7164
Sussurus	12	7*	7574-7580	7551-7556	7559-7565	7427-7433	7165-7172
Vegepygmy Dawg	12	8*	7581-7586	7557-7563	7566-7571	-	-
Zombie, Mo Jo	12	8*	7587-7592	7564-7569	7572-7578	7434-7441	7173-7181
Otyugh	13+	6	7593-7617	7570-7595	7579-7604	7442-7471	7182-7216
Rust Monster, Magnetic	13	7*	7618-7641	7596-7621	7605-7630	7472-7501	7217-7251
Troll, Common	13	8*	7642-7666	7622-7648	7631-7656	7502-7531	7252-7285
Troll, Gutter	13	8*	7667-7691	7649-7674	7657-7682	7532-7561	7286-7320
Wight	13	8*	7692-7716	7675-7700	7683-7708	7562-7592	7321-7355
Chimera	13	2	7717-7728	7701-7713	7709-7721	-	-
Hoar'daa Bull	13	4	7729-7740	7714-7726	7722-7734	-	-
Vampire, Headlong	13	8*	7741-7753	7727-7739	7735-7747	7593-7607	7356-7372
Crypt Thing	13	2	7754-7759	7740-7745	7748-7754	7608-7614	7373-7381
Djinni, Black	13	2	7760-7765	7746-7752	7755-7760	7615-7622	7382-7390
Doppelmeister	13	2	7766-7771	7753-7758	7761-7767	7623-7629	7391-7399
Haunt	13	3	7772-7777	7759-7765	7768-7773	7630-7637	7400-7407
Mimic, Mineral	13	5	7778-7784	7766-7771	7774-7780	7638-7644	-
Snake, Amphisbaena Constrictor	13	7*	7785-7790	-	7781-7787	-	-
Teroth	13	8*	7791-7796	7772-7778	7788-7793	7645-7652	7408-7416
Toad, Doom	13	8*	7797-7802	7779-7784	7794-7800	7653-7659	-
Transposer	13	8*	7803-7808	7785-7791	7801-7806	7660-7667	7417-7425
Su-Monster	14	7*	7809-7833	7792-7817	7807-7832	7668-7697	7426-7459
Troll, Crested	14	8*	7834-7858	7818-7843	7833-7858	7698-7727	7460-7494
Centipede, Tunnel	14	2	7859-7870	7844-7856	7859-7871	7728-7742	7495-7512
Medusa, Lesser	14	4	7871-7883	7857-7869	7872-7884	7743-7758	7513-7529
Pincher	14	6	7884-7895	7870-7882	7885-7897	7759-7773	7530-7546
Spider, Phase	14	7*	7896-7907	7883-7895	7898-7910	7774-7788	7547-7564
Beetle, Death Watch	14	1	-	-	7911-7917	-	-
Doorant, Tree	14	2	7908-7914	7896-7902	7918-7924	7789-7795	7565-7573
Elemental, Earth	14+	3	7915-7920	7903-7908	7925-7930	7796-7803	7574-7581
Ghost	14	3	7921-7926	7909-7915	7931-7937	7804-7810	7582-7590
Hydra: Medusa	14+	4	7927-7932	7916-7921	7938-7943	7811-7818	7591-7599
Jann	14	4	7933-7938	7922-7928	7944-7950	7819-7825	7600-7607
Jungle Terror	14	4	7939-7945	-	-	-	-
Lamia, Common	14	4	7946-7951	7929-7934	7951-7956	-	-
Lizard, Ice	14	4	7952-7957	-	-	-	7608-7616
Skeleton, Red Eyed	14	7*	7958-7963	7935-7941	7957-7963	7826-7833	7617-7625
Taunter	14+	8*	7964-7969	7942-7947	7964-7969	7834-7841	7626-7633
Stirge, Humming	15	7*	7970-7994	7948-7973	7970-7995	7842-7871	7634-7668
Blind Wretched Pursuer	15	1	7995-8006	7974-7986	7996-8008	7872-7886	7669-7686
Tenta'Kill	15	8*	8007-8019	7987-7999	8009-8021	7887-7901	7687-7703
Worm, Belch	15	8*	8020-8031	8000-8012	8022-8034	7902-7916	7704-7721

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Ant Men Queen	15	1	8032-8037	8013-8019	8035-8041	7917-7924	-
Arvanger, Speckled	15	1	8038-8043	8020-8025	8042-8048	-	-
Fungroid	15	3	8044-8050	8026-8032	8049-8054	7925-7931	7722-7729
Jellyling	15	4	8051-8056	8033-8038	8055-8061	7932-7939	7730-7738
Stone Guardian	15	7*	8057-8062	8039-8045	8062-8067	7940-7946	7739-7747
Lammasu, Common	16	4	8063-8074	8046-8058	8068-8080	-	-
Lycanthrope: Were-Bear	16	4	8075-8087	-	8081-8093	7947-7961	7748-7764
Nefarians: other: Hell cat	16	5	8088-8099	8059-8071	8094-8106	7962-7976	7765-7781
Vampire Hordes, The	16	8*	8100-8112	8072-8084	8107-8119	7977-7991	7782-7799
Arcane Merchant	16	1	8113-8118	8085-8090	8120-8126	7992-7999	7800-7808
Chaos Corpse	Variable	2	8119-8124	8091-8097	8127-8132	8000-8007	7809-7816
Drider	16	2	8125-8130	8098-8103	8133-8139	8008-8014	7817-7825
Kuo-Toa: Monitors	16	4	8131-8136	8104-8110	8140-8145	8015-8022	7826-7834
Modron: Dodecahedrone	17	5	8137-8161	8111-8136	8146-8171	8023-8052	7835-7868
Troll, Festering	17	8*	8162-8186	8137-8162	-	8053-8082	7869-7903
Wraith, Standard	17	8*	8187-8211	8163-8188	8172-8198	8083-8112	7904-7938
Masticator, Subterranean	17	4	8212-8223	8189-8201	8199-8211	8113-8127	7939-7956
Zoolem, Hawk/Eagle	17	8*	8224-8235	8202-8214	8212-8224	8128-8142	7957-7973
Djinni, Noble	17	2	8236-8241	8215-8221	8225-8230	8143-8150	7974-7982
Golem, Clay	17	3	8242-8248	8222-8227	8231-8237	8151-8157	7983-7990
Invisible Heckler	17	4	8249-8254	8228-8234	8238-8243	8158-8165	7991-7999
Lizard, Fire	17	4	8255-8260	8235-8240	8244-8250	-	-
Mummy, Fetid	17	5	8261-8266	8241-8247	-	-	-
Para-Elementals: Smoke	17+	6	8267-8272	8248-8253	8251-8256	8166-8173	8000-8008
Zoolem, Dawg/Monkey, etc.	17	8*	8273-8279	8254-8260	8257-8263	8174-8180	8009-8016
Goregon	18	3	8280-8291	-	8264-8276	-	-
Jelly, Mustard	18	4	8292-8303	8261-8273	8277-8289	8181-8195	8017-8034
Rabbit, Predator	18	6	8304-8316	8274-8286	8290-8302	8196-8210	8035-8051
Troll Mage	18+	8*	8317-8328	8287-8299	8303-8315	8211-8225	8052-8069
Worm, Spiny Gutter	18	8*	8329-8340	8300-8312	8316-8328	8226-8240	8070-8086
Arvanger, Spotted	18	1	8341-8347	8313-8318	8329-8335	8241-8248	-
Cloaker	18	2	8348-8353	8319-8325	8336-8341	8249-8256	8087-8095
Elemental, Air	18+	3	8354-8359	8326-8331	8342-8348	8257-8263	8096-8103
Elemental, Fire	18+	3	8360-8365	8332-8338	8349-8354	8264-8271	8104-8112
Elemental, Water	18+	3	8366-8371	8339-8344	8355-8361	8272-8278	8113-8121
Guardian Familiar	18	3	8372-8378	8345-8351	8362-8367	8279-8286	8122-8130
Hubrisite	18	4	8379-8384	8352-8357	8368-8374	8287-8293	8131-8138
Mimic, Animal	18	5	8385-8390	8358-8364	8375-8380	8294-8301	8139-8147
Nefarians: other: Hell Hound	18+	5	8391-8396	8365-8370	8381-8387	8302-8308	8148-8156
Spider, Giant Cave: Krawler, Queen	18	7*	8397-8402	8371-8377	8388-8393	8309-8316	8157-8164
Gummy Fiend	19	3	-	-	8394-8406	-	-
Mummy, Minion	19 +	5	8403-8415	8378-8390	-	-	-
Beholder-kin, Examiner	19	1	8416-8421	8391-8396	8407-8413	8317-8323	8165-8173
Doom Harvester	19	2	8422-8427	8397-8403	8414-8419	8324-8331	8174-8182
Golem, Gristle	19	3	8428-8433	8404-8409	8420-8426	8332-8339	8183-8190
Phantom Stalker	19	6	8434-8439	8410-8416	8427-8432	8340-8346	8191-8199
Snake, Snow Serpent	19	7*	8440-8446	-	-	-	8200-8208
Troll, Crested Gutter	20+	8*	8447-8470	8417-8442	8433-8459	8347-8376	8209-8243
Flesh Thrasher	20	3	8471-8476	8443-8449	8460-8465	-	-
Pudding, Deadly	20	6	8477-8483	8450-8455	8466-8472	8377-8384	8244-8251
Enslaver of the Deep	21	3	8484-8489	-	8473-8478	-	-
Invisible Stalker	21	4	8490-8495	8456-8462	8479-8485	8385-8391	8252-8260
Jabbervock, Vile	21	4	8496-8501	8463-8468	8486-8491	8392-8399	8261-8269
Lamia, Great-Horned	21	4	8502-8507	8469-8475	8492-8498	-	-
Lamia, Noble	21	4	8508-8514	8476-8481	8499-8504	-	-
Shriek, The	21	7*	8515-8515	8482-8482	8505-8505	8400-8400	8270-8270
Beholder, Gauth	22	1	8516-8527	8483-8495	8506-8518	8401-8415	8271-8287
Ogre, High Chub-Foot	22	6	8528-8539	8496-8508	8519-8531	8416-8430	8288-8305
Ogre, High Flat-Footed	22	6	8540-8552	8509-8521	8532-8544	8431-8445	8306-8322
Ogre, High Webbed-Toes	22	6	8553-8564	8522-8534	8545-8557	8446-8460	8323-8339
Roper, Storoper	22	7*	8565-8576	8535-8547	8558-8571	8461-8475	8340-8357
Trap, Living	22	8*	8577-8589	8548-8560	8572-8584	8476-8490	8358-8374
Worm, Purple, Common	22	8*	8590-8601	8561-8573	8585-8597	8491-8506	-
Bulette	22	1	8602-8607	-	8598-8603	-	-
Bulette, Hammerhead	22	1	8608-8614	-	8604-8610	-	-
Ogre, Rogue	22	6	8615-8620	8574-8580	8611-8616	8507-8513	8375-8383
Para-Elementals: Ice	22+	6	8621-8626	8581-8586	8617-8623	8514-8521	8384-8392
Sedusa	22	7*	8627-8632	8587-8593	8624-8629	-	-
Troll, Merga	22	8*	8633-8638	8594-8599	8630-8636	8522-8528	8393-8400

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Vile Shadow Fiend	22	8*	8639-8645	8600-8606	8637-8642	8529-8536	8401-8409
Ogre, High Ryngar	22	6	8646-8646	8607-8607	8643-8643	8537-8537	8410-8410
Worm, Dredger	23	8*	8647-8670	8608-8633	8644-8669	8538-8567	8411-8445
Blood Guzzler	23	1	8671-8676	8634-8639	8670-8676	8568-8574	8446-8454
Giant, Scorn	23	3	8677-8683	8640-8646	8677-8682	8575-8582	8455-8462
Hulking Mound	23	4	8684-8689	8647-8652	8683-8689	8583-8590	8463-8471
Xorn, Xaren	23	8*	8690-8695	8653-8659	8690-8695	8591-8597	8472-8480
Pudding, Black	24	6	8696-8720	8660-8685	8696-8722	8598-8627	8481-8514
Dao	24	2	8721-8732	8686-8698	8723-8735	8628-8642	8515-8532
Roaring Ghoul	24	7*	8733-8744	8699-8711	8736-8748	8643-8657	8533-8549
Troll, Ancient Gnarled-Toothed	24	8*	8745-8757	8712-8724	8749-8761	8658-8673	8550-8567
Hag, Green	24	3	8758-8763	8725-8731	8762-8767	8674-8680	8568-8575
Orc, High Priest	24	6	8764-8769	8732-8737	8768-8774	8681-8688	8576-8584
Spider, Gargantuan	24	7*	8770-8775	8738-8744	8775-8780	8689-8695	-
Vampire, Mulo	24	8*	8776-8782	8745-8750	8781-8787	8696-8703	8585-8593
Vampiricat	24	8*	8783-8788	8751-8757	8788-8793	8704-8710	8594-8602
Mimic, Common	25	5	8789-8813	8758-8783	8794-8819	8711-8740	8603-8636
Beetle, Flesh-Eating Gargantuan	25+	1	8814-8825	8784-8796	8820-8833	8741-8756	-
Mummy, Follower	25	5	8826-8837	8797-8809	-	-	-
Troll, Giant	25	8*	8838-8850	8810-8822	8834-8846	8757-8771	8637-8654
Apparition	25	1	8851-8856	8823-8828	8847-8852	8772-8778	8655-8662
Gorger, Dire	25	3	-	-	8853-8859	8779-8786	-
Shambling Mound	26+	7*	8857-8868	8829-8841	8860-8872	8787-8801	-
Tunnel Squid	26	8*	8869-8881	8842-8854	8873-8885	8802-8816	8663-8680
Zoolem, Lion/Tiger	26	8*	8882-8893	8855-8867	8886-8898	8817-8831	8681-8697
Cave Chameleon, Gargantuan	26	2	8894-8899	8868-8874	8899-8904	8832-8839	8698-8706
Shade	26	7*	8900-8905	8875-8880	8905-8911	8840-8846	8707-8715
Chimera: Mimera	27	2	8906-8911	8881-8887	8912-8917	-	-
Golem, Stone	27	3	8912-8918	8888-8893	8918-8924	8847-8854	8716-8723
Masticator, Articulated	27	4	8919-8924	8894-8900	8925-8930	8855-8861	8724-8732
Troll, Giant Two-Headed	27	8*	8925-8930	8901-8906	8931-8937	8862-8869	8733-8741
Vision	27	8*	8931-8936	8907-8913	8938-8943	8870-8876	8742-8749
Beholder-kin, Director	28	1	8937-8942	8914-8919	8944-8950	8877-8884	8750-8758
Naga, Guardian	28	5	8943-8949	8920-8926	8951-8957	8885-8891	8759-8767
Medusa, Greater	29	4	8950-8961	8927-8939	8958-8970	8892-8906	8768-8784
Neo-Otyugh	29+	6	8962-8973	8940-8952	8971-8983	8907-8922	8785-8802
Aerial Servant	29	1	8974-8980	8953-8959	8984-8989	8923-8929	8803-8810
Chimera: Gorgimera	29	2	8981-8986	8960-8965	8990-8996	-	-
Revenger	29	6	8987-8992	8966-8972	8997-9002	8930-8937	8811-8819
Tongue, Giant Slithering	29	8*	8993-8998	8973-8978	9003-9009	8938-8944	8820-8828
Spectre, Standard	30	7*	8999-9010	8979-8991	9010-9022	8945-8959	8829-8845
Basilisk: Dracolisk	30	1	9011-9017	8992-8998	9023-9028	8960-8967	8846-8854
Dragon, Blue Spiny-Horned	30	2	9018-9023	8999-9004	9029-9035	-	-
Revenant	30	6	9024-9029	9005-9011	9036-9041	8968-8974	8855-8863
Mimic, Killer	31	5	9030-9041	9012-9024	9042-9054	8975-8989	8864-8880
Intellect Devourer, Adult	31	4	9042-9048	9025-9030	9055-9061	-	-
Lammasu, Greater	31	4	9049-9054	9031-9037	9062-9067	-	-
Portal of Devouring	31	6	9055-9060	9038-9043	9068-9074	8990-8997	8881-8889
Radiation Elemental	31+	6	9061-9066	9044-9050	9075-9080	8998-9005	8890-8897
Virusentient, Giant	31	8*	9067-9072	-	9081-9087	9006-9012	-
Umber Hulk, Common	32	8*	9073-9085	9051-9063	9088-9100	9013-9027	8898-8915
Nightmare	32	6	-	-	-	-	-
Righteous Avenger	32	6	9086-9091	9064-9069	9101-9107	9028-9035	8916-8924
Vampire, Asanbosam	32	8*	9092-9097	9070-9076	9108-9113	9036-9042	8925-8932
Ankou	32	1	9098-9098	9077-9077	9114-9114	9043-9043	8933-8933
Nefarians: Demon: Type II	33	5	-	-	-	-	-
Naga, Spirit	33	5	9099-9110	9078-9090	9115-9127	9044-9058	8934-8951
Slaad, Blue	33	7*	-	-	-	-	-
Vampire, Chiang-Shi	33	8*	9111-9123	9091-9103	9128-9140	9059-9073	8952-8968
Wyrm, Sludge	33	8*	9124-9135	9104-9116	9141-9153	9074-9089	8969-8985
Guardian Spirit	33	3	9136-9141	9117-9122	9154-9160	9090-9096	8986-8994
Impeder, Great Lucid	33	4	9142-9148	9123-9129	9161-9166	9097-9104	8995-9003
Ogre, Magi	33	6	9149-9154	9130-9135	9167-9173	-	-
Retriever, Reckless	33 +	6	9155-9160	9136-9142	9174-9179	9105-9111	9004-9012
Retriever, Relentless	33+	6	9161-9166	9143-9148	9180-9186	9112-9119	9013-9020
Retriever, Ruthless	33+	6	9167-9172	-	9187-9192	9120-9126	9021-9029
Snow Strider	33	7*	-	-	-	-	9030-9038
Nefarians: Demon: Hell Spawn	34	5	-	-	-	-	-
Troll, Culvert	34	8*	9173-9197	9149-9174	9193-9219	9127-9156	9039-9072

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Morgue Prowler	34+	5	9198-9209	9175-9187	9220-9232	9157-9172	9073-9090
Beholder, Blind	34	1	9210-9216	9188-9194	9233-9238	9173-9179	9091-9099
Beholder, Undead	34	1	9217-9222	9195-9200	9239-9245	9180-9187	9100-9107
Centipede, Huge	35	2	9223-9271	9201-9253	9246-9297	9188-9247	9108-9177
Stirge, wingless	35	7*	9272-9296	9254-9279	9298-9323	9248-9277	9178-9212
Needle Fiend	35	5	9297-9308	9280-9292	9324-9336	9278-9292	9213-9229
Zoolem, Horse/Deer	35	8*	9309-9321	9293-9305	9337-9349	9293-9307	9230-9247
Avenging Servant	35	1	9322-9327	9306-9311	9350-9356	9308-9315	9248-9255
Nefarians: other: Soul Flayer, greater	35	5	-	-	-	-	-
Modron: Icosahedrone	36	5	9328-9339	9312-9324	9357-9369	9316-9330	9256-9273
Shedu, Lesser	36	7*	9340-9352	-	-	-	-
Vampire, Common	36	8*	9353-9364	9325-9337	9370-9382	9331-9345	9274-9290
Stegocentipede	36	7*	9365-9370	9338-9344	9383-9388	-	-
Mummy, Warrior	37+	5	9371-9383	9345-9357	-	-	-
Vampire, Empusas	37	8*	9384-9389	9358-9363	9389-9395	9346-9353	9291-9299
Xorn	37	8*	9390-9395	9364-9370	9396-9401	9354-9360	9300-9307
Nefarians: Demon: Type III	38	5	-	-	-	-	-
Trapper	38	8*	9396-9407	9371-9383	9402-9414	9361-9375	9308-9325
Bane Lords	39	1	9408-9414	9384-9389	9415-9421	9376-9383	9326-9334
Banshee Lord	39	1	9415-9420	9390-9396	9422-9427	9384-9390	9335-9342
Nefarians: Demon: Ebony Death	40	5	-	-	-	-	-
Orc, Vampire High Priest	40	6	9421-9432	9397-9409	9428-9440	9391-9405	9343-9360
Roper	41	7*	9433-9444	9410-9422	9441-9453	9406-9421	9361-9377
Wraith Lord	41	8*	9445-9457	9423-9435	9454-9466	9422-9436	9378-9394
Nefarians: other: Face Seeking Claw	42	5	-	-	-	-	-
Nefarians: other: Frightmare	42	5	9458-9463	9436-9441	9467-9473	9437-9443	9395-9403
Vampire, Executioner	42	8*	9464-9469	9442-9448	9474-9480	9444-9451	9404-9412
Nefarians: Demon: Type IV	43	5	-	-	-	-	-
Skraagon	43	7*	9470-9482	9449-9461	-	9452-9466	9413-9429
Basilisk, Greater	44	1	9483-9506	9462-9487	9481-9506	9467-9496	9430-9464
Nefarians: Devil: Bone Devil	44	5	-	-	-	-	-
Skeleton Warrior	44	7*	9507-9513	9488-9494	9507-9512	9497-9504	9465-9473
Slug, Giant	45	7*	9514-9537	9495-9520	9513-9538	9505-9534	-
Giant, Fire	45	3	9538-9550	9521-9533	9539-9551	-	-
Rath Lord	45 +	6	9551-9556	9534-9539	9552-9558	9535-9541	9474-9482
Spectre, Bound	46	7*	9557-9568	9540-9552	9559-9571	9542-9556	9483-9499
Mind Flayer: Arcane	47	5	9569-9581	9553-9565	9572-9584	9557-9571	9500-9516
Spirit Fiend	47	7*	9582-9587	9566-9572	9585-9590	9572-9579	9517-9525
Nid'Hogg	49	6	9588-9593	9573-9578	9591-9597	9580-9587	9526-9534
Triceratortoise	50	8*	9594-9618	9579-9604	9598-9623	-	-
Golem, Iron	50	3	9619-9624	9605-9611	9624-9630	9588-9594	9535-9542
Nighthag	50	6	-	-	-	-	-
Wyrm, Blood	50	8*	9625-9630	9612-9617	9631-9636	9595-9602	9543-9551
Sivian Banshee	51	7*	9631-9636	9618-9624	9637-9643	9603-9609	9552-9560
Mind Flayer: Psionic	52	5	9637-9649	9625-9637	9644-9656	9610-9624	9561-9577
Death Knight	52	2	9650-9655	9638-9643	9657-9662	9625-9632	9578-9586
Elemental, Greater Periodic	53	3	9656-9661	9644-9650	9663-9669	9633-9639	9587-9595
Mongoose, King	56	5	-	9651-9651	9670-9670	9640-9640	-
Lich	57	4	9662-9667	9652-9657	9671-9676	9641-9648	9596-9603
Nefarians: Demon: Type IX	61	5	-	-	-	-	-
Mummy, Lord	62+	5	9668-9680	9658-9670	-	-	-
Troll, Iron	65	8*	9681-9686	9671-9677	9677-9683	9649-9655	9604-9612
Wyrm, Skraag	65	8*	9687-9687	-	-	9656-9656	9613-9613
Beholder-kin, Overseer	68	1	9688-9693	9678-9683	9684-9689	9657-9664	9614-9622
Nefarians: Demon: Bloated Demon	71	5	-	-	-	-	-
Death Harvester	71	2	9694-9699	9684-9690	9690-9696	9665-9672	9623-9630
Deepspawn	72	2	9700-9705	9691-9696	9697-9702	9673-9679	9631-9639
Slaad, Grey, The Executioners	73	7*	-	-	-	-	-
Web Queen	74	8*	9706-9711	9697-9703	9703-9709	9680-9687	9640-9648
Simurgh	76	7*	-	-	-	-	-
Beholder, Death Kiss	77	1	9712-9718	9704-9709	9710-9715	9688-9694	9649-9657
Wraith-Ryder	78	8*	9719-9724	9710-9716	9716-9722	9695-9702	9658-9665
Thessalhydra	79	8*	9725-9736	9717-9729	9723-9735	9703-9717	9666-9683
Beholder, Common	79	1	9737-9742	9730-9736	9736-9742	9718-9724	9684-9691
Lich Master	99	4	9743-9749	9737-9742	9743-9748	9725-9732	9692-9700
Medusa, Gorgon	102	4	9750-9750	9743-9743	9749-9749	9733-9733	9701-9701
Beholder-kin, Hive Mother	105	1	9751-9756	9744-9750	9750-9756	9734-9740	9702-9710
Nefarians: Devil: Pit Fiend	112	5	-	-	-	-	-
Nefarians: Demon: Arch Demon Kaleb	113	5	-	-	-	-	-

Name	HF	HoB	XA.Trop.	XB.Sub-T.	XC.Temp.	XD.Sub-A.	XE.Arctic
Modron: Prisaton	114	5	9757-9768	9751-9763	9757-9769	9741-9756	9711-9727
Demilich	114	2	9769-9774	9764-9769	9770-9775	9757-9763	9728-9736
Scylla	114	7*	9775-9775	9770-9770	9776-9776	9764-9764	9737-9737
Nefarians: Daemon: ArcanaDaemon	116	5	-	-	-	-	-
Nefarians: Demon: Type XI	119	5	-	-	-	-	-
Spirit, Vexing	120	7*	9776-9788	9771-9783	9777-9789	9765-9779	9738-9754
Zarnithan	121	8*	9789-9794	9784-9790	9790-9796	9780-9787	-
Relic Devourer	125	6	9795-9795	9791-9791	9797-9797	9788-9788	9755-9755
Modron: Tetraton	128	5	9796-9807	9792-9804	9798-9810	9789-9803	9756-9773
Slaad Lord, Death	128	7*	-	-	-	-	-
Argos	130	1	9808-9813	9805-9810	9811-9816	9804-9810	9774-9781
Nefarians: Demon: Gar'Rangeeze	133	5	-	-	-	-	-
Nefarians: Demon: An'Gnarl	144	5	-	-	-	-	-
Nefarians: Demon: Duke of Evil	150	5	-	-	-	-	-
Modron: Parallelpipeton	151	5	9814-9826	9811-9823	9817-9829	9811-9825	9782-9799
Ouroboros	153	6	-	-	-	-	-
Nefarians: Demon: Zyandal	158	5	-	-	-	-	-
Nefarians: Devil: Saurgaas Baydylax	158	5	-	-	-	-	-
Modron: Cylindeton	159	5	9827-9832	9824-9830	9830-9836	9826-9833	9800-9808
Nefarians: Devil: De'Yin Vay	159	5	-	-	-	-	-
Angel	161	1	9833-9838	9831-9836	9837-9842	9834-9841	9809-9816
Marid	163	4	9839-9844	9837-9843	9843-9849	9842-9848	9817-9825
Nefarians: Daemon: Charon	171	5	-	-	-	-	-
Tiger Fly, Female	175	8*	9845-9857	9844-9856	9850-9862	9849-9863	-
Modron: Hexaton	176	5	9858-9863	9857-9862	9863-9868	9864-9871	9826-9834
Slaad Lord Stendam - Lord of the Insane	181	7*	-	-	-	-	-
Modron: Octaton	184	5	9864-9869	9863-9869	9869-9875	9872-9878	9835-9842
Nefarians: Demon: Prince Murgan	185	5	-	-	-	-	-
Nefarians: Devil: Thraar	185	5	-	-	-	-	-
Slaad Lord: Ygori - Lord of Entropy	187	7*	-	-	-	-	-
Nefarians: Devil: Vorgaal'Lad	193	5	-	-	-	-	-
Nefarians: Demon: Prince Kraas	194	5	-	-	-	-	-
Modron: Decaton	196	5	9870-9875	9870-9875	9876-9882	9879-9886	9843-9851
Nefarians: Devil: Duke Braax Mourgon	197	5	-	-	-	-	-
Phoenix	223	6	-	-	-	-	-
Nefarians: Devil: Mephistopheles	229	5	-	-	-	-	-
Spirit Mass	230	7*	9876-9881	9876-9882	9883-9888	9887-9893	9852-9860
Beholder, Elder Orb	237	1	9882-9888	9883-9888	9889-9895	9894-9901	9861-9868
Modron: Dodecaton	244	5	9889-9894	9889-9895	9896-9901	9902-9908	9869-9877
Nefarians: Devil: Arch-Devil Malefane	253	5	-	-	-	-	-
Nefarians: Devil: Burgraad Baydylax	255	5	-	-	-	-	-
Overhorde	260	6	9895-9900	-	9902-9908	9909-9916	9878-9886
Nefarians: Daemon: OinoDaemon	301	5	-	-	-	-	-
Dragon, Chromatic	306	2	9901-9906	9896-9901	9909-9914	9917-9924	9887-9895
Nefarians: Devil: Gorgan'Mar	370	5	-	-	-	-	-
Modrons: Icosaton	424	5	9907-9912	9902-9908	9915-9921	9925-9931	9896-9903
Tarrasque	577	8*	9913-9913	9909-9909	9922-9922	9932-9932	9904-9904
Nefarians: Demon, Spawn	Variable	5	-	-	-	-	-
Dragon, Black	Variable	2	9914-9926	9910-9922	-	-	-
Dragon, White	Variable	2	-	-	-	-	9905-9922
Adapter	Variable	1	9927-9932	9923-9928	9923-9928	9933-9940	9923-9930
Dispatcher	Variable	2	9933-9938	9929-9935	9929-9935	9941-9947	9931-9939
Dragon, Ancient Albino Scoria	Variable	2	9939-9944	9936-9941	9936-9941	9948-9955	9940-9948
Dragon, Bronze	Variable	2	9945-9951	9942-9948	9942-9948	-	-
Dragon, Gold	Variable	2	9952-9957	9949-9954	9949-9954	9956-9962	9949-9956
Dragon, Green	Variable	2	-	9955-9961	9955-9961	-	-
Dragon, Mottled	Variable	2	9958-9963	-	-	-	-
Dragon, Red-Crested Amber Bellied	Variable	2	9964-9969	9962-9967	9962-9967	9963-9970	9957-9965
Dragon, Shadow	Variable	2	9970-9975	9968-9974	9968-9974	-	-
Dragon, Slag-Scaled Titanium	Variable	2	9976-9981	9975-9980	9975-9980	9971-9977	9966-9974
Dragon, Speckled	Variable	2	9982-9988	9981-9987	9981-9987	9978-9985	9975-9983
Nefarians: other: Hordlings	Variable	5	-	-	-	-	-
Vagabond, Astral	Variable	8*	9989-9994	9988-9993	9988-9993	9986-9992	9984-9991
WereMimic	Variable	8*	9995-10000	9994-10000	9994-10000	9993-10000	9992-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.

Terrain J. Swamp Table: Day

(Roll 1d10,000)

Name	HF	HoB	JA Tropical	JB Subtropical	JC Temperate	JD Subarctic	JE Arctic
Goo, Amber	Nil	3	1-36	1-41	1-40	1-56	-
Phantom	Nil	6	37-46	42-51	41-49	57-70	1-20
Provocator	n/a	6	47-55	52-61	50-59	71-84	21-39
Rift Vortex	n/a	6	56-64	62-71	60-69	85-98	40-59
Time Elemental, Common	n/a	8*	65-73	72-82	70-79	99-112	60-78
Time Elemental, Noble	n/a	8*	74-82	83-92	80-89	113-126	79-98
Samaritans	-2	7*	83-119	93-133	90-129	127-182	99-176
Bird, Standard	-1	1	120-192	134-214	130-208	183-294	-
Centipede, Giant	0	2	193-265	215-296	209-287	295-406	177-333
Dawg, Wild	0	2	266-337	297-377	288-366	407-518	334-489
Orc, Orkin Wardawg	0	6	338-410	378-459	367-445	519-630	490-646
Scarab, common	0	7*	411-483	460-541	446-524	631-742	-
Scorpion, common	0	7*	484-556	542-622	-	-	-
Beast of Burden, Horse, Riding	0	1	557-629	623-704	525-603	743-854	-
Beast of Burden: Horse, Draft	0	1	630-702	705-785	604-682	855-966	-
Beast of Burden: Mule	0	1	703-775	786-867	683-761	967-1078	-
Bee, Regular	0	1	776-848	-	762-840	-	-
Beetle, Common	0	1	849-921	-	841-920	-	-
Bird: Swan	0	1	-	-	921-999	1079-1190	-
Rook: Raven, Common	0	7*	922-994	868-949	1000-1078	1191-1302	-
Dawg, War	0	2	995-1031	950-989	1079-1117	1303-1358	647-724
Fleshpecker	0	3	-	-	1118-1157	-	-
Men: Pilgrim	0	5	1032-1067	990-1030	1158-1196	1359-1414	-
Orc, Orkin Bandits	0	6	1068-1104	1031-1071	1197-1236	1415-1470	725-802
Parasites: Diseased	0	6	1105-1140	1072-1112	1237-1275	-	-
Rook: Raven, Huge	0	7*	1141-1177	1113-1153	1276-1315	1471-1526	-
Weevil, Larva	0	8*	1178-1213	1154-1193	1316-1355	-	-
Beast of Burden, Donkey	0	1	1214-1250	1194-1234	1356-1394	1527-1582	-
Beast of Burden: Horse, Pony	0	1	1251-1286	1235-1275	1395-1434	1583-1638	-
Beast of Burden: Horse, Light War	0	1	1287-1323	1276-1316	1435-1473	1639-1694	-
Beast of Burden: Horse, Medium War	0	1	1324-1359	1317-1357	1474-1513	1695-1750	-
Beast of Burden: Horse, Wild	0	1	1360-1396	1358-1397	1514-1552	1751-1806	-
Bird: Condor	0	1	1397-1432	1398-1438	1553-1592	1807-1862	-
Bird: Falcon	0	1	1433-1469	-	1593-1631	-	-
Bird: Hawk, Large	0	1	1470-1505	-	1632-1671	-	-
Jackalope, Standard	0	4	1506-1542	-	1672-1710	-	-
Sheep, giant	0	7*	1543-1578	-	1711-1750	-	-
Spry Railer	0	7*	1579-1614	1439-1479	1751-1790	-	-
Weasel, Common	0	8*	1615-1651	-	1791-1829	-	-
Enigma Lice	0	3	1652-1669	1480-1499	1830-1849	-	-
Leech, Groin	0	4	1670-1687	1500-1520	1850-1869	-	-
Leech, Luck-Draining Muck	0	4	1688-1706	1521-1540	1870-1888	-	-
Magic Mouth, Common	0	4	1707-1724	1541-1561	1889-1908	1863-1890	803-841
Mosquitos, Ravenous	0	5	1725-1742	1562-1581	-	-	-
Muckdweller	0	5	1743-1760	1582-1601	1909-1928	-	-
Parasites: Magus Ticks	0	6	1761-1779	-	1929-1948	-	-
Parasites: Paralyzing Fleas	0	6	1780-1797	1602-1622	1949-1968	1891-1918	-
Rot Grub, Common	0	7*	1798-1815	1623-1642	1969-1987	1919-1946	842-880
Subcutaneous Feeder	0	7*	1816-1833	1643-1663	1988-2007	1947-1974	881-919
Tiger Fly, Larva	0	8*	1834-1852	1664-1683	2008-2027	1975-2002	-
Weevil, Blood, Adult	0	8*	1853-1870	1684-1703	2028-2047	-	-
Whip Scorpion, Large	0	8*	1871-1888	1704-1724	2048-2066	2003-2030	-
Gnomeling	0	3	1889-1906	1725-1744	2067-2086	2031-2058	920-959
Gold Bane	0	3	1907-1915	1745-1754	2087-2096	2059-2072	960-978
Hound of Ill Omen	0	4	1916-1925	1755-1765	2097-2106	2073-2086	979-998
Magic Mocking Mouth	0	4	1926-1934	1766-1775	2107-2116	2087-2100	999-1017
Magic Mouth, Rogue	0	4	1935-1943	1776-1785	2117-2126	2101-2114	1018-1037
Magic Mouth, Sassy	0	4	1944-1952	1786-1795	2127-2136	2115-2128	1038-1056
Rot Grub, Candy Striped	0	7*	1953-1961	1796-1805	2137-2146	2129-2142	1057-1076
Scarab of Seeking	0	7*	1962-1970	1806-1816	2147-2155	2143-2156	-
Seeker, Ear	0	7*	1971-1979	-	2156-2165	-	-
Seeker, Eye	0	7*	1980-1988	-	2166-2175	-	-
Seeker, Nose	0	7*	1989-1998	1817-1826	-	2157-2170	1077-1096
Tween	0	8*	1999-2007	1827-1836	2176-2185	2171-2184	1097-1115
Jurassic Creatures: Archaeopteryx	0	4	2008-2016	1837-1846	-	-	-

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Podling	0	6	2017-2025	-	-	-	-
Spider, Large	1	7*	2026-2098	1847-1928	2186-2264	2185-2296	-
Toad, Giant	1	8*	2099-2171	1929-2009	2265-2343	2297-2408	-
Orc, Orkin Lowland Pony	1	6	2172-2244	-	2344-2422	-	-
Herd Animal	1+	3	2245-2317	2010-2091	2423-2501	2409-2520	1116-1272
Cat, Small: Wild	1	2	2318-2353	2092-2132	2502-2541	2521-2576	-
Dwarf, Gully	1	2	2354-2390	2133-2173	2542-2581	2577-2632	1273-1350
Kangaroo Flea, Giant	1	4	-	-	2582-2620	-	-
Lamprey, Land	1	4	2391-2426	-	2621-2660	-	-
Pixie: Hybrid-Pixies: Leprosychan	1	6	2427-2463	-	2661-2699	-	-
ScareRaven	1	7*	-	-	2700-2739	-	-
Spider, Tarantubat	1	7*	2464-2499	2174-2213	2740-2778	2633-2688	1351-1428
Toad, Poisonous	1	8*	2500-2536	2214-2254	2779-2818	2689-2744	-
Babbler, Cantakerous	1	1	2537-2572	2255-2295	2819-2857	2745-2800	1429-1506
Beast of Burden: Horse, Heavy War	1	1	2573-2609	2296-2336	2858-2897	2801-2856	-
Porcupine, common	1	6	2610-2645	2337-2377	2898-2937	-	-
Viper, Spit	1	8*	2646-2682	2378-2417	2938-2976	-	-
Worm, Canker	1	8*	-	-	2977-3016	-	-
Frog, Giant	1+	3	2683-2718	2418-2458	3017-3055	2857-2912	-
Leech, Giant	1+	4	2719-2755	2459-2499	3056-3095 *	-	-
Men: Cavalry	1+	5	2756-2791	2500-2540	3096-3134	2913-2968	1507-1585
Zealot	Variable	8*	2792-2828	2541-2581	3135-3174	2969-3024	1586-1663
Beetle: Goldbug	1	1	2829-2846	2582-2601	3175-3194	3025-3052	1664-1702
Bullywug	1	1	2847-2864	2602-2621	3195-3213	-	-
Frog, Poisonous	1	3	2865-2882	2622-2642	3214-3233	3053-3080	-
Gnome Titans	1	3	2883-2901	2643-2662	3234-3253	3081-3108	1703-1741
Gnome, Feral	1	3	2902-2919	2663-2683	3254-3273	3109-3136	1742-1780
Leech, Level-Draining Muck	1	4	2920-2937	2684-2703	3274-3292	-	-
Lizard-Newt, Pygmy	1	4	2938-2955	2704-2723	-	-	-
Lizardman, Common	1	4	2956-2974	2724-2744	3293-3312	-	-
Men: Berserker/Dervish	1	5	2975-2992	2745-2764	3313-3332	3137-3164	1781-1819
Moss, Memory	1	5	2993-3010	2765-2785	3333-3352	3165-3192	1820-1859
Moss, Shimmer	1	5	3011-3028	2786-2805	3353-3372	3193-3220	1860-1898
Packasite	1	6	3029-3047	2806-2825	3373-3391	3221-3248	1899-1937
Rot Grub, giant	1	7*	3048-3065	2826-2846	3392-3411	3249-3276	1938-1976
Scarab, giant	1	7*	3066-3083	2847-2866	3412-3431	3277-3304	-
Skink, Fink	1	7*	3084-3101	-	3432-3451	-	-
Ant Men, Workers	1	1	3102-3120	2867-2887	3452-3470	3305-3332	-
Blue Throttle	1	1	3121-3138	-	3471-3490	-	-
Brain Mite, Carnivorous	1	1	3139-3156	2888-2907	3491-3510	3333-3360	-
Grynurian Monk	1	3	3157-3174	2908-2927	-	-	-
Jarvin-taur	1	4	3175-3192	2928-2948	3511-3530	-	-
Rook: Raven, Giant	1	7*	3193-3211	2949-2968	3531-3550	3361-3388	-
Walking Stick, giant	1	8*	3212-3229	2969-2989	3551-3569	-	-
Ant, Giant	1+	1	3230-3247	-	3570-3589	-	-
Attention Grabber	1	1	3248-3256	2990-2999	3590-3599	3389-3402	1977-1995
Black Poppy	1	1	3257-3265	3000-3009	3600-3609	3403-3416	-
Frog, Chain Reaction	1	3	3266-3275	3010-3019	3610-3619	3417-3430	-
Frog, Killer	1	3	3276-3284	3020-3029	3620-3629	3431-3444	-
Men: Hermit	1	5	3285-3293	3030-3040	3630-3639	3445-3458	1996-2015
Skeleton, Animal	1	7*	3294-3302	3041-3050	3640-3648	3459-3472	2016-2035
Bat, Fire	1	1	3303-3311	-	-	-	-
Jackalope, Pronghare	1	4	3312-3320	-	3649-3658	-	-
Rabid Hummingbirds	1	6	-	-	3659-3668	-	-
Lizardman, Magic-user	1+	4	3321-3329	3051-3060	3669-3678	-	-
Lizardman, Thief	1+	4	3330-3338	3061-3070	3679-3688	-	-
Men: Adventurer	1+	5	3339-3348	3071-3080	3689-3698	3473-3486	2036-2054
Men: Wild men	1+	5	3349-3357	3081-3091	3699-3708	3487-3500	2055-2074
Spider, Huge	2	7*	3358-3430	3092-3172	3709-3787	3501-3612	-
Beast of Burden, Ox	2	1	3431-3503	3173-3254	3788-3866	3613-3724	-
Jurassic Creatures: Camptosaurus	2	4	3504-3576	3255-3335	-	-	-
Stag, Common	2	7*	-	-	3867-3945	-	-
Ogre, Trash	2+	6	3577-3649	3336-3417	3946-4024	3725-3836	2075-2230
LeechMan, Swamp-dwelling	2	4	3650-3685	3418-3458	4025-4064	-	-
Pseudo-Undead, Ghoul	2	6	3686-3722	3459-3499	4065-4103	3837-3892	2231-2309
Babbler, Incessant	2	1	3723-3758	3500-3539	4104-4143	3893-3948	2310-2387
Bear, Cave	2	1	3759-3794	3540-3580	4144-4182	3949-4004	2388-2465
Bovinians	2	1	-	-	4183-4222	-	-
Crouching Hopper	2	2	3795-3831	3581-3621	4223-4261	-	-

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Lizard, Giant	2	4	-	-	4262-4301	-	-
Monkey, Musk	2	5	3832-3867	3622-3662	-	-	-
Panda Bear, Common	2	6	-	3663-3703	-	-	-
Pig, Wild	2	6	-	-	4302-4340	-	-
Snake, Poisonous	2	7*	3868-3904	3704-3743	4341-4380	4005-4060	2466-2543
Ogre, Hedge	2+	6	3905-3940	3744-3784	4381-4420	4061-4116	2544-2622
Golem, Puppet	2	3	3941-3959	3785-3805	4421-4439	4117-4144	2623-2661
Skeleton, Animated	2	7*	3960-3977	3806-3825	4440-4459	4145-4172	2662-2700
Skeleton, Screaming	2	7*	3978-3995	3826-3845	4460-4479	4173-4200	2701-2739
Stone Warblers	2	7*	3996-4013	3846-3866	4480-4499	4201-4228	2740-2778
Whip Scorpion, Huge	2	8*	4014-4032	3867-3886	4500-4518	4229-4256	-
Bee, Giant Worker	2	1	4033-4050	-	4519-4538	-	-
Elf, Grel Mages	2	3	4051-4068	3887-3907	4539-4558	4257-4284	2779-2817
Goat, Giant	2	3	-	-	4559-4578	-	-
Hippogriff	2	3	4069-4086	3908-3927	4579-4598	4285-4312	2818-2856
Lobe Footed Marsh Dweller	2	4	4087-4105	3928-3947	4599-4617	-	-
Monkey, Flying	2	5	4106-4123	3948-3968	4618-4637	4313-4340	2857-2895
Ogre, Half	2	6	4124-4141	3969-3988	4638-4657	4341-4368	2896-2935
Porcupine, Poison	2	6	4142-4159	3989-4009	4658-4677	-	-
Skink, Blink	2	7*	4160-4178	-	4678-4696	-	-
Weasel, Giant	2	8*	-	-	4697-4716	-	-
Beast Shaman	Variable	1	4179-4196	4010-4029	4717-4736	4369-4396	2936-2974
Astral Searcher	2	1	4197-4205	4030-4039	4737-4746	4397-4410	2975-2993
Golem, Guardian	2	3	4206-4214	4040-4049	4747-4756	4411-4424	2994-3013
Ice Fiend	2	4	4215-4223	-	-	-	3014-3032
Iron Cobra	2	4	4224-4232	4050-4060	4757-4766	4425-4438	3033-3052
Zombie, Talking	2	8*	4233-4241	4061-4070	4767-4776	4439-4452	-
Carcass Seether	2	1	4242-4251	-	4777-4785	-	-
Pixies, Mirror	2	6	4252-4260	-	4786-4795	-	-
Sword, Perpetual	2+	7*	4261-4269	4071-4080	-	4453-4466	3053-3071
Ant Men, Red Fire	Variable	1	4270-4278	4081-4090	-	-	-
Modron: Tetrahedrone	3	5	4279-4351	4091-4172	4796-4874	4467-4578	3072-3228
Crocodile, Normal	3	2	4352-4424	4173-4253	-	-	-
Jurassic Creatures: Pteranodon	3	4	4425-4497	4254-4335	4875-4954	4579-4690	3229-3385
Lycanthrope: Were-Rat	3	4	4498-4533	4336-4376	4955-4993	4691-4746	3386-3463
Murk Slither	3	5	4534-4570	4377-4417	4994-5033	-	-
Pseudo Undead, Wight	3	6	4571-4606	4418-4457	5034-5072	4747-4802	3464-3541
Scorpion, Large	3	7*	4607-4643	4458-4498	-	-	-
Jurassic Creatures: Ankylosaurus	3	4	4644-4679	4499-4539	5073-5112	4803-4858	3542-3619
Kenku	3+	4	4680-4716	4540-4580	5113-5151	4859-4914	3620-3698
Jurassic Creatures: Dimetrodon	3+	4	4717-4752	4581-4621	-	-	-
Gorangatan	3	3	4753-4770	4622-4641	-	-	-
Shocker	3	7*	4771-4789	4642-4661	5152-5171	4915-4942	3699-3737
Snow Beasts	3	7*	4790-4807	-	-	-	3738-3776
Troll, Ice	3	8*	4808-4825	-	-	-	3777-3815
Urchin, Land	3	8*	4826-4843	4662-4682	5172-5191	4943-4970	3816-3854
Zygom	3	8*	4844-4862	4683-4702	5192-5211	4971-4998	3855-3893
Humanimals, Lesser	3	4	4863-4880	4703-4723	5212-5230	4999-5026	3894-3932
Gnomish Doom Lord	3	3	4881-4898	-	5231-5250	-	-
Porcupine Warrior	3	6	4899-4916	4724-4743	5251-5270	-	-
Skink, Mink	3	7*	4917-4935	-	-	-	3933-3971
Toucan, Hornbilled Terror	3	8*	4936-4953	4744-4763	5271-5290	-	-
Xyloid	3	8*	-	-	5291-5309	-	-
Samurai Jackal	3 +	7*	4954-4971	4764-4784	5310-5329	5027-5054	3972-4011
Gut Waller Serpent	3+	3	4972-4989	4785-4804	-	-	-
Eblis	Variable	2	4990-5008	4805-4825	5330-5349	-	-
Death's Minions	3	2	5009-5017	4826-4835	5350-5359	5055-5068	4012-4030
Gouger, Fanged	3	3	5018-5026	-	-	-	-
Insidious Ichor	3	4	5027-5035	4836-4845	5360-5369	5069-5082	-
Jellyfish, Flying Swamp	3	4	5036-5044	4846-4855	5370-5379	-	-
Slapping Durnkin	3	7*	5045-5053	4856-4865	5380-5389	5083-5096	4031-4050
Vortex	3	8*	5054-5062	-	-	-	-
Walker	3	8*	5063-5071	4866-4876	5390-5398	5097-5110	4051-4069
Barbarian, warrior	3	1	5072-5081	4877-4886	5399-5408	5111-5124	4070-4089
Beaver, Great Red Marauding	3	1	-	-	5409-5418	-	-
Bee, Giant Soldier	3	1	5082-5090	-	5419-5428	-	-
Elf, Grugach	3	3	5091-5099	4887-4896	5429-5438	5125-5138	4090-4108
Enveloper	3+	3	5100-5108	4897-4906	5439-5448	5139-5152	4109-4128
Boobrie	4	1	5109-5144	4907-4947	5449-5487	-	-

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Dragon, Komodo	4	2	-	4948-4988	5488-5527	-	-
Snake, Constrictor, Giant	4	7*	5145-5181	4989-5029	-	-	-
Hydra: common	4+	4	5182-5217	5030-5069	5528-5567	5153-5208	-
LeechMan, Guard	4+	4	5218-5254	5070-5110	5568-5606	-	-
Trollkin Auxiliaries	4+	8*	5255-5290	5111-5151	5607-5646	5209-5264	4129-4206
Bat, Azmyth	4	1	5291-5309	5152-5171	5647-5665	5265-5292	-
Beetle, Carnage	4	1	5310-5327	5172-5192	5666-5685	5293-5320	4207-4245
Luck Eater	4	4	5328-5345	5193-5212	5686-5705	5321-5348	4246-4284
Nefarians: other: Hell Spider	4	5	5346-5363	5213-5233	5706-5725	5349-5376	-
Vampire Hound	4	8*	5364-5382	5234-5253	5726-5744	5377-5404	4285-4324
Vile Double-Crested Crawdad	4	8*	5383-5400	5254-5273	5745-5764	-	-
Raging Bucentaurus	4	6	-	-	5765-5784	-	-
Gorphin	4	3	5401-5418	-	5785-5804	-	-
Jurassic Creatures: Deinonychus	4	4	5419-5436	5274-5294	-	-	-
Serpentine	4	7*	5437-5455	5295-5314	-	-	-
Beholder-kin, Watcher	4	1	5456-5464	5315-5324	5805-5814	5405-5418	4325-4343
Bullywug, Advanced	4	1	5465-5473	5325-5335	5815-5824	-	-
Centipede, Megalo-	4	2	5474-5482	5336-5345	5825-5833	5419-5432	4344-4363
Disenchanter	4	2	5483-5491	5346-5355	5834-5843	5433-5446	4364-4382
Huecuva	4	4	5492-5500	5356-5365	5844-5853	5447-5460	-
Mud Man	4	5	5501-5509	5366-5375	5854-5863	-	-
Undead, Eye of Fear	4	8*	5510-5518	5376-5386	5864-5873	5461-5474	-
Weasel, Manu	4	8*	5519-5528	-	-	-	-
Beholder-kin, Lensman	4	1	5529-5537	5387-5396	5874-5883	5475-5488	4383-4402
Pseudo Undead, Wraith	5	6	5538-5573	5397-5437	5884-5922	5489-5544	4403-4480
Snake Man	5	7*	5574-5610	-	-	-	-
Bee, Giant Bumble-	5	1	5611-5628	-	5923-5942	-	-
Crane, Dire	5	2	5629-5646	5438-5457	-	-	-
Porcupine, Giant	5	6	5647-5664	5458-5477	5943-5962	-	-
Slithering Slasher	5	7*	5665-5683	5478-5498	5963-5982	-	-
Orc, Orkin Witch Doctor	5+	6	5684-5701	5499-5518	5983-6002	5545-5572	4481-4519
Vampire Thrall	5+	8*	5702-5719	5519-5539	6003-6021	5573-5600	4520-4558
Cataplasm	5	2	5720-5728	5540-5549	6022-6031	5601-5614	4559-4578
Doppelganger	5	2	5729-5737	5550-5559	6032-6041	5615-5628	4579-4597
Fly, Giant Horse-	5	3	5738-5746	5560-5569	6042-6051	5629-5642	-
DoppelEwe	5	2	5747-5756	-	6052-6061	-	-
Pseudo-Dragon	5	6	5757-5765	5570-5579	6062-6071	5643-5656	-
Snake, Spitting	5	7*	5766-5774	-	-	-	-
Slime, Olive - Host	5+	7*	5775-5783	5580-5590	6072-6081	5657-5670	4598-4617
Mantrap	5+	4	5784-5792	-	-	-	-
Modron: Hexahedrone	6	5	5793-5865	5591-5671	6082-6160	5671-5782	4618-4774
Ogre, Lord	6+	6	5866-5938	5672-5753	6161-6239	-	4775-4930
Golem, Muck	6	3	5939-5974	5754-5794	6240-6278	5783-5838	4931-5008
Pseudo Undead, Ghast	6	6	5975-6011	5795-5834	6279-6318	5839-5894	5009-5087
Scorpion, Giant	6	7*	6012-6047	5835-5875	-	-	-
Spider, Giant	6	7*	6048-6084	5876-5916	6319-6357	5895-5950	-
Jackalwere	6	4	6085-6102	-	6358-6377	-	-
Lycanthrope: Were-Boar	6	4	6103-6120	5917-5936	6378-6397	5951-5978	-
Wasp, Giant	6	8*	6121-6139	5937-5957	6398-6417	5979-6006	-
Doppler Croc	6	2	6140-6157	5958-5977	6418-6437	-	-
Elf, Hunter Grel	6	3	6158-6175	5978-5998	-	6007-6034	5088-5126
Lycanthrope: Were-Lynx	6	4	-	-	-	6035-6062	5127-5165
Repeller	6	6	6176-6193	5999-6018	6438-6456	-	-
Straw Mound	6+	7*	6194-6212	-	6457-6476	-	-
Grieving Herald	6	3	6213-6221	6019-6028	6477-6486	6063-6076	5166-5184
Thessilkrat	6	8*	6222-6230	-	6487-6496	-	-
Zombie, Brain-Eating	6	8*	6231-6239	6029-6038	6497-6506	6077-6090	5185-5204
Zombie, Flesh-Eating	6	8*	6240-6248	6039-6049	6507-6516	6091-6104	5205-5223
Zombie, Giant	6	8*	6249-6257	6050-6059	6517-6526	6105-6118	5224-5243
Ant Men, Shaman	6	1	6258-6266	6060-6069	6527-6535	6119-6132	-
Sloth, Prehistoric	6	7*	-	-	6536-6545	-	-
Anti-Elemental, Fire	6 +	1	6267-6275	-	-	-	5244-5263
Anti-Elemental, Air	6+	1	6276-6285	6070-6079	6546-6555	6133-6146	5264-5282
Scorpion, Huge	7	7*	6286-6358	6080-6161	-	-	-
Mastodon	7	4	6359-6431	6162-6242	6556-6634	6147-6258	-
Snake, Poisonous, giant	7	7*	6432-6467	6243-6283	6635-6674	6259-6314	-
Bolter	7	1	6468-6485	6284-6304	6675-6694	6315-6342	5283-5321
Larantula	7	4	6486-6504	-	6695-6713	-	-
Retch Plant	7	6	6505-6522	6305-6324	6714-6733	-	-

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Toad, Ice	7	8*	6523-6540	-	-	6343-6370	5322-5360
Turtle, Bombardier	7	8*	6541-6558	6325-6344	6734-6753	6371-6398	5361-5400
Hydra: Pyro	7+	4	6559-6576	6345-6365	6754-6773	6399-6426	-
Lime Green Quivering Mass	Variable	4	6577-6595	6366-6385	6774-6793	-	-
Humanimals, Greater	7	4	6596-6604	6386-6395	6794-6802	6427-6440	5401-5419
Centaur Ant	7	2	6605-6613	6396-6406	6803-6812	-	-
Monoceros	7	5	6614-6622	6407-6416	6813-6822	-	-
Orange Tail Plant Squaller	7	6	6623-6631	6417-6426	6823-6832	-	-
Vengeful Troubadour	7+	8*	6632-6640	6427-6436	6833-6842	6441-6454	5420-5439
Manticore, Womanticore	8	4	6641-6677	6437-6477	6843-6882	6455-6510	5440-5517
Spider, Giant Trapdoor	8	7*	6678-6713	6478-6518	6883-6921	6511-6566	-
Solitary Wasp	8	7*	6714-6750	-	6922-6961	-	-
Golem, Muck, Diseased	8	3	6751-6768	6519-6538	6962-6980	6567-6594	5518-5556
Mummy, Adherer	8	5	6769-6786	6539-6559	6981-7000	6595-6622	-
Dragon, Komodo, Dire	8	2	-	6560-6579	7001-7020	-	-
Jurassic Creatures: Velociraptor	8	4	6787-6805	6580-6599	-	-	-
Doppelganger, Master	8	2	6806-6814	6600-6610	7021-7030	6623-6636	5557-5576
Gagwaller	8	3	6815-6823	6611-6620	7031-7040	6637-6650	5577-5595
Jaded Mannacle	8	4	6824-6832	6621-6630	7041-7050	6651-6664	5596-5615
Swanman, Swanmay	8	7*	-	-	7051-7059	-	-
Zombie, Monster	8	8*	6833-6841	6631-6640	7060-7069	6665-6678	5616-5634
Beholder, Spectator	8	1	6842-6850	6641-6650	7070-7079	6679-6692	5635-5654
Golem Master	8+	3	6851-6859	6651-6661	7080-7089	6693-6706	5655-5673
Jurassic Creatures: Lambeosaurus	9	4	6860-6932	6662-6742	7090-7168	6707-6818	5674-5830
Pseudo Undead, Specter	9	6	6933-6969	6743-6783	7169-7208	6819-6874	5831-5908
War-Hawg	9	8*	-	-	7209-7247	-	-
Leucrotta	9	4	-	-	7248-7267	-	-
Mugglawump	9	5	6970-6987	6784-6803	7268-7287	-	-
Elf, Grel Cleric	9	3	6988-7005	6804-6824	7288-7307	6875-6902	5909-5947
Harpy	9	3	7006-7023	-	7308-7326	-	-
Pod Plant, Malicious	9	6	7024-7042	-	-	-	-
Porculisk	9	6	-	-	7327-7346	-	-
Lizardman, King	9	4	7043-7051	6825-6834	7347-7356	-	-
Necrophidius	9	5	7052-7060	6835-6844	7357-7366	6903-6916	5948-5967
Scarecrow	9	7*	7061-7069	6845-6854	7367-7376	6917-6930	-
Snapper-Saw	9	7*	7070-7078	-	7377-7386	-	-
Tin Soldier	9	8*	7079-7087	6855-6865	-	6931-6944	5968-5986
Whip Scorpion, Giant	9	8*	7088-7096	6866-6875	7387-7396	6945-6958	-
Hydra: Lernaean	9+	4	7097-7106	6876-6885	7397-7406	6959-6972	-
Beetle, Giant Rhinoceros	10	1	7107-7142	6886-6926	-	-	-
Manticore, Common	10	4	7143-7179	6927-6967	7407-7445	6973-7028	5987-6065
Modron: Octahedrone	10	5	7180-7215	6968-7007	7446-7485	7029-7084	6066-6143
Intellect Devourer, Larva	10	4	7216-7233	7008-7028	7486-7504	-	-
Maulsquito	10	4	7234-7251	7029-7048	7505-7524	-	-
Elf, Shadow Grel	10	3	7252-7270	7049-7069	7525-7544	7085-7112	6144-6182
Sloth, Greater Mossback	10	7*	-	-	7545-7564	-	-
Doppelganger, Predator	10	2	7271-7279	7070-7079	7565-7574	7113-7126	6183-6202
Golem, Blood	10	3	7280-7288	7080-7089	7575-7584	7127-7140	6203-6221
Pan-Dimensional Rover	10	6	7289-7297	7090-7099	7585-7593	7141-7154	6222-6241
Panda Bear, Trans-Planar	10	6	7298-7306	7100-7109	7594-7603	7155-7168	6242-6260
Crocodile, Giant	11	2	7307-7379	7110-7191	-	-	-
Pseudo Undead, Vampire	11	6	7380-7416	7192-7232	7604-7643	7169-7224	6261-6339
Cyclops, Common	11	2	7417-7434	7233-7252	7644-7663	7225-7252	6340-6378
Scorpion, Hell	11	7*	7435-7452	7253-7273	-	-	-
Carnagesaur	11	1	7453-7470	7274-7293	-	-	-
Seeall	11	7*	7471-7489	7294-7313	7664-7682	7253-7280	6379-6417
Golem, Flesh	11	3	7490-7498	7314-7324	7683-7692	7281-7294	6418-6436
Skeleton, Monster	11	7*	7499-7507	7325-7334	7693-7702	7295-7308	6437-6456
Ant Men, Enforcer	11	1	7508-7516	7335-7344	7703-7712	7309-7322	-
Troll, Glamour	12	8*	7517-7552	7345-7385	7713-7752	7323-7378	6457-6534
Basilisk, Lesser	12	1	7553-7589	7386-7426	7753-7791	7379-7434	6535-6612
Tiger Fly, Male	12	8*	7590-7607	7427-7446	7792-7811	7435-7462	-
Djinni	12	2	7608-7616	7447-7456	7812-7821	7463-7476	6613-6632
Grappling Thrasher	12	3	-	-	7822-7831	-	-
Nefarians: other: Soul Cloaker	12	5	7617-7625	7457-7466	7832-7841	7477-7490	6633-6652
Shadow Fiend	12	7*	7626-7635	7467-7477	7842-7850	7491-7504	6653-6671
Skeleton, Giant	12	7*	7636-7644	7478-7487	7851-7860	7505-7518	6672-6691
Werebird	12	8*	7645-7653	7488-7497	7861-7870	7519-7532	6692-6710
Mammoth, Wooly	13	4	7654-7726	7498-7579	7871-7949	7533-7644	6711-6867

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Gore Monger, Insatiable	13	3	7727-7744	7580-7599	7950-7969	7645-7672	6868-6906
Vampire, Headlong	13	8*	7745-7762	7600-7619	7970-7989	7673-7700	6907-6945
Mammoth, Ram-Horned	13	4	7763-7781	7620-7640	7990-8009	7701-7728	6946-6984
Roc, Marsh	13	7*	7782-7799	7641-7660	-	-	-
Crypt Thing	13	2	7800-7808	7661-7670	8010-8019	7729-7742	6985-7004
Djinni, Black	13	2	7809-7817	7671-7681	8020-8028	7743-7756	7005-7023
Doppelmeister	13	2	7818-7826	7682-7691	8029-8038	7757-7770	7024-7043
Haunt	13	3	7827-7835	7692-7701	8039-8048	7771-7784	7044-7062
Teroth	13	8*	7836-7844	7702-7711	8049-8058	7785-7798	7063-7082
Toad, Doom	13	8*	7845-7853	7712-7721	8059-8068	7799-7812	-
Transposer	13	8*	7854-7863	7722-7732	8069-8078	7813-7826	7083-7102
Catoblepas	13	2	7864-7872	7733-7742	8079-8088	7827-7840	-
Snake, Amphisbaena Constrictor	13	7*	7873-7881	-	8089-8098	-	-
Medusa, Lesser	14	4	7882-7899	7743-7762	8099-8117	7841-7868	7103-7141
Spider, Phase	14	7*	7900-7917	7763-7783	8118-8137	7869-7896	7142-7180
Bear, Poisonous	14	1	7918-7936	7784-7803	8138-8157	7897-7924	-
Skeleton, Red Eyed	14	7*	7937-7945	7804-7813	8158-8167	7925-7938	7181-7199
Jann	14	4	7946-7954	7814-7823	8168-8177	7939-7952	7200-7219
Lizard, Ice	14	4	7955-7963	-	-	-	7220-7239
Elemental, Earth	14+	3	7964-7972	7824-7834	8178-8187	7953-7966	7240-7258
Taunter	14+	8*	7973-7981	7835-7844	8188-8197	7967-7980	7259-7278
Dragonfly, Giant	15	2	7982-8018	7845-7885	-	-	-
Arvanger, Speckled	15	1	8019-8027	7886-7895	8198-8206	-	-
Stone Guardian	15	7*	8028-8036	7896-7905	8207-8216	7981-7994	7279-7297
Ant Men Queen	15	1	8037-8045	7906-7915	8217-8226	7995-8008	-
Dragon, Komodo, giant	15	2	-	7916-7925	8227-8236	-	-
Nefarians: other: Hell cat	16	5	8046-8063	7926-7946	8237-8256	8009-8036	7298-7336
Vampire Hordes, The	16	8*	8064-8082	7947-7966	8257-8276	8037-8064	7337-7375
Lammasu, Common	16	4	8083-8100	7967-7987	8277-8295	-	-
Chaos Corpse	Variable	2	8101-8109	7988-7997	8296-8305	8065-8078	7376-7395
Modron: Dodecahedrone	17	5	8110-8145	7998-8038	8306-8345	8079-8134	7396-7473
Zoolem, Hawk/Eagle	17	8*	8146-8164	8039-8058	8346-8365	8135-8162	7474-7512
Djinni, Noble	17	2	8165-8173	8059-8068	8366-8374	8163-8176	7513-7532
Golem, Clay	17	3	8174-8182	8069-8078	8375-8384	8177-8190	7533-7552
Invisible Heckler	17	4	8183-8191	8079-8089	8385-8394	8191-8204	7553-7571
Zoolem, Dawg/Monkey, etc.	17	8*	8192-8200	8090-8099	8395-8404	8205-8218	7572-7591
Para-Elementals: Ooze	17+	6	8201-8209	8100-8109	8405-8414	8219-8232	7592-7610
Para-Elementals: Smoke	17+	6	8210-8218	8110-8119	8415-8424	8233-8246	7611-7630
Goregon	18	3	8219-8237	-	8425-8444	-	-
Rabbit, Predator	18	6	8238-8255	8120-8140	8445-8463	8247-8274	7631-7669
Arvanger, Spotted	18	1	8256-8264	8141-8150	8464-8473	8275-8288	-
Elemental, Air	18+	3	8265-8273	8151-8160	8474-8483	8289-8302	7670-7688
Elemental, Fire	18+	3	8274-8282	8161-8170	8484-8493	8303-8316	7689-7708
Elemental, Water	18+	3	8283-8291	8171-8180	8494-8503	8317-8330	7709-7728
Nefarians: other: Hell Hound	18+	5	8292-8300	8181-8191	8504-8513	8331-8344	7729-7747
Jurassic Creatures: Stegosaurus	19	4	8301-8373	8192-8272	-	-	-
Doom Harvester	19	2	8374-8383	8273-8282	8514-8523	8345-8358	7748-7767
Golem, Gristle	19	3	8384-8392	8283-8293	8524-8533	8359-8372	7768-7786
Phantom Stalker	19	6	8393-8401	8294-8303	8534-8543	8373-8386	7787-7806
Snake, Snow Serpent	19	7*	8402-8410	-	-	-	7807-7825
Sirine	20	7*	8411-8428	8304-8323	8544-8562	-	-
Minotaur, Free Range	20	5	8429-8437	8324-8333	8563-8572	8387-8400	7826-7845
Quickwood	20	6	-	-	8573-8582	-	-
Mantis, Dire Field	21	4	8438-8455	8334-8354	8583-8602	-	-
Invisible Stalker	21	4	8456-8465	8355-8364	8603-8612	8401-8414	7846-7865
Spriggan	21	7*	8466-8474	8365-8374	8613-8622	8415-8428	7866-7884
Shriek, The	21	7*	8475-8475	8375-8375	8623-8623	8429-8429	7885-7885
Jurassic Creatures: Triceratops	22	4	8476-8548	8376-8457	-	-	-
Jurassic Creatures: Mamenchisaurus	22	4	8549-8584	8458-8498	8624-8662	-	-
Ogre, High Chub-Foot	22	6	8585-8602	8499-8518	8663-8682	8430-8457	7886-7924
Ogre, High Flat-Footed	22	6	8603-8621	8519-8538	8683-8702	8458-8485	7925-7963
Ogre, High Webbed-Toe	22	6	8622-8639	8539-8559	8703-8722	8486-8513	7964-8003
Beholder, Gauth	22	1	8640-8657	8560-8579	8723-8741	8514-8541	8004-8042
Bulette	22	1	8658-8666	-	8742-8751	-	-
Bulette, Hammerhead	22	1	8667-8675	-	8752-8761	-	-
Ogre, Rogue	22	6	8676-8685	8580-8589	8762-8771	8542-8555	8043-8061
Vile Shadow Fiend	22	8*	8686-8694	8590-8600	8772-8781	8556-8569	8062-8081
Giant, Fog	22	3	-	-	8782-8791	-	-
Sedusa	22	7*	8695-8703	8601-8610	8792-8801	-	-

Name	HF	HoB	JA.Trop.	JB.Sub-T.	JC.Temp.	JD.Sub-A.	JE.Arctic
Sphinx, Gynosphinx	23	7*	8704-8721	8611-8630	-	-	-
Giant, Scorn	23	3	8722-8730	8631-8640	8802-8811	8570-8583	8082-8100
Hulking Mound	23	4	8731-8739	8641-8651	8812-8820	8584-8597	8101-8120
Treant, Undead	23	8*	8740-8748	8652-8661	8821-8830	8598-8611	8121-8139
Snake, Humongous	23	7*	8749-8757	8662-8671	-	-	-
Giant, Gorge	23+	3	8758-8767	8672-8681	8831-8840	8612-8625	8140-8159
Jurassic Creatures: Tyrannosaurus Rex	24	4	8768-8803	8682-8722	-	-	-
Dao	24	2	8804-8821	8723-8742	8841-8860	8626-8653	8160-8198
Spider, Gargantuan	24	7*	8822-8830	8743-8753	8861-8870	8654-8667	-
Vampire, Mulo	24	8*	8831-8840	8754-8763	8871-8880	8668-8681	8199-8218
Vampiricat	24	8*	8841-8849	8764-8773	8881-8890	8682-8695	8219-8237
Troll, Giant	25	8*	8850-8867	8774-8793	8891-8909	8696-8723	8238-8276
Zoolem, Lion/Tiger	26	8*	8868-8885	8794-8814	8910-8929	8724-8751	8277-8316
Shambling Mound	26+	7*	8886-8903	8815-8834	8930-8949	8752-8779	-
Shade	26	7*	8904-8913	8835-8844	8950-8959	8780-8793	8317-8335
Golem, Stone	27	3	8914-8922	8845-8855	8960-8969	8794-8807	8336-8355
Troll, Giant Two-Headed	27	8*	8923-8931	8856-8865	8970-8979	8808-8821	8356-8374
Vision	27	8*	8932-8940	8866-8875	8980-8989	8822-8835	8375-8394
Beholder-kin, Director	28	1	8941-8949	8876-8885	8990-8998	8836-8849	8395-8413
Naga, Guardian	28	5	8950-8958	8886-8895	8999-9008	8850-8863	8414-8433
Medusa, Greater	29	4	8959-8976	8896-8916	9009-9028	8864-8891	8434-8472
Aerial Servant	29	1	8977-8986	8917-8926	9029-9038	8892-8905	8473-8492
Revenger	29	6	8987-8995	8927-8936	9039-9048	8906-8919	8493-8511
Alligator, Giant	29	1	8996-9004	8937-8946	-	-	-
Basilisk: Dracolisk	30	1	9005-9013	8947-8957	9049-9058	8920-8933	8512-8531
Jurassic Creatures: Diplodocus	31	4	9014-9086	8958-9038	9059-9137	-	-
Giant, Frost	31	3	9087-9095	-	-	-	8532-8550
Intellect Devourer, Adult	31	4	9096-9104	9039-9048	9138-9147	-	-
Portal of Devouring	31	6	9105-9113	9049-9059	9148-9157	8934-8947	8551-8570
Virusentient, Giant	31	8*	9114-9122	-	9158-9166	8948-8961	-
Lammasu, Greater	31	4	9123-9131	9060-9069	9167-9176	-	-
Radiation Elemental	31+	6	9132-9141	9070-9079	9177-9186	8962-8975	8571-8589
Righteous Avenger	32	6	9142-9150	9080-9089	9187-9196	8976-8989	8590-8609
Vampire, Chiang-Shi	33	8*	9151-9168	9090-9110	9197-9216	8990-9017	8610-8648
Guardian Spirit	33	3	9169-9177	9111-9120	9217-9226	9018-9031	8649-8668
Ogre, Magi	33	6	9178-9186	9121-9130	9227-9236	-	-
Squid, Giant Arboreal Land	33	7*	9187-9195	9131-9140	9237-9246	-	-
Retriever, Reckless	33 +	6	9196-9204	9141-9150	9247-9255	9032-9045	8669-8687
Retriever, Relentless	33+	6	9205-9214	9151-9161	9256-9265	9046-9059	8688-8707
Retriever, Ruthless	33+	6	9215-9223	-	9266-9275	9060-9073	8708-8726
Beholder, Undead	34	1	9224-9232	9162-9171	9276-9285	9074-9087	8727-8746
Centipede, Huge	35	2	9233-9305	9172-9252	9286-9364	9088-9199	8747-8902
Zoolem, Horse/Deer	35	8*	9306-9323	9253-9273	9365-9384	9200-9227	8903-8942
Avenging Servant	35	1	9324-9332	9274-9283	9385-9394	9228-9241	8943-8961
Modron: Icosahedrone	36	5	9333-9350	9284-9303	9395-9414	9242-9269	8962-9000
Shedu, Lesser	36	7*	9351-9369	-	-	-	-
Stegocentipede	36	7*	9370-9378	9304-9314	9415-9424	-	-
Vampire, Empusas	37	8*	9379-9387	9315-9324	9425-9433	9270-9283	9001-9020
Squid, snow	38	7*	-	-	-	-	9021-9039
Bane Lords	39	1	9388-9396	9325-9334	9434-9443	9284-9297	9040-9059
Jurassic Creatures: Brontosaurus	42	4	9397-9469	9335-9416	-	-	-
Skraagon	43	7*	9470-9487	9417-9436	-	9298-9325	9060-9098
Basilisk, Greater	44	1	9488-9524	9437-9477	9444-9483	9326-9381	9099-9176
Skeleton Warrior	44	7*	9525-9533	9478-9487	9484-9493	9382-9395	9177-9196
Sphinx, Androsphinx	44	7*	9534-9542	9488-9497	-	-	-
Giant, Fire	45	3	9543-9560	9498-9518	9494-9513	-	-
Spirit Fiend	47	7*	9561-9569	9519-9528	9514-9522	9396-9409	9197-9215
Triceratortoise	50	8*	9570-9606	9529-9569	9523-9562	-	-
Golem, Iron	50	3	9607-9615	9570-9579	9563-9572	9410-9423	9216-9235
Sivian Banshee	51	7*	9616-9624	9580-9589	9573-9582	9424-9437	9236-9255
Death Knight	52	2	9625-9633	9590-9599	9583-9592	9438-9451	9256-9274
Elemental, Greater Periodic	53	3	9634-9642	9600-9609	9593-9602	9452-9465	9275-9294
Mongoose, King	56	5	-	9610-9610	9603-9603	9466-9466	-
Strangle Plant, Vine	60	7*	-	-	9604-9622	-	-
Cyclops, True	60	2	9643-9651	9611-9621	9623-9632	9467-9480	9295-9313
Beholder-kin, Overseer	68	1	9652-9661	9622-9631	9633-9642	9481-9494	9314-9333
Death Harvester	71	2	9662-9670	9632-9641	9643-9652	9495-9508	9334-9352
Deepspawn	72	2	9671-9679	9642-9651	9653-9662	9509-9522	9353-9372
Beholder, Death Kiss	77	1	9680-9688	9652-9661	9663-9672	9523-9536	9373-9392
Shedu, Greater	77	7*	9689-9697	9662-9672	9673-9682	9537-9550	9393-9411
Thessalhydra	79	8*	9698-9715	9673-9692	9683-9701	9551-9578	9412-9450
Swamp Terror	81	7*	9716-9724	9693-9702	-	-	-
Medusa, Gorgon	102	4	9725-9725	9703-9703	9702-9702	9579-9579	9451-9451
Beholder-kin, Hive Mother	105	1	9726-9734	9704-9713	9703-9712	9580-9593	9452-9471
Modron: Prisaton	114	5	9735-9753	9714-9734	9713-9732	9594-9621	9472-9510
Demilich	114	2	9754-9762	9735-9744	9733-9742	9622-9635	9511-9529
Relic Devourer	125	6	9763-9763	9745-9745	9743-9743	9636-9636	9530-9530
Modron: Tetraton	128	5	9764-9781	9746-9765	9744-9763	9637-9664	9531-9570
Modron: Parallelpipeton	151	5	9782-9799	9766-9786	9764-9782	9665-9692	9571-9609
Modron: Cylindeton	159	5	9800-9808	9787-9796	9783-9792	9693-9706	9610-9628
Angel	161	1	9809-9818	9797-9806	9793-9802	9707-9720	9629-9648
Marid	163	4	9819-9827	9807-9816	9803-9812	9721-9734	9649-9667
Tiger Fly, Female	175	8*	9828-9845	9817-9837	9813-9832	9735-9762	-
Modron: Hexaton	176	5	9846-9854	9838-9847	9833-9842	9763-9776	9668-9687
Modron: Octaton	184	5	9855-9863	9848-9857	9843-9852	9777-9790	9688-9707
Modron: Decaton	196	5	9864-9872	9858-9867	9853-9862	9791-9804	9708-9726
Modron: Dodecaton	244	5	9873-9881	9868-9878	9863-9871	9805-9818	9727-9746
Overhorde	260	6	9882-9891	-	9872-9881	9819-9832	9747-9765
Dragon, Platinum	301	2	9892-9900	9879-9888	9882-9891	9833-9846	9766-9785
Dragon, Chromatic	306	2	9901-9909	9889-9898	9892-9901	9847-9860	9786-9804
Modrons: Icosaton	424	5	9910-9918	9899-9908	9902-9911	9861-9874	9805-9824
Adapter	Variable	1	9919-9927	9909-9918	9912-9921	9875-9888	9825-9843
Dispatcher	Variable	2	9928-9936	9919-9929	9922-9931	9889-9902	9844-9863
Dragon, Ancient Albino Scoria	Variable	2	9937-9945	9930-9939	9932-9941	9903-9916	9864-9883
Dragon, Gold	Variable	2	9946-9954	9940-9949	9942-9951	9917-9930	9884-9902
Dragon, Red-Crested Amber Bellied	Variable	2	9955-9964	9950-9959	9952-9960	9931-9944	9903-9922
Dragon, Slag-Scaled Titanium	Variable	2	9965-9973	9960-9969	9961-9970	9945-9958	9923-9941
Vagabond, Astral	Variable	8*	9974-9982	9970-9980	9971-9980	9959-9972	9942-9961
WereMimic	Variable	8*	9983-9991	9981-9990	9981-9990	9973-9986	9962-9980
Dragon, Speckled	Variable	2	9992-10000	9991-10000	9991-10000	9987-10000	9981-10000

* = This is the volume where this monster is expected to appear. At the time of this printing, Hacklopedia of Beasts Volumes 7 and 8 have not been updated to 4th edition, nor have they been published. Hard Eight reserves the right to remove any monster from this list at a later date, if it is deemed unworthy of our new 4th edition standards for the HackMaster role-playing game.



Appendix D

Special Creature Encounters

Conjured Animals

When a conjuring spell caster specifies the type of animal he wishes to summon, the GM must find the animal in the Hacklopedia of Beasts and calculate the effective number of Hit Dice. A maximum number of Hit Dice equal to the caster's level may be called by this means. Note that the variation includes fractions of Hit Dice, and this cost must be charged against the total number of Hit Dice the spell caster can conjure. For randomly conjured beasts, a +4 or more counts as an extra half Hit Die; thus, a "4+4" creature costs 4.5 Hit Dice. If the conjurer declares the animal type, every bonus hit point costs him 0.25 Hit Dice.

When the conjuring cleric or magic-user states the number of Hit Dice of the animals he will conjure randomly, the GameMaster consults the appropriate tables within this appendix. The GM rolls 1d100 for each animal type until the Hit Dice restriction is reached, though multiple individuals of one animal type are possible.

Note the surroundings of the caster when he casts his spell – when the spell caster is on or in the water, only the appropriate sorts of animals can be called, i.e. aquatic and flying animals, where applicable (no Herd Animals). The Hacklopedia of Beasts indicates the proper terrains and climates for any animal that may be conjured. If the player calls for a specific animal that is unavailable in his current terrain, the Hit Dice count against his total but the animal will not appear.

Table D1:
Conjured Animals – 1 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1-3	Shrew Mouse, Giant	0.125
4–6	Bat, Common	0.25
7–9	Rat	0.25
10–13	Rat, Carnivorous	0.25
14–17	Rat, Large	0.25
18–20	Rat, Ravenous	0.25
21–23	Rat, Sand	0.25
24–27	Rat, Sewer	0.25
28–30	Skunk	0.25
31–34	Cat, Small: Domestic	0.5
35–38	Jackal	0.5
39–41	Muskrat, Dire	0.5
42–44	Otter, River	0.5
45–48	Ape, Shadow	1
49–51	Baboon	1
52–54	Badger, Common	1
55–57	Cat, Small: Wild	1
58–61	Dawg, Wild	1
61–64	Dungeon Cat	1
65–68	Ferret, Man-Eating	1
69–72	Goat	1
73–76	Herd Animal	1
77–79	Jackalope, Pronghare	1
80–82	Jackalope, Standard	1
83–85	Otter, Giant Sea	1
86–89	Otter, Sea	1
90–93	Porcupine, common	1
94–97	Badger, Dread	1.5
98–100	Cat, Small: Wild	1.5

Table D2:
Conjured Animals – 2 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1-10	Beast of Burden: Horse, Wild	2
11–20	Cat, Great: Giant Lynx	2
21–30	Cat, Small: Wild	2
31–40	Death Dawg	2
41–50	Dolphin	2
51–60	Herd Animal	2
61–70	Rat, Vapor	2
71–80	Sea Horse, Giant	2
81–90	Wolf, Timber	2
91–100	Dawg, Rotweiller	2.5

Omens

Conjured animals tend to be mundane animals, or at least a version of a mundane animal. Players often fail to realize that the inhabitants of Garweeze Wurld understand (or believe they understand) magic and its ramifications. Thus, calling any animal you want may have unintended side effects. The appearance and movements of many "mundane" beasts have long been interpreted as portents of future events. Migratory birds such as geese or herons are often seen as good omens, unless they are seen taking flight early in the season, which could indicate a hard winter. A solitary raven cawing or a flock of bats at twilight is often seen as a bad omen by superstitious rural townsfolk and primitive cultures. People will react to these omens whether or not the creatures have been deliberately summoned or just happen by. Calling creatures that will be interpreted as bad omens could cause all sorts of problems. The townsfolk may react in a number of different ways, from simply becoming unhelpful to deciding their gawds need a sacrifice to stave off disaster – and those foreigners who just wandered into town should make good ones!

While a few omens are considered good, most are bad. Whenever an animal is seen behaving oddly or outside its normal patterns, or even if it is just out of its normal territory, locals get jittery. While its impossible to detail all the possibilities, the GM should consider this whenever the player characters conjure an animal. Players never take such matters into account until they've been hit with those consequences a few times....

Diseases/Parasites in Animals/Creatures

Even the most seemingly inoffensive creature is an opportunity for the GM to keep the players on their toes. They have to learn sometime! After all, a hamster is a relatively harmless creature. One might even say they are cute - irresistible. in fact. But slap some rabies on the little furball and watch as your players unwittingly adopt a deadly new pet. Is there any reason a conjured animal would not be carrying the Blue Death (see Chapter 1)? Clearly the answer is NO! You should at least make the rolls (about 25% of animals carry SOME sort of disease or parasite).

There is also a chance that a conjurer could get more than he bargained for. If players are getting uppity or overconfident, it's time for a surprise. Fleas, ticks and their ilk are just as happy in a dwarf's beard as in a wolf's fur. The Hacklopedia of Beasts also lists several parasites just waiting for a chance to leap from an animal to a player character. Just think of the mayhem that will ensue as the characters realize they are infested with Paralyzing Fleas, Magus Ticks or Voracious Pin Worms! If that seems like stretching the rules, I've got news for you – what do you think the players are doing?! Fair's fair.

Table D3:
Conjured Animals – 3 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–4	Aardvark, Dire	3
5–8	Armadillo, Dire	3
9–13	Badger, Giant	3
14–17	Bear, Black	3
18–21	Beast of Burden, Donkey	3
22–25	Beast of Burden: Horse, Draft	3
26–30	Boar, Warthog	3
31-35	Boar, Wild	3
36–39	Camel, Carrion	3
40–43	Camel, Wild	3
44–48	Cat, Great: Mountain Lion	3
49–53	Cat, Great: Cheetah	3
54–58	Goat, Giant	3
59–63	Herd Animal	3
64–67	Hyena	3
68–71	Porcupine, Orcupine	3
72–75	Rabbit, giant	3
76–80	Rat, Osquip	3
81–84	Stag, Common	3
85–88	Weasel, Giant	3
89–92	Wolf, Common	3
93–96	Wolf: Worg	3
97–100	Wolverine	3



Table D4:
Conjured Animals – 4 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–4	Ape, (Gorilla)	4
5–8	Ape, Pack (escaped)	4
9-12	Bat, Huge (Mobat)	4
13-16	Beaver, Giant	4
17-20	Bullboon	4
21–24	Cat, Great: Jaguar	4
25–28	Cat, Great: Leopard	4
29–32	Cat, Great: Snow Leopard	4
33–36	Cattle, Wild	4
37–40	Elk, Dire	4
41–44	Giant Desert Beaver	4
45–48	HedgeHawg, Giant	4
49–52	Herd Animal	4
53–56	Mongoose, Giant	4
57-60	Owl, Giant	4
61–64	Oyster, Giant, River	4
65–68	Pike, Giant	4
69–72	Pleistocene Deer	4
73–76	Porcupine, Giant	4
77–80	Ratweiller	4
81–84	Sheep, giant	4
85–88	Hedgehawg, Vorpal-Clawed	4.5
89–92	Whale, Narwhal	4.5
93–96	Wolf: Dire	4.5
97–100	Wolverine, Giant	4.5

Table D5:
Conjured Animals – 5 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–7	Ape, (Carnivorous)	5
8–15	Beast of Burden, Ox	5
16–23	Buffalo/Bison	5
24–31	Cat, Great: Common Lion	5
32–38	Herd Animal	5
39–45	Hyena, Giant	5
46–53	Otter, Giant River	5
54–61	Ram, Giant	5
62–68	Skunk, Giant	5
69–76	Stag, Giant	5
77–84	Bear, Grizzly	5.5
85–92	Cat, Great: Wild Tiger	5.5
93–100	Whale, Narwhal	5.5

Table D6:
Conjured Animals – 6 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–8	Bat, Giant	6
9–16	Beaver, Great Red Marauding	6
17–25	Cat, Great: Spotted Lion	6
26–34	Cave Chameleon, Large	6
35–42	Gorecupine	6
43–51	Pig, giant	6
52–59	Sea Lion	6
60–67	Wolf, Winter	6
68–76	Bear, Cave	6.5
77–84	Doombat, Mortal	6.5
85–92	Whale, Narwhal	6.5
93–100	Wolf, Sturm	6.5

Table D7:
Conjured Animals – 7 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–34	Boar, Giant	7
35–67	Cat, Great: Smilodon	7
68–100	Centisteed	7

Table D8:
Conjured Animals – 8 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–33	Hippopotamus	8
34–66	Rhinoceros, One Horn	8
67–100	Bear, Northern (Polar)	8.5

Table D9:
Conjured Animals – 9 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–33	Moon Dawg	9
34–67	Rhinoceros, Two Horn	9
68–100	Whale, Killer	9

Table D10:
Conjured Animals – 10 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1-17	Elephant, SabreToothed	10
18–33	Elephant, Small-Eared	10
34–50	Elephant, Standard	10
51–66	Rhinoceros, Wooly	10
67–83	Whale, Killer	10
84–100	Behemoth	10.5

Table D11:
Conjured Animals – 11 HD
Roll (1d100)

	Animal Conjured	Hit Dice Cost
1–100	Whale, Killer	11

Table D12:
Conjured Animals – 12 HD

(1d100)	Animal Conjured	Hit Dice Cost
1–25	Gorger, Dire	12
26–50	Titanothere	12
51–75	Whale, Common	12
76–100	Whale, Killer	12

Table D13:
Conjured Animals – 13 HD

(1d100)	Animal Conjured	Hit Dice Cost
1–50	Mammoth, Ram-Horned	13
51–100	Mammoth, Wooly	13

Table D14:
Conjured Animals – 14+ HD

(1d100)	Animal Conjured	Hit Dice Cost
1–8	Whale, Common	14
9–15	Whale, Common	16
16–23	Whale, Common	18
24–31	Whale, Giant	18
32–38	Whale, Common	24
39–46	Whale, Giant	24
47–54	Whale, Common	30
55–62	Whale, Giant	30
63–69	Whale, Common	36
70–77	Whale, Giant	36
78–85	Whale, Giant	42
86–92	Whale, Giant	48
93–100	Whale, Giant	54



Summoned Monsters

When a Monster Summoning spell is cast, consult the tables in this Appendix to ascetain what sort of creature appears. Remember – the forces of magic are mysterious and unpredictable. Thus you must roll to see what monsters show up! It has come to my attention that some GMs think they can simply decide what beasts a spell may call. Rubbish! It is quite obvious that there are superior and inferior monsters even on the same list – such is the nature of magic. Only the interference of the gawds can affect the random nature of Monster Summoning spells.

Each table is presented according to the level of the spell. When a Monster Summoning spell is cast while upon a body of water or underwater, allow only the appropriate monster for that type of terrain to appear. Consult the Hacklopedia of Beasts for the correct terrain and climate for any monster that may be summoned. Note that evilly-aligned monsters will serve any summoner, but good-aligned monsters will NOT serve evil summoners. If the summoner is evilly-aligned, the monsters that come will not serve. They will disperse or even join the summoner's opponents! Summoned monsters have nothing to lose. They will attack player characters with no holds barred. Many also resent being summoned at all, which only makes them angrier.

A result of "100" on any of the Monster Summoning tables indicates that the spell has summoned an adventurering party. This can be a useful device to get the party to one of your deviously planned adventures, but consider what might happen when the PCs or their enemies summon adventurers. No doubt these people had other plans. If summoned by a PC, they will resent being forced into servitude. If summoned by the party's enemies, they will resent being "slain" by the player characters. Either way, the seeds of enmity have been planted. Summoned adventurers are intelligent creatures – they know that revenge is a dish best served cold, and most satisfactory when completely unexpected.

Table D15:
Monster Summoning I

Roll (1d100)	
1–4	Adarupikus
5–7	Beetle, Giant (Fire)
8–10	Boot Mauler
11–14	Brain Mole
15–17	Bullywug
18–20	Carrion Pecker
21–24	Centipede, Giant
25–27	Corpse Skink
28–30	Fleshpecker
31–34	Gremlin: Galltrit
35–37	Jackalope, Standard
38–40	Kobold, Greater
41–44	Kobold, Lesser
45–47	Kobold, Woodland
48–50	Muskrat, Dire
51–54	Orc, Bottomland
55–57	Orc, Brigands
58–60	Orc, Common
61–64	Orc, Highland
65–67	Orc, Orkin Bandits
68–70	Orc, Southern, Tribe
71–74	Poltergeist
75–77	Sheep, giant
78–80	Shrew Mouse, Giant
81–84	Stirge, wingless
85–87	Termite, Giant Harvester (King)
88–90	Termite, Giant Harvester (worker)
91–93	Tween
94–96	Whip Scorpion, Large
97–99	Zombie, Yellow Musk
100	Adventuring Party (NPCs)

Table D17:
Monster Summoning III

Roll (1d100)	
1–4	Aardvark, Dire
5–7	Badger, Giant
8–10	Basilisk, Burrowing
11–14	Beaver, Great Red Marauding
15–17	Bee, Giant (Soldier)
18–20	Beetle, Giant (Boring)
21–24	Camel, Carrion
25–27	Cave Cricket, Carnivorous
28–30	Creeper, Purple Howling
31–34	Death Dawg
35–37	Eblis
38–40	Elk, Dire
41–44	Gnarl-rons
45–47	Hook Horror
48–50	Kangarai Warrior
51–54	Ogre, Common
55–57	Ogre, Hedge
58–60	Ogre, Trash
61–64	Owlbear, Lesser
65–67	Pyrosnake
68–70	Samurai Jackal
71–74	Sheep, Carnivorous
75–77	Slapping Durnkin
78–80	Slobgoblins, Greater
81–84	Termite Giant Harvester (soldier)
85–87	Troll, Ice
88–90	Weasel, Giant
91–93	Whip Scorpion, Huge
94–96	Xeblor
97–99	Xyloid
100	Adventuring Party (NPCs)

Playing the Monsters

The GM is NOT a monster, but he does have to play their parts in the game. Many monsters are simply slobbering beasts, bottomless stomachs attached to claws and teeth. But not all. Just a little bit of effort can help to spice up an otherwise run-of-the-mill encounter, not to mention scare the hell out of the players. Here are just a few elements to consider:

Size Matters: Use body posture and postion to convey the creature's actual size to your players. Playing a small creature such as a Brownie? Sink down in your chair behind the GM's screen and speak in a high voice. A giant creature? Stand up tall and gesture broadly as you speak in loud, booming tones. Are your players facing a gargantuan creature? Stand on your chair. For a winged creature spread out your arms. Dim the lights as the dragon's wings block the sun. Don't be afraid to make some props for a particularly involved scenario – this is HackMaster, and this is your chance to role-play!

Be Expressive: Use facial expressions and body language to intimidate your players. Come out from behind your GM's screen and get right into their personal space. Make them think on their feet. Force them to make decisions on the fly. Get their adrenaline going.

Table D16:
Monster Summoning II

Roll (1d100)	
1–4	Aarakian Worker
5–7	Aarnz Hound
8–10	Ant, Giant
11–14	Anthraxian
15–17	Beaked Terror
18–20	Blue Throttle
21–24	Bullboon
25–27	Cockroach, Hissing
28–30	Cockroach: Cheetah Roach
31–34	Corpse Crab
35–37	Draat
38–40	Dungeon Cat
41–44	Ferret, Man-Eating
45–47	Gnoll, Desert
48–50	Gnoll, Headhunter
51–54	Grizzly Squirrel
55–57	Impaler, Crimson
58–60	Jackalope, Pronghare
61–64	Lamprey, Land
65–67	Lizard-Newt, Pygmy
68–70	Mantis, Deadly Preying
71–74	Nefarions: Demon: Manes
75–77	Orc, Cloven-Hoof
78–80	Orc, Jester
81–84	Orc, Slavers
85–87	Penguin, Dire
88–90	Penguin, Sand (Dire)
91–93	Rabbit, giant
94–96	Rook: Raven, Giant
97–99	Slobgoblins, Lesser
100	Adventuring Party (NPCs)

Table D18:
Monster Summoning IV

Roll (1d100)	
1–4	Ape, Carnivorous
5–7	Armadillo, Dire
8–10	Bandy Tailed Fighting Cock, Giant
11–14	Cockroach, Carnivorous Giant
15–17	Cockroach, Lightning
18–20	Crane, Dire
21–24	DoppleEwe
25–27	Dragonnel
28–30	Dust Digger
31–34	Firefly, Dire
35–37	Firenewt, Strider
38–40	Giant Desert Beaver
41–44	Gorecupine
45–47	Gorphin
48–50	LavaSpawn: Fighters
51–54	Lunger, Saw-Backed
55–57	Madger
58–60	Mongoose, Giant
61–64	Ogre, Lord
65–67	Orc, Lord, Gibbering
68–70	Orc, Orkin Witch Doctor
71–74	Owlbear, common
75–77	Owlbear, Great Horned
78–80	Owlbear, Spotted
81–84	Stork, Dire
85–87	Tick, Giant Mottled
88–90	Troll, Forest
91–93	Troll, Quarum
94–96	Trollkin Auxiliaries
97–99	Weasel, Manu
100	Adventuring Party (NPCs)

Table D19:
Monster Summoning V

Roll (1d100)	
1–4	Ashen Prowler
5–7	Bugbear, Greater
8–10	Cockatrice: Polylisk
11–14	DragonKomodo, Dire
15–17	Flail Snail
18–20	Gagwaller
21–24	Gibbering Mouther
25–27	Hunched Shocker
28–30	Hydra: Cryo
31–34	Hydra: Lernaean
35–37	Hydra: Pyro
38–40	Igneous Walker
41–44	Impaler, Rainbow
45–47	Lunger, Hedgerow
48–50	Manticore, Common
51–54	Manticore, Womanticore
55–57	Minotaur, Common
58–60	Beetle, Giant (Rhinoceros)
61–64	Flail Snail
65–67	Rust Monster, Common
68–70	Pan-Dimensional Rover
71–74	Panda Bear, Trans-Planar
75–77	Porculisk
78–80	Scorpion, Huge
81–84	Skankgither
85–87	Stench Kow
88–90	Troll, Muck
91–93	Vodrax
94–96	Whip Scorpion, Giant
97–99	Wolverine, Giant
100	Adventuring Party (NPCs)

Table D20:
Monster Summoning VI

Roll (1d100)	
1–4	Basilisk, Lesser
5–7	Bear, Poisonous
8–10	Chimera
11–14	Chimera: Shymera
15–17	Cockatrice
18–20	Cockatrice: Pyrolisk
21–24	Crocodile, Giant
25–27	Crocolisk
28–30	DragonKomodo, giant
31–34	Ettin
35–37	Fungroid
38–40	Gargoyle Lord
41–44	Giant, Hill
45–47	Hydra: Medusa
48–50	Lizard, Fire
51–54	Lizard, Ice
55–57	Margoyle
58–60	Minotaur, Tauridon/Tarusian
61–64	Rust Monster, Magnetic
65–67	Satyr, Common
68–70	Scorpion, Hell
71–74	Snarl Beast
75–77	Toad, Doom
78–80	Troll, Common
81–84	Troll, Crested
85–87	Troll, Festering
88–90	Troll, Glamour
91–93	Troll, Gutter
94–96	Troll, Hill
97–99	Troll, Rock
100	Adventuring Party (NPCs)

Table D21:
Monster Summoning VII

Roll (1d100)	
1–4	Giant, Firbolg
5–7	Giant, Fog
8–10	Giant, Fomorian
11–14	Giant, Frost
15–17	Giant, Gorge
18–20	Giant, Mist
21–24	Giant, Mountain
25–27	Giant, Prairie
28–30	Giant, Scorn
31–34	Giant, Stone
35–37	Gorger, Dire
38–40	Gummy Fiend
41–44	Minotaur, Free Range
45–47	Ogre, Chub-Foot
48–50	Ogre, Flat-Footed
51–54	Ogre, Magi
55–57	Ogre, Rogue
58–60	Ogre, Ryngar
61–64	Ogre, Webbed-Toes
65–67	Squid, Giant, Land
68–70	Squid, Giant, Sand
71–74	Squid, Giant, Snow
75–77	Troll, Ancient Gnarled-Toothed
78–80	Troll, Crested Gutter
81–84	Troll, Culvert
85–87	Troll, Giant
88–90	Troll, Giant Two-Headed
91–93	Troll, Merga
94–96	Troll, Spirit
97–99	Trolls, Sand
100	Adventuring Party (NPCs)



Be Devious: Experienced players, especially, often think they have seen and done it all. With a little imagination, you can make them think they are facing unique specimens of otherwise familiar beasts. Sometimes this is as simple as going against their expectations. For example, Orcs are typically low-brow brutes. Try slipping in a seemingly timid Orc who runs away only to begin his plot to get the PCs later, even if it is a rather unsophisticated plot. It does not take a genius to follow a party, shoot crossbow bolts into whoever is on watch and rob them of a particularly shiny (magical) long sword. Even lowly Kobolds can be a siginificant threat if they gather in large numbers.

Neither are summoned monsters automatons who simply swing their claws and duck swords. In fact, they are even more likely to use strategy and tactics against the players. They have been called by a spell caster, after all. Some of that cleverness is bound to rub off on the beasts. Have them target magic-users or clerics, concentrate attacks rather than spread out. Use their special abilities to maximum advantage, use the terrain, use anything you can think of to negate whatever strategies the PCs think "always work".

Monsters Have Rights Too: Always give a monster an even break. Players are expressly not allowed to look at any books that are marked "For GM's eyes only." They should not know every little factoid about the monsters they face, and their ignorance is your advantage. All of the myriad creatures that appear in the Hacklopedia of Beasts, HackJournal or Rustlers in the Night are fully approved and sanctioned for HackMaster play. All creatures that were previously published under 3rd edition HackMaster, unless modified in the new 4th edition Hacklopedia of Beasts volumes, are also considered official monsters. Any creature from any other source is unofficial and as such, any EPs awarded from encountering such creatures cannot count if you plan to participate in any sanctioned HackMaster tournament or event. Stick to your guns on this – don't give in to whiny players who have dredged up some legendary beast from a fairy tale and want to throw it in the game for some easy EPs.

Grudge Monsters and Sympathy Creatures

Grudge Monsters

Sometimes it's difficult to think of new ways to use old monsters agasinst the players. When players cross the line their characters must pay – it's time for a grudge monster check. Roll the dice behind the screen as if for a random encounter check. Unlike a true random encounter check, however, grudge monsters are guaranteed to appear. Choosing a grudge monster can be done at random (using these tables) or its appearance can be used as an opportunity to try out that beast whose description you read last week and are just itching to bring into the game. Disenchanters make excellent grudge monsters for magic-laden parties. If you are stuck unable to choose a good creature, look to the Nefarians. They are not part of any ecology on the Prime Material Plane and often take an interest in adventurers. Most can appear any time they want; certainly they can appear any time YOU want!

Grudge monsters should be things that the players really don't like. If a player's last character was killed by Ogre Magi, they make a perfect choice when that player starts acting up. Grudge monsters also make excellent disease/parasite carriers, especially those that the players might consider "wuss" monsters.

You must realize that grudge monsters are not a crutch for less creative GMs – they are an essential part of HackMaster and necessary to thwart the players' plans to bring your campaign down. One word of caution – grudge monsters aren't an excuse for the GM to whomp on his players for sport or giggles. They should ONLY be used to handle troublesome players or to punish a player for doing something stupid. (like running through the dungeon kicking in doors and acting like he runs the place).

Sympathy Creatures

At the other end of the spectrum are sympathy creatures – pathetic wretches that any hero would take pity on and try to help (like that cute little disease-infested rodent mentioned earlier). Sympathy creatures should tug at the heartstrings and the established affections of the player characters. The best choices are usually small, furry, unbearably adorable little things and children. Small demi-humans (gnomelings and halflings, especially) make good choices, too, as even the adults often seem like children to the larger races. A Kobold youngster looks just a little bit like a lost puppy. Cutting down a helpless child is no way to build a heroic reputation. Play off your audience, the players. Push their buttons. Play on thier weaknesses. If one player seems to be fond of always running a halfling character, you can bet that a halfing with a sucking chest wound is going to get his sympathy. Play on that sympathy and use it your advantage.

Play sympathy creatures to the hilt: the gnomeling whines for his lost toy, the Kobold pup blinks his wide, innocent eyes. The players have to be able to see that they have nothing to gain by slaughtering this poor individual. A good GM knows both his players and their characters well enough to know exactly how to play on their sympathies. He will use everything in his arsenal. If the PC hates cats, the sympathy creature is being chased by several irate felines. If the player character's father drowned, so did the Kobold's mother. If the PC's brother died in a bizarre trout fishing incident, the little creature's parents were swallowed by a Giant Gar. You get the idea.

Sympathy creatures do not have to attack the party as soon as they have been taken in. Neither do they need to strike immediately; let them spend a few hours or even days becoming a friend or mascot of the party. When they do strike, they may not even attack outright; they have been planted by the party's arch-enemy as part of a complex revenge plot. The next town could be suffering from a plague that just happens to be spread by that little creature the party is getting attached to. The possibilities are endless.

One caveat when using sympathy creatures is that you must not overdo it. If every mewling little furball or wide-eyed child-like innocent tries to get the party killed, you can quickly create a party that slaughters every beast in sight. More importantly, you will lose an important tool. Players who are always on their guard will not be sympa-

thetic to anything. It's a fine line to walk, but doing so successfully is part of what separates the rank-and-file GMs from the elite Masters of the Game.

Of course a good twist on the ol' sympathy ploy is to have it work against the player should he fall for it. After befriending the poor halfling with the sucking chest wound, for example and tending to his wounds, transporting him back to his village and arranging for his long term care – the player will be truly taken aback when you stir up the pot by informing the player that his new-found halfling friend has taken advantage of his charity and picked his pocket.

Astral & Ethereal Encounters

Planar Basics

The Ethereal plane is essentially the binding between the Prime Material plane and the inner planes. These chaotic, swirling mists of proto-matter exist adjacent to each Prime Material plane. Nothing is solid in the Ethereal plane and all creatures and objects may move freely in all directions. Living creatures are not entirely solid and appear as foggy shadow-reflections of themselves. Material possessions – objects such as weapons and armor – may pass through each other with ease and do not "fall" when dropped, as they are supported by the density of the ethereal medium.

The Astral plane links the Prime Material plane and the outer planes in the same way that the Ethereal exists between the Prime and the inner planes. Unlike the Ethereal, the Astral plane is a barren expanse extending in all directions, and serves as little more than a plane of transit. It is often described by travelers as a large, dull gray vault with bits of solid matter, gateways and the floating silver cords of other travelers. The Atral plane has no gravity, although objects retain their mass and may be thrown at normal velocities. The weightlessness will take some getting used to for some characters, so take this into account during any encounter in the Astral plane.

Adventuring in the Astral and Ethereal Planes involves its own set of particular dangers. It also tends to attract the attention of those powerful beings and characters capable of such travel, something an organized GM will want to keep in mind for the long-term plotlines within his campaign. In the short term, random encounters on these planes occur on a 1 in 20 chance; check at the beginning, midpoint and end of the journey. If an encounter is indicated, consult the appropriate table (Tables D24 – D26) and roll percentile dice. Read to the right on the table to find the creature encountered and the number encountered. Evasion is possible only if the adventurers are able to move more quickly than the monster encountered.

Psychic Wind & Ether Cyclone

While you can threaten the dire effects of the Psychic Wind (on the Astral Plane) and the Ether Cyclone (figure it out), these devices cannot be fully employed unless you have developed extensive information on the various planes, or else you have obtained commercial offerings on the subject. Becoming lost or injured is always possible, of course, and this is detailed below:

Chance For Wind or Cyclone Blowing: The chance of a delayed or disrupted journey is 5% per plane crossed or traveled to (including alternate Prime Material Planes). Effects of these forces are shown on Tables D22 and D23. Note that if astral projection does not involve a silver cord attachment, the party concerned is both lost and arrives at a different destination when struck by a psychic storm wind.

Table D26: Human Travelers is used with the following notes: Party size will be only one to six. No limits to the number of characters of one class apply. There will always be one cleric; if two or more are in the party, there will also be a minimum of one magic-user. Of course, the traveling party could be partially or entirely composed of demi-humans. Levels can be determined randomly or chosen (do not forget about level limits for demi-humans).

Table D22:
Astrally Projected: Psychic Wind
Roll (1d20)

Roll	Effect Of Wind
1-12	Slows travel only, incurs 1 additional check for random encounter.
13-16	Blows off course, and party is lost for 2-20 days' time, then must return to starting place.
17-19	Blows off course so that party arrives a different destination as determined by random method.
20	Storm blows, and unless a saving throw versus spell is made, the silver cord is broken, and the party is killed. If save is successful, the party is lost for 4-40 days and must return to the starting place thereafter.

Table D23:
Ethereal: Ether Cyclone
Roll (1d20)

Roll	Effect Of Cyclone
1-10	Blows so as to move party in random direction at 120 feet per round, and if travelling is involved, party is slowed so as to incur 1 additional ncounter check.
11-15	Blows to a different plane than that which the party is on or desires to travel to; usual encounter checks must be made.
16-18	Blows so as to cause party to be lost for 5-60 days, and when no longer lost the party will arrive at a different plane as determined by random means.
19-20	Storm cyclone causes party to be lost for 10-120 days, and unless a saving throw versus spells is made, the party is blown to the Astral Plane. If a save is successful, then the party will still arrive at a randomly determined plane touched by the Ethereal.

Table D24:
Astral Encounters
Roll (1d100)

Roll	Creature Encountered	Numbers
1-4	Aerial Servant	1
5-10	Basilisk*	1-2
11-13	Cockatrice*	1-4
14-16	Demon, major	1
17-22	Demon, minor	1-3
23	Demon, Prince	1
24	Devil, Arch-	1
25-28	Devil, greater-	1
29-37	Devil, lesser-	1-3
38	Dragon, Chromatic	1
39	Dragon, Platinum	1
40-41	Gorgon*	1-2
42-46	Human traveler- see Table D26	
47-49	Intellect Devourer	1-2
50-55	Invisible Stalker	1-3
56-61	Ki-rin	1
62-63	Medusa*	1-2
64-71	Night Hag	1-4
72-74	Nightmare	1-4
75-79	Rakshasa	1-3
80-93	Shedu	2-5
94-100	Titan	1

Table D25:
Ethereal Encounter Table
Roll (1d100)

Roll	Creature Encountered	Numbers
1-5	Aerial Servant	1
6-10	Basilisk*	1-2
11-13	Cockatrice*	1-4
14-18	Couatl	1-4
19-26	Djinni	1-6
27	Dragon, Chromatic	1
28	Dragon, Platinum	1
29-30	Efreeti	1-3
31-37	Elemental, Air	1
38-39	Elemental, Earth	1
40-41	Elemental, Fire	1
42	Elemental, Water	1
43-48	Ghost	1
49-50	Gorgon*	1-2
51-52	Groaning Spirit (Banshee)	1-2
53-57	Human traveler - see Table D26	
58-59	Intellect Devourer	1-2
60-62	Invisible Stalker	1-3
63-68	Ki-rin	1
69-76	Lammasu	2-8
77-78	Medusa*	1-2
79-80	Nightmare	1-4
81-82	Salamander	2-5
83-87	Spider, Phase	1-6
88-94	Thought Eaters	1-3
95-97	Wind Walkers	2-5
98-100	Xorn	3-6

* These creatures' perceptions extend into the Astral and Ethereal Planes (as do their magical attack forms), but they do not actually travel therein. Their possible appearance applies only to situations in which the encounter allows effects to extend from the Prime Material Plane; otherwise ignore the encounter result and roll again.

Table D26:
Human Travelers
Roll (1d100)

Roll	Type of Traveler
1-10	CLERIC 9th - 18th
11-14	Druid 7th - 14th
15-25	FIGHTER 8th – 15th
26-29	Cavalier 7th-11th
30-33	Dark Knight 8th-15th
34-37	Knight Errant 7th-16th
38-39	Monk 8th - 17th
40-42	Paladin 7th - 16th
43-45	Ranger 7th - 16th
46-64	MAGIC-USER 11th - 20th
65-77	Battle mage 9th-18th
78-86	Illusionist 10th - 17th
87-92	THIEF 9th - 16th
93-95	Assassin 10th - 15th
96-100	Bard 11th - 18th


FRAIM

Appendix E

Traps, Tricks and Dungeon Dressing

Mood Enhancer Text

Let's face the cold hard facts, folks. You've been a GM for years, and the campaign you cobbled together has been thoroughly searched, nook and cranny, by your players. You've become intimately familiar even with the few parts they have not adventured through – in short, your pride in this campaign has waned. It doesn't bring out the same sense of wonder and mystery in you that it once did – and if this is true for you, the gawd-like creator, what must it be like for your players?

Or maybe you are a first-time GameMaster – you finally decided to get out of the player's seat and behind a shield of your own to captivate your compatriots with a new adventure full of daring deeds. You've learned a lot from the years of campaigning as a player. But those weren't YOUR campaigns, and all the ideas that have been building up in your subconscious are not so easy to bring to the table as you thought they would be. But do not give in to fear – a HackMaster GM cannot sneak behind the protection of that shield at the head of the table and quaveringly ask the players to please roll some dice. Such a GM would quickly lose the respect of his players and become unworthy of the title of GameMaster! You owe it to your players to be prepared for any situation, and this section of the book is provided to help you with that very task. The GM should refer to Table E1: Mood Enhancer – Dungeons and Table E2: Mood Enhancer – Wilderness Trails for helpful descriptive terms that will defeat writer's block or get you out of any sticky situation when "winging it."

Traps

Traps come in all shapes and sizes. They are used by suspicious individuals who feel the need to protect whatever riches or arcane knowledge they may have squirreled away over the years. Generally, traps involve a moving part, such as a cage, block, blade, needle, sluice gate or trapdoor, that is triggered by a character's action – a step on a surface or a pull on a handle, for example. A good trap design will include at least some vague description of how the two elements are connected ("a poison needle flicks out of the panel beside the lock"). Levers, springs (both leaf and coil), pivots, bellows, deadweights, block and tackle, and hinges are all classic elements in trap design.

Table E1:

Mood Enhancer – Dungeons*

Roll (1d100)

1	abhorrent	35	gleam	69	sepulcher
2	abundance	36	glint	70	shimmer
3	abyss	37	gloomy	71	shrine
4	aisle	38	grasping	72	sinister
5	amassment	39	grotto	73	skewered
6	arcane	40	harrowing	74	slimy
7	armory	41	hollow	75	slither
8	barracks	42	horrid	76	sludge
9	benign	43	impassive	77	somber
10	blasphemous	44	imposing	78	stale
11	bleak	45	labyrinth	79	stench
12	catacombs	46	lurid	80	sumptuous
13	cavern	47	masquerading	81	taciturn
14	cell	48	mausoleum	82	tattered
15	charnel house	49	minuscule	83	tomb
16	cloister	50	moist	84	torture chamber
17	cobwebbed	51	musty	85	treasure-trove
18	crypt	52	nefarious	86	triumph
19	crystalline	53	ominous	87	tunnel
20	damp	54	oppressive	88	unearthly
21	dank	55	opulence	89	vault
22	depths	56	opulent	90	vestibule
23	diaphanous	57	ornate	91	vile
24	diminutive	58	portal	92	visage
25	dismal	59	postern gate	93	wavering
26	disturbing	60	prosperous	94	wealth
27	disused mine shaft	61	proud	95	wellspring
28	dour	62	pungent	96	wet
29	emanates	63	purposeful	97	wicked
30	foreboding	64	quarry, marble	98	worn
31	forsaken	65	quivering	99	wretched
32	foul	66	reliquary	100	zealous
33	ghastly	67	reservoir		
34	ghoulish	68	scintillating		

* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.

Table E2:

Mood Enhancer – Wilderness Trails*

Roll (1d100)

1	avenue	35	glittering	69	secluded
2	badlands	36	gorge	70	serendipity
3	barrens	37	hamlet	71	shrubbery
4	barrow	38	harmonious	72	sophisticated
5	beaten path	39	haystacks	73	sovereign
6	bog	40	hedonistic	74	spooky
7	breeze	41	hill and dale	75	stalwart
8	bucolic	42	hillock	76	stockade
9	bulwark	43	hinterland	77	stomping ground
10	burial mound	44	homespun	78	stronghold
11	camouflage	45	hut	79	stunning
12	caravan	46	indigenous	80	swale
13	chalet	47	inspiring	81	sylvan grove
14	chasm	48	keep	82	tableau
15	chateau	49	lean-to	83	thick vines
16	citadel	50	lilting	84	thicket
17	coastline	51	lovely	85	thoroughfare
18	commonwealth	52	luminous	86	timberland
19	copse of trees	53	lush	87	tombstone
20	cottage	54	manor house	88	trysting place
21	crisp	55	marshland	89	unfettered
22	crosscut	56	monarchy	90	uplifting
23	crossroads	57	monastery	91	verdant
24	crumbling tower	58	mooring	92	vista
25	dynasty	59	ornate	93	voyage
26	earthwork	60	outpost	94	wasteland
27	eerie	61	parapet	95	watering hole
28	encampment	62	pastoral	96	wildwood
29	expedition	63	pilgrimage	97	windfall
30	fierce	64	primeval forest	98	wrathful
31	fortuitous	65	radiant	99	wrought-iron gate
32	garrison	66	rampant	100	yonder
33	glen	67	rhapsodic		
34	glimpse	68	roadway		

* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.



Table E3:
Trap List
Roll (1d100)

1-5	Arrow trap	51-52	Gas, slowing
6	Arrow trap, poisoned	53-54	Gas, weakness
7	Ball trap	55-56	Jaw trap
8-9	Caltrops	57	Lightning bolt
10	Caltrops, poisoned	58-59	Pendulum, ball or blade
11	Ceiling block falls	60-63	Pit
12	Ceiling collapses	64-65	Pit, locking
13	Ceiling lowers	66-67	Pit, locking & flooding
14-16	Chute	68-70	Pit, with spikes
17-18	Door, falling	71-72	Pit, with poisoned spikes
19-23	Door, one way	73-77	Passage, blocked by falling bars
24-30	Door, resisting	78-79	Passage, closed by stone block
31	Door, specific	80	Room, elevator
32	Door, spring	81	Room, flooding
33	Floor, collapsing	82	Room, sliding
34	Floor, illusionary	83-84	Scything blade
35-36	Gas, blinding	85-87	Spear trap
37-38	Gas, corroding	88	Spear trap, poisoned
39-40	Gas, fear	89	Stairs, collapsing
41-42	Gas, nausea	90-91	Teleporter
43-46	Gas, obscuring	92	Vent, acid
47-48	Gas, poison	93-94	Vent, fire
49-50	Gas, sleep	95-100	Vent, gas

The average trap will provide little challenge to the skilled thief, while a more complicated device can prove daunting to even the most seasoned veteran. Major considerations for determining the difficulty of a trap are the skill of the locksmith or trap builder, the quality of materials used for the job, and the specific purpose of the lock or trap. The many varieties of traps go far beyond those included in the table, but the same principles always apply. It is the responsibility of the GameMaster to determine a trap's level of difficulty and balance that with the known skills and abilities of the player characters who will encounter the device.

The GameMaster is encouraged to use Table E3: Trap List as a general guideline to establish a variety of challenges suited to the player character's abilities.

Table E4:
Common Dungeon Features
Roll (1d10,000)

1–25	Altar	4,276–4,300	Machine
26–75	Arch	4,301–4,750	Monster
76–100	Balcony	4,751–4,800	Mosaic
101–200	Barrel	4,801–4,850	Murder Holes
201–300	Bed	4,851–4,900	Painting, Landscape
301–325	Bench	4,901–5,000	Painting, Portrait
326–425	Brazier	5,001–5,200	Passage, dirt
426–525	Candelabra	5,201–5,400	Passage, man-made
526–675	Cauldron	5,401–5,450	Pedestal
676–975	Ceiling	5,451–5,460	Pew
976–1,075	Ceiling, Collapsed	5,461–5,560	Pillar
1,076–1,100	Chair	5,561–5,660	Pit
1,101–1,200	Chest, iron banded	5,661–5,760	Pit, Covered
1,201–1,250	Chest, solid iron	5,761–6,160	Pit, Spiked
1,251–1,450	Chest, wooden	6,161–6,210	Pool
1,451–1,475	Chute	6,211–6,260	Portcullis
1,476–1,525	Coal Bin	6,261–6,280	Pressure Switch
1,526–1,625	Column	6,281–6,325	Railing
1,626–1,725	Curtain	6,326–7,325	Room
1,726–2,225	Debris	7,326–7,350	Rug, Fur
2,226–2,250	Dome	7,351–7,375	Rug, Wool
2,251–2,275	Door, Double	7,376–7,475	Sconce
2,276–2,375	Door, False	7,476–7,675	Staircase
2,376–2,875	Door, Locked	7,676–7,700	Staircase, Spiral
2,876–3,075	Door, Secret	7,701–7,850	Statue
3,076–3,125	Door, Spiked closed	7,851–8,050	Table
3,126–3,175	Fire	8,051–8,150	Tapestry
3,176–3,375	Fireplace	8,151–8,300	Torchstand
3,376–3,425	Force Field	8,301–8,325	Trap door, ceiling
3,426–3,625	Fountain	8,326–8,375	Trap door, floor
3,626–3,725	Fresco	8,376–8,875	Trap, Mechanical
3,726–3,775	Gate, Iron	8,876–9,125	Trap, Spell
3,776–3,875	Gate, Wood	9,126–9,175	Urn
3,876–3,925	Hole, ceiling	9,176–9,200	Vase
3,926–4,025	Hole, floor	9,201–9,250	Vegetation
4,026–4,075	Idol, carved stone	9,251–9,750	Wall
4,076–4,225	Illusion	9,751–9,800	Well, dry
4,226–4,275	Jar	9,801–10,000	Window, barred

Tricks

As with traps, there are nearly endless numbers of tricks that can be devised and used in the campaign. Most experienced GameMasters will probably already have a proud repertoire of clever and innovative (not to mention unique and astounding) artifices, deceptions, conundrums and sundry tricks which will put to shame the humble offering that follows. Nonetheless, this enumeration might serve for those who have not yet had the experience and seasoning necessary to invent more clever devices to bring consternation to overbold and incautious characters. Even if you are fairly conversant with the idea of tricks in the dungeon, check the lists anyway, for you might find one or two useful ideas there.

The GM should consult Table E4: Common Dungeon Features for items (and monsters) generally found in the average dungeon. Randomly select a feature or several for your players to find, as desired. Using Table E5: Attributes, assign one or more attributes to each feature, combining them to develop an interesting trick that will challenge the players and yet not be too difficult for the level of experience of their characters. When you come to an appropriate spot in your dungeon (or wherever it suits the GM's overall scheme), enliven the place by adding unusual attributes to an otherwise unremarkable or ordinary feature. Adding such random encounters to your campaign can serve to throw the players off the scent if they begin to think they have figured out the adventure's plot twists before the GM wishes them to.

The following examples of combining various features and attributes into strange tricks are offered simply as a guide to the GameMaster. The clever player will remember any trick used more than once, so vary your combinations to avoid any possibility of such player knowledge.

Altar: This long-neglected altar was consecrated to a specific gawd. If the gawd's name is uttered when the altar is touched, characters of neutral alignment will have a Wish granted if the Wish is stated within one turn; characters of any other alignment will have a Geas laid upon them to go and slay a monster who is inimical to the gawd, but upon successful completion of this duty they too will be granted a wish upon returning to the altar. Touching this altar without uttering the name of the gawd to which it is dedicated will alternately do the following:

- Age the character by 10 years;

Table E5:
Attributes
Roll (1d10,000)

1–200	Ages	4,626–5,025	Poison
201–300	Animates	5,026–5,075	Polymorphs
301–325	Anti-magic	5,076–5,175	Randomly Acts
326–350	Appears/Disappears	–	Releases
351–550	Asks	5,176–5,475	Coins
551–1,050	Attacks	5,476–5,575	Counterfeit
–	Changes	5,576–5,775	Gems/Jewelry
1,051–1,100	alignment	5,776–5,875	Magic Item
1,101–1,125	attribute	5,876–5,925	Map, True
1,126–1,175	class	5,926–6,125	Map, False
1,176–1,275	minds from body to body	–	Resists
1,276–1,325	sex	6,126–6,150	General
1,326–1,350	Combines	6,151–6,200	Specific
1,351–1,450	Collapses	6,201–6,300	Screams
1,451–1,500	Directs	6,301–6,325	Shifts
1,501–1,700	Disintegrates	–	Shocks
–	Distorts	6,326–6,425	metallic
1,701–1,800	height/depth	6,426–6,475	magical
1,801–1,900	width/length	6,476–6,775	Shoots
1,901–2,200	Enlarges/reduces	6,776–6,875	Slides players downward
2,201–2,300	Enrages	6,876–7,075	Spins player randomly
2,301–2,500	False/Fake	7,076–7,125	Suggests
2,501–2,600	Flesh to Stone	7,126–7,425	Suspends Animation
2,601–2,650	Fruit, produces	7,426–7,525	Symbiotic
2,651–2,750	Gaseous form	7,526–7,925	Takes/Steals
2,751–2,900	Geases	–	Talks
–	Gravity, alters	7,926–8,025	Intelligently/Normally
2,901–3,000	Greater	8,026–8,175	Laughs Maniacally
3,001–3,200	Lesser	8,176–8,575	Nonsense/Gibbering
3,201–3,225	Nil	8,576–8,775	Poetry/Rhymes
3,226–3,250	Varying	8,776–8,825	Singing
3,251–3,450	Greed, induces	8,826–8,925	Spell Casting
3,451–3,850	Illusion	8,926–9,000	Yells/Screams
3,851–3,950	Intelligent	9,001–9,600	Teleports
3,951–3,975	Invisible	9,601–9,700	Wish Fulfilled
–	Moves/Rolls	9,701–10,000	Wish Fulfilled, Reversal
3,976–4,075	One-way		
4,076–4,175	Pivots in place		
4,176–4,475	Points		
4,476–4,625	Rises/Sinks		

- Animate his weapons for four rounds and cause them to attack their owner; or
- Cause cancellation (as the rod) to drain his most powerful magic item of all of its dweomer.

Arch: This feature exists when the party first enters the room where it is located, but thereafter it appears and disappears on a random basis (50% chance for either). It will alternately do one of the following: alter the party members' genders, Enlarge/Reduce to giant/brownie size (human-size upon entry) or Teleport a random character to an area where several large gems can be found. Those within the arch when it disappears are trapped until it reappears again, and exiting does not cause any of its functions to operate.

Door, Secret: This pivoting stone portal always swings open to the left, giving egress to an area guarded by an irritated Basilisk. However, if a second hidden stud is found (5% chance), then the door pivots to the right and allows entry to a chamber containing a magical fountain.

Fountain: This feature is a beautiful work of onyx and darkly-streaked marble. A feral-grinning Gargoyle and a lovely Nymph are depicted, the former with an open mouth, the latter pouring water from a pitcher. As soon as the party enters, the Gargoyle will ask a riddle, and if it is not answered within three rounds it will spray poison upon the group (save vs. death magic or die immediately). If the gargoyle's riddle is answered correctly, the Nymph will then recite a poem – a clue to a special treasure hidden nearby.

Jar: This appears to be a simple red clay jar. When touched, the Polymorph spell that was laid upon it is dispelled, revealing either (50% chance) a Black Pudding or an obsidian vase of the finest workmanship. If a Polymorph or a Dispel Magic spell is cast upon the vase form, the vase becomes a normal item worth 5,000 gp. Otherwise, each time the jar is touched there are equal chances for either form to be revealed.

Monster: The Yellow Musk Creeper found in the area is in full flower. If the party approaches within 20 feet of the plant, it sways hypnotically and puffs clouds of dust toward the PCs (save vs. spell or walk willingly toward the plant). Two Yellow Musk Zombies walk slowly toward the party (see the Hacklopedia of Beasts, Volume II). At the center of the entwining vines of the Creeper plant is an ornately carved pedestal that stands only three feet high.

Pedestal: Six intricately carved flower-shaped knobs surround the top of this short, thick stone cylinder. Atop the pedestal lies a strangely wrought crown, but it is untouchable due to a force field. Turning the knobs will:

- lower one attribute of the character by 1 point,
- magically shock the character for 5-50 points of damage,
- turn the character to gaseous form,
- deliver a scroll upon which are the instructions for lowering the force field,
- turn the character permanently invisible, and
- open a trap door in the floor which drops all those who are standing in the room down a long chute to a level far beneath the pedestal room.

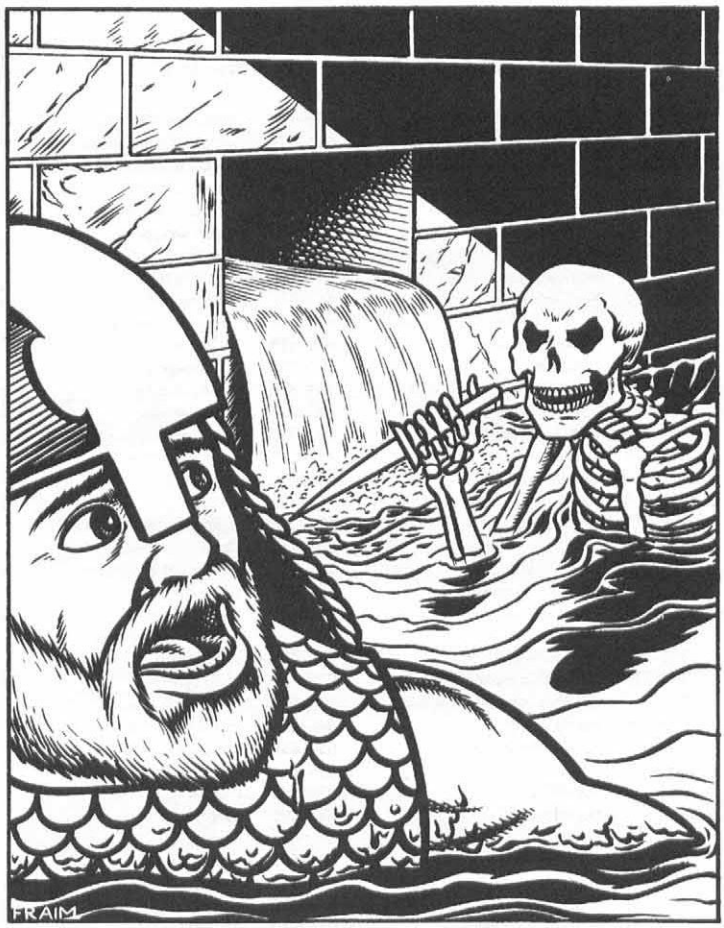
From these examples, you will note that a nearly endless number of combinations are possible, not to mention your own ideas – and these will come in time. Monsters of all types can be hidden by illusion and spring forth upon the unsuspecting party members. Illusionary monsters, symbiotic monsters, monsters attacking in pairs or trios, and monsters with elaborate strategies can all wreak havoc on the players' expectations. Distorting parts of the dungeon or altering normal features to become invisible, shift unexpectedly, slant suddenly, spin wildly and randomly, and so on is all part of the fun of being the GM. Remember, you are in control of your campaign, and causing your players to take a turn they weren't expecting can have a huge impact on the game.

Dungeon Dressing

It is no simple task for the GM to properly set the scene for his players. This section is provided to help you bring to life many points of semi-interest such as corridors, shrines, sepulchers and other unpopulated areas. Experienced players, anxious to begin mapping and searching the subterranean location their characters have just entered will welcome a detailed description of the stale air and dark, moist surroundings of this forgotten mine. This section provides all the elements necessary for the GM to thoroughly describe wondrous potions, quickly generate a random room and furnish it or simply round out an otherwise drab location.

The clever GM will consult Table E9: Things You Might Find Along the Trail and Table E10: Things You Might Find in the Dungeon. These lists contain many common and unusual items that you can randomly select to spark the player's interest as they travel along the trail to the dungeon.

As you build a map of your dungeon, refer to Table E6: Air Currents, Table E7: Dungeon Odors and Table E8: Air Quality. Note the quality of the air and any unusual odors characters will notice as they approach. If you use the tables to randomly determine what information is used, be sure that some logic prevails in the overall scheme.



The characters will not encounter a gusting breeze in a central room deep underground with only a single small opening. Select noises the characters may hear using Table E11: Unexplained Sounds and Weird Noises, and note them on your map. An interval of 60 feet or more between the placement of each noise event is suggested to avoid confusion. These often overlooked features can serve to bewilder players, who always seem to think that the GM is dropping clues with every phrase uttered!

When placing key items for discovery, be sure to mix things up a bit by throwing in some distractions as well. Distribute these items as desired or randomly by choosing from or rolling randomly on the tables in this section. Select the basic furnishings for rooms according to the overall style of your adventure, then randomly roll to fill in the setting with incidental items the characters will discover as they search. Never underestimate the value of scattered mundane items – adventuring parties (especially novices) feel the need to collect everything they can carry. Make 'em choose by enforcing the encumbrance rules, and they'll soon learn to be more picky.

Table E6:
Air Currents
Roll (1d100)

Roll	Air Current
1-5	breeze, slight
6-10	breeze, slight, damp
11-12	breeze, gusting
13-18	cold current
19-20	downdraft, slight
21-22	downdraft, strong
23-69	still
70-75	still, very chill
76-85	still, warm (or hot)
86-87	updraft, slight
88-89	updraft, strong
90-93	wind, strong
94-95	wind, strong, gusting
96-100	wind, strong, moaning

Table E7:
Dungeon Odors
Roll (1d100)

Roll	Odor
1-3	acrid smell
4-5	chlorine smell
6-39	dank, moldy smell
40-49	earthy smell
50-57	manure smell
58-61	metallic smell
62-65	ozone smell
66-70	putrid smell
71-75	rotting vegetation smell
76-77	salty, wet smell
78-82	smoky smell
83-89	stale, fetid smell
90-95	sulphurous smell
96-100	urine smell

Table E8:
Air Quality
Roll (1d100)

Roll	Air Quality
1-70	clear
71-80	foggy (or steamy)
81-88	foggy near floor (or steamy)
89-90	hazy (dust)
91-98	hazy (smoke)
99-100	misty

Table E9:

Things You Might Find Along the Trail

Roll (1d1,000)

1–10	antler (in autumn)	599–600	plate, silver (small)
11–25	apple, core (dry & shriveled)	601–610	pond, small (frogs croaking)
26–35	apple, half eaten	611–615	pouch, with hole in bottom
36–50	apples, pile (wormy)	616–620	rabbit carcass
51–60	arrow, stuck in tree	621–625	rabbits, scampering
61–70	ashes (cool)	626–640	ration wrappers
71–85	ashes (warm)	641–645	ring, tin
86–100	boulder, huge	646–660	road kill, fresh
101–110	bow, string snapped	661–674	rock, large
111–125	branch, broken (blocks path)	675–689	runestone, portion
126–135	broken ox yoke	690–699	sack, empty
136–160	campsite	700–707	saddlebags, torn
161–170	club, wooden	708–722	scabbard, rusted
171–175	coins (random)	723–731	sheep, grazing
176–190	corn husk/cob	732–736	shoe, ladies high class
191–200	cottage, burnt	737–745	shoe, one (human-size)
201–215	cow, grazing	746–750	shrubbery
216–225	cup, pewter (badly dented)	751–755	signpost (scrawled warning)
226–235	dagger, bent and rusty	756–760	signpost (town nearby)
236–249	dirt pile	761–766	skunk (surprised)
250–259	elf, half eaten	767–780	small roadside shrine
260–284	feathers, scattered	781–790	snow drift (in season)
285–294	fence, wooden	791–800	spoon, wooden
295–319	finger, orcish	801–810	squirrel, eating nuts
320–335	firewood, piled	811–825	staff, broken
336–349	flowers (in season)	826–835	sticks, piled
350–374	Goblin carcass with spear	836–845	stone wall, fallen
375–379	hastily-dug grave	846–855	stone wall, in good repair
380–389	hat, flattened	856–865	tent peg (wood)
390–404	hay field	866–870	tent peg, broken (wood)
405–429	haystacks	871–880	thistles
430–454	horse shoe, thrown	881–890	torch, burnt out
455–459	horse, herd	891–895	torn cloth
460–469	humanoid ear (shriveled)	896–905	tracks, animal
470–479	leaf pile, smoldering	906–910	tracks, humanoid
480–498	map, in tiny bits	911–915	tracks, large reptile
499–513	mortar and pestle	916–920	tree, maple
514–518	mud puddle (normal)	921–930	tree, oak (acorns nearby)
519–533	mud puddle (quicksand)	931–935	tree, pine
534–543	nettles	936–945	tree, willow (near water)
544–558	parchment, torn, scribbled on	946–970	very small rocks
559–574	pin, silver (royal insignia)	971–995	wand, spent (broken)
575–583	pine cones	996–1,000	wheat field
584–598	pit, leaf covered		

Table E10:

Things You Might Find in a Dungeon

Roll (1d1,000)

1–10	Armor, broken (totalled)	599–600	Iron statue
11–25	Arrows, broken	601–610	Javelin head, blunt
26–35	Ashes	611–615	Leaves (dry) & twigs
36–50	Belt buckle, steel	616–620	Lost button (halfling-sized)
51–60	Blood, dried	621–625	Lost button (ogre sized)
61–70	Bloody crossbow bolt (broken)	626–640	Magical portal
71–85	Bones, gnomeling-sized	641–645	Magically locked door
86–100	Boot with a lost heel	646–660	Melted pile of metal
101–110	Bottle, broken	661–674	Mold (common)
111–125	Boulders, recently disturbed	675–689	Needles
126–135	Broken arrowheads	690–699	Nothing
136–160	Broken lantern	700–707	Ogre-sized muddy boots
161–170	Burnt out torch	708–722	Parchment, scribbled upon
171–175	Chain, corroded	723–731	Pedestal with pouch of sand
176–190	Chalk	732–736	Pick handle
191–200	Charcoal	737–745	Pins
201–215	Clay statue	746–750	Pole, broken (10')
216–225	Club, splintered	751–755	Pottery shards
226–235	Cobwebs, dusty	756–760	Rope, 5 ft. section
236–249	Cobwebs, fresh	761–766	Rope, rotten
250–259	Coin, copper (bent)	767–780	Rope, 10 ft. section
260–284	Cow manure, dried	781–790	Rotting rat carcass
285–294	Cracks, ceiling	791–800	Shield, broken (totalled)
295–319	Cracks, floor	801–810	Slimy coating, ceiling
320–335	Cracks, wall	811–825	Slimy coating, floor
336–349	Dagger hilt	826–835	Slimy coating, wall
350–374	Dampness, wall	836–845	Sling bullets
375–379	Darts	846–855	Spike, rusted
380–389	Door, broken (rusted iron)	856–865	String
390–404	Door, broken (wooden)	866–870	Sword blade, broken
405–429	Dung	871–880	Teeth/fangs, scattered
430–454	Dust, disturbed	881–890	Thread (multiple colors)
455–459	Dust, thick	891–895	Three inch piece of rope
460–469	Flask, cracked	896–905	Torch, discarded, used
470–479	Food scraps	906–910	Twine
480–498	Fungi, common	911–915	Very small rocks
499–513	Guano, dried	916–920	Wall scratchings
514–518	Guano, fresh	921–930	Wall, badly mortared
519–533	Hair/fur bits	931–935	Water, large puddle
534–543	Helmet, badly dented (totalled)	936–945	Water, small puddle
544–558	Hinge, brass, bent	946–970	Water, trickle
559–574	Horse feed in a burlap sack	971–995	Wax blob (candle stub)
575–583	Horse manure, fresh	996–999	Wax drippings
584–598	Iron bar, bent, rusted	1,000	Wood pieces, rotting



Table E11:

Unexplained Sounds and Weird Noises

Roll (1d100)

1-5	bang, slam	50-53	knocking
6	bellow (ing)	54-55	laughter
7	bong	56-57	moaning
8	buzzing	58-60	murmuring
9-10	chanting	61	music
11	chiming	62	rattling
12	chirping	63	ringing
13	clanking	64	roar(ing)
14	clashing	65-68	rustling
15	clicking	69-72	scratching/scrabbling
16	coughing	73-74	scream(ing)
17-18	creaking	75-77	scuttling
19	drumming	78	shuffling
20-23	footsteps (ahead)	79-80	slithering
24-26	footsteps (approaching)	81	snapping
27-29	footsteps (behind)	82	sneezing
30-31	footsteps (receding)	83	sobbing
32-33	footsteps (side)	84	splashing
34-35	giggling (faint)	85	splintering
36	gong	86-87	squeaking
37-39	grating	88	squealing
40-41	groaning	89-90	tapping
42	grunting	91-92	thud
43-44	hissing	93-94	thumping
45	hooting	95	tinkling
46	horn/trumpet sounding	96	twanging
47	howling	97	whining
48	humming	98	whispering
49	jingling	99-100	whistling

Table E12:
Chambers, Rooms and Other Spaces
Roll (1d100)

1–25	Antechamber	480–504	Library
26–40	Armory	505–524	Lists (jousting yard)
41–45	Audience Chamber	525–544	Lounge
46–54	Aviary	545–554	Meditation Chamber
55–64	Banquet Hall	555–579	Observatory
65–89	Barracks	580–594	Office
90–94	Bathing	595–604	Pantry
95–119	Bedroom/ Boudior	605–619	Parlor
120–124	Bestiary/Zoo	620–635	Pen/Prison
125–149	Cell (prison)	636–650	Privy/Secret Room
150–154	Chantry	651–665	Reception
155–169	Chapel	666–675	Refectory
170–174	Cistern	676–685	Reliquary
175–179	Classroom	686–695	Robing Room
180–184	Closet	696–720	Salon
185–209	Conjuring Chamber	721–730	Shrine
210–224	Corridor	731–745	Sitting Room
225–229	Court	746–755	Smithy
230–254	Crypt	756–770	Solar
255–264	Dining Hall	771–820	Stable
265–289	Divination Chamber	821–835	Storage
290–299	Dormitory	836–845	Strongroom/Vault
300–304	Dressing Room	846–870	Study
305–309	Entry Room/Vestibule	871–885	Temple
310–324	Gallery	886–910	Throne Room
325–339	Game Room	911–915	Torture Chamber
340–364	Guardroom	916–940	Training/Exercise Room
365–389	Hall, Great	941–945	Trophy Room/Museum
390–399	Hallway	946–950	Waiting Room
400–414	Harem/Seraglio	951–955	Water Closet/Toilet
415–429	Kennel	956–965	Well
430–454	Kitchen	966–990	Workroom
455–479	Laboratory	991–1,000	Workshop

Table E13:
Furnishing and Appointments, General
Roll (1d100)

1	altar	50	hawgshead
2	armchair	51	idol (largish)
3	armoire	52	keg
4	arras	53	loom
5	bag	54	mat
6	barrel	55	mattress
7-8	bed	56	pail
9	bench	57	painting
10	blanket	58-60	pallet
11	box (large)	61	pedestal
12	brazier & charcoal	62-64	pegs
13	bucket	65	pillow
14	buffet	66	pipe (large cask)
15	bunks	67	quilt
16	butt (large barrel)	68-70	rug (small-medium)
17	cabinet	71	rushes
18	candelabrum	72	sack
19	carpet (largish)	73	sconce, wall
20	cask	74	screen
21	chandelier	75	sheet
22	charcoal	76-77	shelf
23-24	chair	78	shrine
25	chair, padded	79	sideboard
26	chair, padded, arm	80	sofa
27	chest, large	81	staff, normal
28	chest, medium	82	stand
29	chest of drawers	83	statue
30	closet (wardrobe)	84	stool, high
31	coal	85	stool, normal
32-33	couch	86	table, large
34	crate	87	table, long
35	cresset	88	table, low
36	cupboard	89	table, round
37	cushion	90	table, small
38	dais	91	table, trestle
39	desk	92	tapestry
40-42	fireplace & wood	93	throne
43	fireplace with mantle	94	trunk
44	firkin	95	tub
45	fountain	96	tun
46	fresco	97	urn
47	grindstone	98	wall basin and font
48	hamper	99	wood billets
49	hassock	100	workbench

Table E14:
Religious Articles and Furnishings
Roll (1d100)

1-5	altar	56-58	offertory container
6-8	bell(s)	59	paintings/frescoes
9-11	brazier(s)	60-61	pews
12	candelabra	62	pipes (musical)
13-14	candles	63	prayer rug
15	candlesticks	64	pulpit
16	cassocks	65	rail
17	chime(s)	66-67	robes
18-19	cloth (altar)	68-69	sanctuary
20-23	columns/pillars	70-71	screen
24	curtain/tapestry	72-76	shrine
25	drum	77	side chair(s)
26-27	font	78-79	stand
28-29	gong	80-82	statue(s)
30-35	holy/unholy symbol(s)	83	throne
36-37	holy/unholy writings	84-85	thuribile
38-43	idol(s)	86-88	tripod
44-48	incense burner(s)	89-90	vestry
49	kneeling bench	91-97	vestments
50-53	lamp(s)	98-99	votive light
54	lectern	100	whistle
55	mosaics		



Table E15:
Torture Chamber Furnishings
Roll (1d100)

1-2	bastinadoes	49-50	pillory
3	bell (huge)	51-54	pincers
4-6	bench	55-56	pliers
7-10	boots (iron)	57-58	pot (huge)
11-15	branding irons	59-66	rack
16-20	brazier	67-68	ropes
21-22	cage	69	stocks
23-26	chains	70-71	stool
27	chair with straps	72-75	strappado
28	clamps	76-78	straw
29-31	cressets	79-80	table
32	fetters	81	thongs
33-35	fire pit	82-85	thumb screws
36	grill	86-88	torches
37-38	hooks	89-90	"U" rack
39-43	iron maiden	91	vice
44	knives	92-93	well
45	manacles	94-96	wheel
46	oubliette (pit)	97-100	whips
47-48	oil (barrel of)		

Table E16:
Magic-User Furnishings*
Roll (1d100)

Roll	Furnishing		
1-3	alembic	54	magic circle
4-5	balance & weights	55	mortar & pestle
6-9	beaker	56	pan
10	bellows	57-58	parchment
11	bladder	59	pentacle
12-13	bottle	60	pentagram
14-16	book	61	phial
17	bowl	62	pipette
18	box	63	pot
19-22	brazier	64	prism
23	cage	65	quill
24-25	caldron	66-68	retort
26	candle	69	rod, mixing/stirring
27	candlestick	70-71	scroll
28	carafe	72	scroll tube
29-30	chalk	73	sheet
31	crucible	74	skin
32	cruet	75	skull
33	crystal ball	76	spatula
34	decanter	77	spoon, measuring
35	desk	78	stand
36	dish	79	stool
37-38	flask	80	stuffed animal
39	funnel	81	tank (container)
40	furnace	82	tongs
41-44	herbs	83	tripod
45	horn	84	tube (container)
46	hourglass	85-86	tube (piping)
47-48	jar	87	tweezers
49	jug	88-90	vial
50	kettle	91	waterclock
51	ladle	92	wire
52	lamp	93-100	workbench
53	lens (concave, convex, etc.)		

* When placing items in a magic-user's workroom or laboratory, the GM may want to randomly place some spell components or even potions in the appropriate container items listed above.

Table E17:
General Description of Container Contents
Roll (1d100)

1-3	ash	49-56	liquid
4-6	bark	57-58	lump(s)
7-9	bone	59-61	oily
10-14	chunks	62-65	paste
15-17	cinders	66-68	pellets
18-22	crystals	69-81	powder
23-26	dust	82-83	semi-liquid
27-28	fibers	84-85	skin/hide
29-31	gelatin	86-87	splinters
32-33	globes	88-89	stalks
34-37	grains	90-92	strands
38-40	greasy	93-95	strips
41-43	husks	96-100	viscous
44-48	leaves		

Table E19:
Clothing and Footwear
Roll (1d100)

1-2	apron
3-4	belt
5	blouse
6-8	boots
9	buskins
10-11	cap
12-13	cape
14-16	cloak
17-18	coat
19	coif
20	doublet
21-22	dress
23-24	frock/pinafore
25-26	gauntlets
27-28	girdle
29	gloves
30-31	gown
32-34	hat
35	habit
36-39	hood
40-41	hose
42-43	jerkin
44	jupon
45-46	kerchief
47-48	kirtle
49-50	leggings
51-54	linen (drawers)
55-58	linen (undershirt)
59	mantle
60	pantaloons
61-62	petticoat
63-66	pouch/purse
67-70	robe
71-74	sandals
75-76	scarf
77	shawl
78-79	shift
80-83	slippers
84-86	smock
87-89	stockings
90	surcoat
91	toga
92-94	trousers
95-96	tunic
97	veil
98	vest
99	wallet
100	wrapper



Table E20:
Jewelry and Items Typically Bejewelled
Roll (1d100)

Roll	Item		
1-2	anklet	41-45	earring
3-6	arm bond	46-47	fob
7-9	belt	48-52	goblet
10-12	box (small)	53-54	headband (fillet)
13-16	bracelet	55-57	idol
17-19	brooch	58-59	locket
20-21	buckle	60-62	medal
22-25	chain	63-68	medallion
26	chalice	69-75	necklace
27	choker	76-78	pendant
28-30	clasp	79-83	pin
31-32	coffer	84	orb
33	collar	85-93	ring
34-35	comb	94	sceptre
36	coronet	95-96	seal
37	crown	97-99	statuette
38-39	decanter	100	tiara
40	diadem		

Table E18:
Miscellaneous Utensils and Personal Items
Roll (1d100)

1	awl	51	oil fuel
2	bandages	52	oil, scented
3	basin	53	pan
4-5	basket	54	parchment
6	beater	55	pitcher
7	book	56	pipe, musical
8-9	bottle	57	pipe, smoking
10	bowl	58	plate
11	box (small)	59	platter
12-13	brush	60	pot
14	candle	61	pouch
15	candle snuffer	62	puff
16	candlestick	63	quill
17	cone (walking stick)	64	razor
18	case	65	rope
19	casket (small)	66	salve
20	chopper	67	saucer
21	coffer	68	scraper
22	cologne	69	scroll
23	comb	70	shaker
24	cup	71	sifter
25	decanter	72	soap
26	dipper	73	spigot
27	dish	74	spoon
28	earspoon	75	stopper
29	ewer	76	statuette/figurine
30	flagon	77	strainer
31	flask	78	tankard
32	food	79	thongs
33	fork	80	thread
34	grater	81-84	tinderbox (with flint & steel)
35	grinder	85-86	towel
36	hourglass	87	tray
37	jack (container)	88	trivet
38	jar	89	tureen
39	jug	90-91	twine
40	kettle	92	unguent
41	knife	93	vase
42	knucklebones	94	vial
43	ladle	95	wallet
44-45	lamp/lantern	96	washcloth
46	masher	97	whetstone
47	mirror	98	wig
48	mug	99	wool
49	needle(s)	100	yarn
50	oil, cooking (or fuel)		

Table E21:
Food & Drink
Roll (1d100)

1-2	ale	31	grapes	67	pears
3	apricots	32	greens*	68	peas
4-5	apples	33	gruel	69	pickles
6	beans	34	honey	70	pie
7-10	beer	35	jam	71	plums
11	berries	36	jelly	72-74	porridge
12	biscuits	37	leeks	75	prunes
13	brandy	38	lentils	76	pudding
14-18	bread	39-42	mead	77	raisins
19	broth	43-46	meal (grain)	78-80	soup
20	butter	47-56	meat*	81-82	stew
21	cakes	57	milk	83	sweetmeats
22-24	cheese*	58	muffins	84-87	tea
25	cookies	59	mushrooms	88-89	tubers/roots*
26	eggs	60-62	nuts*	90-95	water
27	fish*	63-64	onions	96-100	wine
28	fish, shell*	65	pastries		
29-30	fowl*	66	peaches		

* These listings are general categories – the GM should substitute specific varieties, such as:
cheese: brie, cheddar, feta, goat cheese, gouda, provolone, swiss, wensleydale...
fish: barracuda, dragonfish, giant eel, flounder, gar, haddock, perch, trout...
fish, shell: crab, crayfish, lobster, prawns, shrimp...
fowl: chicken, clubnek, duck, grouse, pheasant, turkey...
greens: collard greens, lettuce, okra, spinach...
meat: beef, bison, giant frog, ham, dire hedgehawg, mutton, pork, venison...
nuts: chestnut, hazelnut, peanut, pecan, walnut...
tubers/roots: beet, carrot, turnip, potato, sweet potato...

Table E22:
Condiments & Seasonings*
Roll (1d100)

Roll			
1-15	garlic	60-64	pepper
16-50	herbs**	65-84	salt
51-55	mustard, spiced	85-89	vinegar, white
56-59	onion, yellow	90-100	vingegar, cider

* A wide variety of condiments and seasonings are available, and can be added at the discretion of the GameMaster, who may wish to spice up the flavors available to the characters. Throwing in a regionally available hot spice, for example, may surprise a character with a little more heat than he bargained for – and necessitate the purchase of several rounds of ale to cool his tongue.

** A more substantial list of herbs and associated vegetable matter is given in Table E23: Herbs, Spices and Medicinal Vegetables. This table lists the common uses for such plant materials with regard to healing, magical uses, the blending of poisons, etc. It also enumerates many of the uses for such herbs and spices in preparing and cooking food.

Herbs, Spices and Medicinal Vegetables

There are hundreds of different vegetable flavorings and seasonings which were or are reputed to have medicinal and/or magical properties. It is not within the scope of this work to detail all of these herbs and spices, particularly as regards their description, habitat and the many uses claimed for most. An alphabetical listing with one or two comments on each is presented. The dedicated herbologist will have to pursue his own research in scholarly texts.

It is suggested that the GameMaster use this list as a basic guide to which herbs, spices and vegetables are required to produce the various effects desired from potions, scroll inks and other magic items. Reputed folk remedies are not fully detailed with respect to magic in most cases, so the players cannot gain illicit advantage over the GM.



Table E23:

Herbs, Spices and Medicinal Vegetables

Roll (1d10,000)

Roll	Plant and/or Special Part:	Reputed Uses/Healing Abilities:
1–15	abcess root (sweet root)	respiratory disorders
16–40	acacia (Gum Arabic)	tissue repair
41–90	aconite (monkshood, wolfsbane, etc.)	sedative/drives off werewolves
91–190	acorn	tissue hardening
191–215	adder's tongue	emetic, emollient
216–230	adrue	anti-vomiting, sedative
231–280	agar-agar (jelly)	anti-inflammation, nutrient
281–300	agaric	astringent, purgative
301–320	agrimony (cocklebur, stickwort)	muscle toner, diuretic
321–370	alder	anti-inflammation, tonic
371–380	alkanet root	emollient, antiseptic, wormer
381–480	all-heal (wound-wort)	antiseptic, anti-spasmodic
481–505	almond milk/powder	nutrient/emollient
506–705	aloe (bitter aloe)	bites, burns, laxative, insect repellent
706–730	amaranth (red cockscomb)	astringent, anti-hemorrhaging
731–755	ammoniacum (Persian Gum)	stimulant, respiratory aid
756–775	angelica	lungs, liver, spleen, vision, hearng
776–875	anise	antacid, digestion, coughing
876–895	arbutus (mayflower)	astringent, bladder infection
896–955	areca nut (betel nut)	astringent, tape wormer
956–969	arenaria rubra (sandwort)	diuretic, urinary diseases
970–993	arrach (goosefoot)	sedative, nervous tension, hysteria
994–1,023	artichoke juice	jaundice curative
1,024–1,123	asafetida (food of the gawds)	aphrodisiac, brain and nervous stimulant, tonic, many more
1,124–1,133	asarabacca (hazelwort, wild nard)	emetic, purgative
1,134–1,148	ash (bark and leaves of)	laxative, anti-inflammation, fever
1,149–1,198	asparagus juice/root	sedative, heart problems/anti-oxalic acid
1,199–1,223	ovens (colewort, herb bennet)	astringent, anti-hemorrhaging, anti-weakness, tonic, more
1,224–1,233	bael	anti-inflammation, ulcers
1,234–1,258	balm, (sweet balm) leaves	calms nerves, fevers
1,259–1,278	balm of gilead	nutrient, organ stimulant (general)
1,279–1,308	balmony (bitter herb, snake head)	tissue builder/strengthener, liver ailments, wormer
1,309–1,408	barley	nutrient (recuperative)
1,409–1,458	basil	nervous disorders
1,459–1,558	bay leaf	imparts savory flavor to soups and broth
1,559–1,708	beet	organic cleanser
1,709–1,908	belladonna (deadly nightshade, dwale, black cherry root)	diuretic, sedative, pain reliever, stimulant, poison/lycanthropy cure, anti-opiate, circulation
1,909–1,958	benne (sesam, sesame)	respiratory disorders, eye infections
1,959–1,983	benzoin (gum benzoin)	expectorant, stimulant, wounds/sores
1,984–1,993	berberis	fevers
1,994–2,003	beth root (lamb's quarters)	astringent, tonic, anti-hemorrhaging
2,004–2,103	bilberry (huckleberry, whortleberry)	anti-thirst, dropsy, typhoid, more
2,104–2,203	birch (white birch)	intestine/stomach, venereal disease, skin ailments
2,204–2,218	birthwort	circulatory stimulant
2,219–2,238	bistort (adderwort)	astringent
2,239–2,263	bittersweet (felonwort, woody nightshade)	abcesses, lymph infections, swelling and other types of inflammation
2,264–2,363	blackberry (dewberry)	astringent, tonic, dysentary
2,364–2,463	black currant	diuretic, antiseptic, blood purifier
2,464–2,538	black willow bark	astringent, antiseptic
2,539–2,638	blueberry	see bilberry
2,639–2,713	blue flag (poison flag, water lily)	diuretic, cathartic, blood purifier (vs. poison), wounds, venereal disease
2,714–2,813	blue mallow (common mallow)	coughs, colds
2,814–3,013	boneset (thoughtwort)	fevers, tonic, skin diseases
3,014–3,063	borage	coughs, lung infections
3,064–3,093	box leaves	tonic, blood purifier
3,094–3,193	bryony	paralysis, bruises
3,194–3,243	bugle	gastrointestinal disorders, hemorrhaging
3,244–3,393	burdock	laxative, tuberculosis, more
3,394–3,418	butterbur	fevers, urinary complaints
3,419–3,518	cabbage juice	ulcer and stomach treatment
3,519–3,558	calotopis (muclar bark)	skin leprosy, elephantiasis, more
3,559–3,633	camphor (gum camphor)	bruises, sprains, chill/fever, heart
3,634–3,683	caraway	antacid, aids digestion
3,684–3,693	cardamom	eases stress when infused in a tea
3,694–3,793	carrot juice and seeds	tonic for improved health
3,794–3,818	castor oil bush	purgative, cathartic
3,819–3,918	catnip (cat's mint, wild mint)	colds, fevers, bee stings, headache, enchants all felines
3,919–3,928	cayenne	stimulant
3,929–3,933	celery	liver functions, tonic, stimulant
3,934–3,983	chamomile	nervous conditions, ear and toothaches
3,984–4,283	chaulmoogra oil	fevers, sedative, skin eruptions
4,284–4,288	cherry gum	respiratory infections/food substitute
4,289–4,328	chives	colds, general diseases/evil eye
4,329–4,378	cinnamon	disinfectant, nausea, preservative
4,379–4,403	cleavers (goosegrass)	fevers, circulation, blood purifier, wounds, liver disease
4,404–4,703	clover	tonic
4,704–4,853	cloves	anesthetic, circulation, disinfectant
4,854–4,903	coltsfoot	drinking coltsfoot tea or smoking the dried leaves relieves respiratory distress
4,904–5,103	comfrey root (healing herb)	colds, respiratory conditions, wounds, bone fractures, gangrene, more
5,104–5,203	coriander	tonic
5,204–5,228	couchgrass	bladder and urinary infections
5,229–5,328	cucumber	inflammation
5,329–5,348	cumin seed	stimulant
5,349–5,598	dandelion	diuretic, purgative, tonic
5,599–5,898	digitalis (fairy bells, foxglove, etc.)	heart stimulant, tonic, kidney treatment (poison)
5,899–5,998	dill	nausea
5,999–6,023	ergot (rye smut)	hemorrhaging, venereal diseases
6,024–6,049	eyebright	astringent, eye infections
6,050–6,098	fennel	digestion, weight control, muscle tone, reflexes, vision, more
6,099–6,114	fenugreek	stimulant
6,115–6,148	fig	demulcent
6,149–6,174	figwort (scrofula, throatwort)	abcesses, wounds, pain killer
6,175–6,199	fireweed	astringent, anti-spasmodic
6,200–6,224	fluellin	astringent, tissue strengthener
6,225–6,424	garlic	cough, colds, blood detoxifier, kills parasites/wards off vampires
6,425–6,449	gelsemium (wild woodbine)	sedative, nerve tonic, fevers, more
6,450–6,474	gentian (bitter root, felwort)	tonic, fevers, anti-venom
6,475–6,574	geranium (sweet geranium)	alkalizer
6,575–6,724	ginger	stimulant, colds, cramps
6,725–6,749	ginseng	glandular stimulant, vision, dizziness, headaches, weakness
6,750–6,774	goat's rue	diuretic, wormer (vermifuge)
6,775–6,794	grape juice	blood fortifier
6,795–6,814	hartstongue	cough, liver, spleen, bladder
6,815–6,839	hawthorn	heart, arteries
6,840–6,849	hedge mustard	throat, lungs
6,850–6,859	hellebore	heart tonic (rootlets are poison)
6,860–6,909	honeysuckle	liver, spleen, respiratory disorders
6,910–6,919	horehound, white	coughs, pulmonary diseases, anti-venom
6,920–6,939	horehound, black	stimulant, wormer, hemorrhaging
6,940–7,039	horseradish	tonic, antiseptic, wormer
7,040–7,139	hyssop	respiratory ailments, jaundice, blood purifier, tonic, cuts and wounds, more
7,140–7,189	ipecac	dysentery, mouth Infections, more
7,190–7,239	irish moss	coughs, scalds, burns
7,240–7,244	jambul seed	blood purifier, diabetes
7,245–7,254	jewel weed (pale touch-me-not)	diuretic, kidneys, skin growths, fungus, infections, liver
7,255–7,304	juniper berry	aphrodisiac, stimulant, disinfectant, venereal disease, more
7,305–7,314	jurubera	anemia
7,315–7,364	kelp (seawrack)	thyroid, heart, arteries, much more
7,365–7,384	larkspur (knight's spur)	external parasites
7,385–7,484	leek	same as chives
7,485–7,509	lily-of-the-valley	heart tonic
7,510–7,519	lucerne (alfalfa)	strength
7,520–7,569	lycopodium moss (princess pine, ground pine)	wounds, lungs, kidneys, more
7,570–7,579	mace	stimulant
7,580–7,619	marigold	fevers, varicosities, eyes, heart
7,620–7,644	marjoram	melancholia, brain disorders, toothaches
7,645–7,654	masterwort	stimulates organs, anti-spasmodic, more
7,655–7,694	mistletoe	convulsions, hysteria, narcotic, tonic, typhoid fever, heart
7,695–7,719	muira-puama	aphrodisiac
7,720–7,793	mustard	emetic, counter-irritant, colds, fevers
7,794–7,813	nutmeg	nausea, vomiting, diarrhea
7,814–7,823	nux vomica (poison nut)	stimulant, debility tonic
7,824–8,023	onion	poultice, colds (as chives)
8,024–8,073	oregano	germicide, pain killer
8,074–8,093	paprika	stimulant, poultice
8,094–8,133	parsley	blood purifier
8,134–8,183	parsnip	fevers
8,184–8,193	peach seed	fevers, blood tonic
8,194–8,243	pepper, black	sprains, neuritis
8,244–8,283	peppermint	indigestion, excellent in teas and sweets
8,284–8,288	pitcher plant	small pox preventative/cure, stomach, liver, kidneys
8,289–8,298	plantain (ripple grass, waybread)	minor wounds, stings, rashes
8,299–8,308	pomegranate	nerve sedative, wormer
8,309–8,328	poppy	analgesic, opiate
8,329–8,428	pumpkin seed	virility, argon tonic
8,429–8,438	quince	eye disease, dysentery, skin disorders
8,439–8,538	radish	blood purifier, liver
8,539–8,588	raspberry	fevers, tonic
8,589–8,598	rhubarb	astringent, cathartic
8,599–8,674	rose	colds, fevers
8,675–8,710	rosemary	muscle tonic, drives off evil spirits
8,711–8,715	saffron	scarlet fever, measles, respiratory infections
8,716–8,765	sage	tonic, wounds
8,766–8,865	sarsaparilla (china root, spike-nard)	system balance, blood purifier, venereal disease, many more
8,866–8,890	scopolis	nerve/muscle sedative, pain killer, coughs
8,891–8,915	scullcap (madweed),	nervous disorders, rabies
8,916–8,955	senna	purgative
8,956–9,005	spearmint	freshens breath
9,006–9,155	strawberry	vision, swelling and inflammation
9,156–9,220	summer savory	blood purifier, palsy
9,221–9,260	tamarind	infection, gangrene
9,261–9,360	tansy	tonic, narcotic, wormer, repels insects
9,361–9,370	tarragon	savory addition to stews and broth
9,371–9,470	tea	poison antidote
9,471–9,520	thyme	antiseptic, blood purifer
9,521–9,620	turnip	mouth disease, throat
9,621–9,720	watercress	blood tonic (anemia)
9,721–9,740	white bryony (mandragora)	cathartic, respiratory diseases, heart, kidneys (poison)
9,741-9,940	willow bark	headaches, body ache
9,941-10,000	witch hazel	skin irritation and itches

Describing Magical Substances

Whenever a dusty flask or vial is unearthed by a PC during the course of a dungeon crawl, the GM is expected to give the players a multitude of clues as to its contents. No one wants to quaff an unidentified liquid – and providing accurate (or misleading) descriptive information allows the alert player to make an educated guess before risking his character's skills, abilities, attributes or gender by imbibing an unknown substance.

Some GameMasters have found it difficult to adequately describe the contents of potion bottles, magical elixirs and other liquid substances. The tables in this section provide the GM with ample choice when revealing the appearance, consistency, colors, tastes and smells of all sorts of mysterious liquids. In combination with the other tables contained herein, these various descriptive words will serve the GM in good stead when preparing his adventure.

Table E24:
Substance Consistency
Roll (1d100)

Roll	
1-19	Bubbling
20-29	Cloudy
30-39	Effervescent
40-49	Fuming
50-54	Oily
55-64	Smoky
65-74	Syrupy
75-79	Vaporous
80-84	Viscous
85-100	Watery

Table E25:
Substance Appearance
Roll (1d100)

Roll	
1-29	Clear (transparent)
30-34	Flecked (transparent and other)
35-39	Layered (color or transparency)
40-54	Luminous (determine transparency)
55-59	Opaline (glowing)
60-69	Phosphorescent (determine transparency)
70-79	Rainbowed (transparent)
80-84	Ribboned (determine transparency)
85-94	Translucent
95-100	Variegated (determine colors)

Table E26:
Taste and/or Odor
Roll (1d100)

Roll	
1–3	acidic
4–5	bilious
6–10	bitter
11–14	bland
15–16	burning/biting
17–18	buttery
19–20	dusty
21–22	earthy
23–26	fiery
27–29	fishy
30–32	greasy
33–34	herbal
35–39	honeyed
40–42	lemony
43–46	meaty
47–49	metallic
50–51	milky
52–53	musty
54–56	oniony
57–60	peppery
61–62	perfumy
63–65	pickled
66–69	rotten
70–72	salty
73–75	smoked
76–80	soothing/sugary
81–83	sour
84–88	spicy
89–92	sweet
93–95	tart
96–97	vinegary
98–100	watery

Table E27:
Colors
Roll (1d100)

1	amber	51	lake
2	amethyst	52	lavender
3	apricot	53	lilac
4	aquamarine	54	lime
5	auburn	55	madder
6	azure blue	56	magenta
7	black	57	mahawgany
8	blue	58	maroon
9	bone	59	mauve
10	brass	60	neutral
11	bronze	61	ochre
12	brown	62	olive
13	buff	63	orange
14	carmine	64	parchment
15	cerise	65	peach
16	cerulean	66	pearl
17	cherry	67	pewter
18	chestnut	68	pink
19	chocolate	69	pitch black
20	cinnabar	70	plum
21	citrine	71	purple
22	colorless	72	purple
23	copper	73	red
24	coral	74	rose
25	cream	75	ruby
26	crimson	76	russet
27	dove	77	rust
28	dun	78	sable
29	ebony	79	saffron
30	ecru	80	salmon
31	emerald	81	sand
32	fallow brown	82	sanguine
33	fawn	83	sapphire
34	flame	84	scarlet
35	flaxen	85	silver
36	fog	86	sky
37	fuchsia	87	soot
38	ginger	88	sorrel
39	gold	89	steel
40	golden	90	straw
41	grassy	91	tan
42	gray	92	tawny
43	green	93	teal
44	heliotrope	94	terra cotta
45	henna	95	turquoise
46	indigo	96	ultramarine
47	inky	97	vermilion
48	iron	98	white
49	ivory	99	woolen
50	jade	100	yellow




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Appendix F

Random Environment Generation

Random Dungeon Generation

When you need help in designing a dungeon – whether it is a level in your main dungeon or a labyrinth discovered elsewhere – the following random generation system has proven itself to be useful. The system does require time, but with experience it can be used directly in conjunction with actual play. It is especially useful for fleshing out certain commercially available adventure modules that leave some areas for development up to the GM.

The surface level above the dungeon in which adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of those ancient ruins...). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper terrain).

Always begin a dungeon level in the middle of the sheet of graph paper. Begin creation of your random dungeon by rolling on Table F1: Dungeon Generation: Periodic Check. This will either refer you to another table, ask you to roll again or end in a dead end.

When a passage is indicated, always check width of passages on Table F4. When a room is indicated roll for Shape and, Size on Table F7; then for Contents, Treasure and how the latter is contained, if applicable, on Tables F13-F15. Roll for room exits on Table F10.

When a monster is indicated, consult Appendix C: Random Monster Encounter Tables, Terrain X. Subterranean/Dungeon Table. Appendix E: Traps, Tricks and Dungeon Dressing is useful for more detail in your dungeon if you are constructing your dungeon ahead of time or in "live play" when players insist on thoroughly searching every nook and cranny. This system is not intended to be comprehensive.

Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something that goes beyond an edge, amend the result by rolling until you obtain something that will fit with your predetermined limits. Common sense will serve (unless you have none). If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn if absolutely necessary. Keep a record of all monsters, treasures, tricks, traps, etc.

Table F1:
Dungeon Generation: Periodic Check

Roll	Result
1-2	Continue straight - check again in 40 feet (this table)
3-5	Door (see Table F2)
6-10	Side Passage (see Table F3, check width on Table F4) - check again in 20 feet (this table)
11-13	Passage Turns (see Table F6, check width on Table F4) - check again in 30 feet (this table)
14-16	Chamber (see Table F7) - check 30 feet after leaving (this table)
17	Stairs (see Table F18)
18	Dead End (walls left, right and ahead can be checked for secret doors with a 1 in 20 chance, see Table F11, footnote)
19	Trick/Trap (see Table F19), passage continues - check again in 30 feet (this table)
20	Wandering Monster, check again immediately to see what lies ahead so direction of monster's approach can be determined.

Table F2:
Doors

Location of Door:		Space Beyond Door Is:	
Roll	Result*	Roll	Result
1-6	Left	1-4	Parallel passage **, or 10' x 10'
7-12	Right		room if door is straight ahead
13-20	Ahead	5-8	Passage straight ahead
		9	Passage 45 degrees ahead/behind***
		10	Passage 45 degrees behind/ahead***
		11-18	Room (go to Table F7)
		19-20	Chamber (go to Table F7)

* Unless door is straight ahead, cheack again on Table F1.
** Extends 30 feet in both directions.
*** The direction will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

Table F3:
Side Passages

Roll	Result
1-2	left 90 degrees
3-4	right 90 degrees
5	left 45 degrees ahead
6	right 45 degrees ahead
7	left 45 degrees behind*
8	right 45 degrees behind**
9	left curve 45 degrees ahead
10	right curve 45 degrees ahead
11-13	passage "T"s
14-15	passage "Y"s
16-19	four-way intersection
20	passage "X"s

Check width of passage on Table F4.
* Left 135 degrees.
** Right 135 degrees.

Table F4:
Passage Width

Roll	Result
1-12	5 feet
13-16	10 feet
17	20 feet
18	30 feet
19-20	SPECIAL PASSAGE*

* See Table F5.

Table F5:
Special Passage

Roll	Width and features:
1-4	40 feet, columns down center
5-7	40 feet, double row of columns
8-10	50 feet, double row of columns
11-12	50 feet[1]
13-15	10 feet stream[2]
16-17	20 feet river[3]
18	40 feet river[3]
19	60 feet river[3]
20	20 feet, chasm[4]

1 Columns 10 feet to the right and left support 10 foot wide upper galleries 20 feet above. Stairs up to gallery will be at end of passage (1-15) or at beginning (16-20). In the former case, if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% (1-10) of the time and supplement it 50% (11-20) of the time.
2 Streams bisect the passage. They will be bridged 75% (1-15) of the time and be an obstacle 25% (16-20) of the time.
3 Rivers bisect the passage. They will be bridged 50% (1-10) of the time, have a boat 25% (11-15) of the time (50% chance for either bank), and be an obstacle 25% of the time.
4 Chasms bisect the passage. They are 150 to 200 feet deep. They will be bridged 50% (1-10) of the time, have a jumping place 5-10 feet wide 25% (11-15) of the time, and be an obstacle 25% (16-20) of the time.

Table F6:
Turns

Roll	Result
1-8	left 90 degrees
9	left 45 degrees ahead
10	left 45 degrees behind*
11-18	right 90 degrees
19	right 45 degrees ahead
20	right 45 degrees behind*

Check width of passage on Table F4.
* Left 135 degrees.
* Right 135 degrees.

Table F7:
Chambers and Rooms Shape and Size

Roll	Chamber Shape and Area	Room Shape and Area
1-2	Square, 20'x 20'	Square, 10'x 10'
3-4	Square, 20'x 25'	Square, 20'x 20'
5-6	Square, 30' x 30'	Square, 30' x 30'
7-8	Square, 40'x 40'	Square, 40' x 40'
9-10	Rectangular, 20' x 30'	Rectangular, 10'x20'
11-13	Rectangular, 30' x 40'	Rectangular, 20' x 30'
14-15	Rectangular, 30' x 50'	Rectangular, 20'x 40'
16-17	Rectangular, 40' x 60'	Rectangular, 30' x 40'
18-20	Unusual*	Unusual*

* See Tables F8 and F9.

Table F8:
Chamber – Unusual Shape
(Roll Separately for Size)

Roll	Shape
1-5	Circular*
6-8	Triangular
9-10	Trapezoidal
11	Rhomboid
12-13	Odd-shaped**
14-15	Oval
16-17	Hexagonal
18-19	Octagonal
20	Cave

* Roll 1d20. 1-5 has pool (see Table F22 and F24 if appropriate), 6-7 has a well, 8-10 has a shaft and 11-20 is normal.
** Draw what shape you desire or what will fit the map, or roll again.

Table F9:
Chamber – Unusual Size

Roll	Size
1-2	about 500 sq. ft.
3-4	about 900 sq. ft.
5-6	about 1200 sq. ft.
7-8	about 1500 sq. ft.
9-10	about 2000 sq. ft.
11-12	about 2500 sq. ft.
13-14	about 3000 sq. ft.
15	about 3500 sq. ft.
16-20	+2000*

* Roll again and add the area to 2000 sq. ft. (if another 16-20 occurs repeat the process, adding 2000 sq. ft., and so on)

Table F10:
Number Of Exits

Roll	Room Area	# Exits*
1-3	up to 600 square feet	1
1-3	over 600 square feet	2
4-6	up to 600 square feet	2
4-6	over 600 square feet	3
7-9	up to 600 square feet	3
7-9	over 600 square feet	4
10-12	up to 1200 square feet	0**
10-12	over 1200 square feet	1
13-15	up to 1600 square feet	0**
13-15	over 1600 square feet	1
16-18	any size	1-4 (d4)
19-20	any size	1***

* 50% chance of exit being a door or 50% chance of passage
** Check once per 10 feet for secret doors with a 1 in 20 chance (see Table F11, footnote).
*** Door in chamber, passage in room.

Table F11:
Exit Location

Roll*	Location
1-7	opposite wall
8-12	left wall
13-17	right wall
18-20	some wall

* If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped, then the exit is either a secret door (1 -5) or a one-way door (6-10) or it is in the opposite direction (11-20).

Table F12:
Exit Passage Direction

Roll	Direction*
1	trap (Table F19)
2-10	straight ahead
11-14	straight left and right
15	slope down (1 level)
16	slope up (1 level)
17	up stairway (1 level)
18	down stairway (1 level)
19	45 degrees left/right**
20	45 degrees right/left**

* If a Door use Table F2 instead – check for width on Table F4.
** The exit will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

Table F13:
Chamber or Room Contents

Roll	Contents
1-12	Empty
13-14	Monster only*
15-17	Monster and treasure (see Table F14)
18	Special*
19	Trick/Trap (see Table F19)
20	Treasure (see Table F14.)

* Determine on appropriate table from Appendix C.
** Determine by balance of level or put in what you desire; otherwise put in stairs as indicated– Roll 1d20. (1-5) stairway up 1 level , (7-8) up 2 levels , (9-14) down 1 level , (15-19) down 2 levels , or (20) down 3 levels– 2 flights of stairs and a slanting passageway.

Table F14:
Treasure*

Roll	Without Monster**
1-25	1000 copper pieces/level
26-50	1000 silver pieces/level
51-60	750 electrum pieces/level
61-75	250 gold pieces/level
76-85	125 hard silver pieces/level
86-88	100 platinum pieces/level
91-94	1-4 gems/level
95-97	1 piece jewelry/level
98-100	Magic***

* See also Tables F15 an F16 or F17
** With Monster: Take two rolls on this table, adding 10% to the total of each roll.
*** Roll once on Magic Items Table A1.

Table F15:
Treasure contained in...*

Roll	Container
1-2	Bags
3-4	Sacks
5-6	Small Coffers
7-8	Chests
9-10	Huge Chests
11-12	Pottery Jars
13-14	Metal Urns
15-16	Stone Containers
17-18	Iron Trunks
19-20	Loose

Go to Table F16 on a roll of 1-8, Table F17 on a 9-20 to determine protection if desired.

Table F16:
Treasure Guarded by...

Roll	Protection
1-2	Contact poison on container
3-4	Contact poison on treasure
5-6	Poisoned needles in lock
7	Poisoned needles in handles
8	Poisoned Spring darts firing from front of container
9	Poisoned Spring darts firing up from top of container
10	Poisoned Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trap door opening in front of container
16	Trap door opening six feet in front of container
17	Stone block dropping in front of the container
18	Spears released from walls when container opened
19	Explosive Runes
20	Symbol

Table F17:
Treasure is Hidden by/in...

Roll	Concealment
1-3	Invisibility (as spell)
4-5	Illusion (to change or hide appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised to appear as something else
11	Under a heap of trash/dung
12-13	Under a loose stone in the floor
14-15	Behind a loose stone in the wall
16-20	In a secret room nearby

Table F18:
Stairs

Roll	Result (roll on Table F1 upon ascending/descending).
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up 1 level
9	Up dead end (1 in 6 chance to chute down 2 levels)
10	Down dead end (1 in 6 chance to chute down 1 level)
11	Chimney up 1 level, passage continues, check again in 30 feet
12	Chimney up 2 levels, passage continues, check again in 30 feet
13	Chimney down 2 levels, passage continues, check again in 30 feet
14-16	Trap door down 1 level, passage continues, check again in 30 feet
17	Trap door down 2 levels, passage continues, check again in 30 feet
18-20	Up 1 then down 2 (total down 1), chamber at end (roll on Table F7)

* 1 in 20 has a door which closes egress for the day (either mechanical or magical).
** 2 in 20 has a door which closes egress for the day (either mechanical or magical).
*** 3 in 20 has a door which closes egress for the day (either mechanical or magical).

Table F19:
Trick/Trap

Roll	Trick/Trap
1-5	False Door - (see Table F16 for trap).
6-7	Pit, 10 feet deep, 3 in 6 to fall in.
8	Pit, 10 feet deep with spikes, 3 in 6 to fall in.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels - one upon entering and one additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12	Wall 10 feet behind slides across passage blocking it for from 40-60 turns.
13	Oil (equal to one flask) pours on random person from hole in ceiling, followed by flaming cinder (2-12 points of damage unless successful save vs. paralyzation is made, which indicates only 1-3 points of damage).
14	Pit, 10' deep, 3 in 6 to fall in, pit walls move together to crush victim(s) in 2-5 rounds.
15	Arrow trap, 1-3 arrows, 1 in 20 is poisoned.
16	Spear trap, 1-3 spears, 1 in 20 is poisoned.
17	Gas; party has detected it, but must breathe it to continue along corridor, as it covers 60 feet ahead. Mark map accordingly regardless of turning back or not. (see Table F20)
18	Door falls outward causing 1-10 hit points, or stone falls from ceiling causing 2-20 points of damage to each person failing his saving throw versus petrification.
19	Illusionary wall concealing 8 (pit) above (1-6), 20 (chute) below (7-10) or chamber with monster and treasure (11-20) (see Table F7 and F14).
20	Chute down 1 level (cannot be ascended in any manner).

Table F20:
Gas Sub-Table

Roll	Gas Type
1-7	Only effect is to obscure vision when passing through.
8-9	Blinds for 1-6 turns after passing through.
10-12	Fear: run back 120 feet unless saving throw versus magic is made.
13	Sleep: party sound asleep for 2-12 turns (as Sleep spell).
14-18	Strength: adds 1-6 points of Strength (as Strength spell) to all fighters in party for 1 to 10 hours.
19	Claustrophobia: make Wisdom check or return to surface immediately.
20	Poison: killed unless saving throw versus poison is made.

Table F21:
Caves and Caverns

Roll	Cave or Cavern
1-5	Cave about 40' x 60'
6-7	Cave about 50' x 75'
8-9	Double Cave: 20' x 30', 60' x 60'
10-11	Double Cave: 35' x 50', 80' x 90'*
12-14	Cavern about 95' x 125'*
15-16	Cavern about 120' x 150'
17-18	Cavern about 150' x 200'*
19	Cavern about 200' x 300'*
20	Mammoth cavern – 300' x 400'+**

* Roll to see if pool therein (see Table F22).
** Roll to see if lake therein (see Table F23).

Table F22:
Pools

Roll	Result
1-6	No pool
8-9	Pool, no monster
10-11	Pool, monster
12	Pool, acid (see Table 16S)
13	Pool, mineral (sulphrous)
14	Pool, drained
15	Pool, fetid
16-18	Pool, monster & treasure
20	Magical pool*

* See Table F24.

Caves and Caverns for Lowest Levels

You may wish to have "rough hewn" and natural tunnels in lower levels, and where rooms and chambers are indicated substitute Caves and Caverns. Exits are as in Table F10.

Table F23:
Lakes

Roll	Result
1-6	No lake
8-9	Lake, no monster
10-11	Lake, monster
12	Lake, acid (see Table 16S)
13	Lake, mineral (sulphrous)
14	Lake, salt
15	Lake, fetid
16-18	Lake, monster & treasure*
20	Enchanted lake**

* Determine monster and treasure from those appropriate in the Hacklopedia of Beasts.
** Enchanted lake leads any who manage to cross it to another plane, special temple, etc. (if special map is available, otherwise treat as lake with monsters), 90% chance that a monster guards the lake.

Table F24:
Magic Pools*

Die	Pool Property
1-2	Turns gold to platinum (1-5) or lead (6-20), one time only.
3-4	The Ability Pool[1]
5-6	Wish Pool[2]
7-9	Anti-Wish Pool[2]
10-12	Dazzle Pool[3]
13	False Pool- Normal water, but glows with strong dwoemer.
13-14	Glow Pool- as Dazzle Pool without color spray.
15-16	Shape Change Pool[4]
17-20	Transporter Pool[5]

* In order to find out what they are, characters must enter the magic pools.
1 The Ability Pool will, on a one-time only basis, add (1-3) or subtract (4-6) from one characteristic of all who enter it (d8):
1 = Strength 2 = Intelligence 3 = Wisdom 4 = Dexterity 5 = Constitution 6 = Charisma 7-8= Comeliness
Add or subtract 1-2 points, checking for each character as to addition or subtraction, characteristic and amount.
2 Wish Pool (speaks as Magic Mouth) will grant one wish to characters of its alignment and damage others from 1-20 points. Wish can be withheld for up to one day. Pool's alignment is: lawful good (1-6), lawful evil (7-9), chaotic good (10-12), chaotic evil (13-17), true neutral (18-20). Anti-Wish pools have the same property, but grant anti-wishes (see Wishes, Chapter 9) to those of opposed alignment, damaging all others.
3 Dazzle pool causes entrant to glow as Continual Light. All others hit with Color Spray.
4 Entrants are affected as spell, cast by 20th level caster. See Appendix C, Terrain X for creature type.
5 Transports entrants: back to surface (1-7); elsewhere on level (8-12); one level down (13-16); 100 miles away for outdoor adventure (17-20).

Random Wilderness Terrain

If you allow a wilderness expedition to move into an area where no detailed map has been prepared in advance, you may be tempted to give up, but the game must go on! While it is obviously best for you to prepare any area to which the characters may travel beforehand, the following system can be used in emergency situations.

The random terrain determination system can be utilized with relative ease for a 1 space = 1 mile or 1 hex scale. In using it, however, common sense must prevail. For example, if the expedition is in the northern country a forest will be pine or possibly scrub, while in tropical regions it will be jungle. Similarly, if a pond is indicated in two successive spaces, the two should be treated as one larger body of water. The GameMaster must also feel free to add to the random terrain as he sees fit in order to develop a reasonable configuration. In any event, the GM must draw in rivers, large lakes, seas, oceans and islands as these features cannot easily be generated by a random method.

As the party enters each space, generate a random number from 1 to 20. On Table F25 find the type of terrain the party is currently on by reading across the page, then read down the column until you find the line where the random number generated falls, and simply move left to determine the terrain that predominates in the new space.

If a pond is indicated, the terrain it is in is the same as that of the previous space.

If a depression is indicated, the referee must decide as to its nature and extent. Generally, the terrain it is in must be the same as the previous space. A depression in a marsh is some form of lake.

Note: Glens in forests, paths or tracks, and streams can be included as desired. Paths, tracks and streams must lead to/from unmapped spaces, of course.

Terrain Guide

Plain: tundra, steppe, savanna, prairie, heath, moor, downs, meadow
Scrub: brush, veldt, bush, thickets, brackens
Forest: woods, jungle, groves and copses (light forest)
Rough: badlands
Desert (any climate): barrens, waste, flat, snowfield
Hills: ridges, bluffs, dunes
Mountains: mesas, glacier, tors
Marsh: fen, slough, swamp, bog, mire, quagmire, morass
Pond: pools, torn, lake
Depression: gorge, rift, valley, canyon

Table F25:
Random Wilderness Terrain

(1d20)	Plain	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plain	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest*	13	12-13	5-14	5	–	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	–	9-10	9-14	8	6	–
Hills**	16	16	16	11-15	15	9-14	7-10	8
Mountains***	17	17	17	16-17	16-17	15-16	11-18	–
Marsh	18	18	18	18	18	17	–	9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

* 1 in 10 also includes hills.
** 1 in 10 also includes forest.
*** 1 in 20 have a pass which leads through the range.

Table F26:
Inhabitation of Random Terrain

Result	Type of Settlement	Population
1-3	Single Dwelling	1-12
4-5	Thorp	20-80
6-7	Hamlet	81-400
8-9	Village	401-900
10	Town	901-6500
11	City	6501-60,000
12-14	Castle**	
15-16	Ruins*	
17-100	Uninhabited	

* Consult Table F27. Note that if player characters explore the ruins, you can use the Random Dungeon Generation system.
** Consult Table F28 – F31 for details on castles.

Table F27
Type of Ruins

Roll	Type
1-30	Village
31-60	City
51-60	Home
61-65	Tower
66-70	Moat house
71-80	Barrows
81-85	Shrine
86-95	Temple
96-97	Tomb
98	Mine/Dungeon
99	Keep
00	Castle

Table F28:
Castle Size and Type

Roll	Size Class	Type
1-10	Small	Small shell keep
11-25	Small	Tower
26-35	Small	Moat house or friary
36-45	Medium	Large shell keep
46-65	Medium	Small walled castle with keep
66-80	Medium	Medium walled castle with keep
81-88	Large	Concentric castle
89-95	Large	Large walled castle with keep
96-100	Large	Fortress complex

Table F29:
Castle Inhabitants

Castle Size			
Small	Medium	Large	Inhabitants
1-45	1-30	1-15	Totally deserted
46-60	31-50	16-40	Deserted (monster therein)*
61-70	51-65	41-60	Humans, demi-humans or humanoids
71 -100	66-100	61 -100	Character-types

* Roll on the appropriate Random Encounter Tables in Appendix C, ignoring any rolls that indicate men.

Castles

Uninhabited areas need not be entirely wild, and even in the wilderness, there can be a few strongholds scattered about. If a fortress is indicated in the area, the party will be within visual range of the construction - 1/2 to 5 miles depending upon terrain considerations. The castle type, the master of the stronghold, his forces and the castle's awareness of the party of adventurers are treated below.

Once the size and type of castle discovered has been determined on Table F28, the inhabitants are found on Table F29.

Castle Inhabitants (notes on Table F29)

Totally deserted indicates the construction is in disrepair and upon close inspection appears empty. There is a 50% chance of a significant dungeon beneath the ruin. Deserted castles appear as totally deserted ones, even upon close inspection, but entry into the construction will discover the monster. Humans, demi-humans or humanoids means that the place is occupied by some relatively intelligent race. Determine this on Table F30. Numbers and other details of these humans and other creatures are given in the Hacklopedia of Beasts under the heading "Men" or as applicable for the race in question. Escaped henchmen have fled abusive adventurer masters and organized themselves for survival. Character-types refers to the basic groups and sub-classes of characters, see Table F31.

Character types will have from 2-5 loyal henchmen found within a fortress. Certain character types will have special followers, and these will be found there also. However, except for the clerical profession, these followers will not serve as the main castle garrison. These men-at-arms will be:

9-12 heavy horse, splint mail & shield, lance, long sword, mace
9-16 light horse, studded leather, light crossbow, long sword
13-24 men-at-arms, scale mail, shield, spear, hand axe
7-12 men-at-arms, scale mail, heavy crossbow, morning star

Cavalry will be stabled and fight on the walls when necessary. Each of the above units will be led by a fighter of 3rd or 4th level. Leaders are in addition to the figures shown.

Fortresses will be stocked with food, water, and supplies of arms and missiles. Each will have artillery and sufficient crew to operate each engine as detailed in Table F32: Fortress Artillery

Table F30:
Humanoid Castle Inhabitants*

Roll	Castle Inhabitants are:
1-5	Halflings
6-25	Human bandits/brigands
26-30	Escaped henchmen
31-50	Human mercenaries
51-65	Human soldiers
66-70	Half-orcs
71-75	Orcs
76-78	Half-ogre
79-85	Gnomes
86-90	Dwarves
91-94	Half-elves
95-97	Hobgoblins
98-100	Dervishes

* Includes humans and demi-humans

Table F31:
Master of the Castle

		Master's
Roll	Class	Level
1-15	Cleric	9th-12th
16-17	Druid	12th-13th
18-56	Fighter	9th-12th
57-59	Cavalier	8th-11th
60-61	Dark Knight	7th-10th
62-63	Knight Errant	8th-11th
64-65	Monk*	9th-12th
66	Paladin	9th-10th
67-68	Ranger	10th-13th
69-75	Magic-User	11th-14th
76-80	Battle mage	9th-12th
81-85	Illusionist**	10th-13th
86-95	Thief	10th-14th
96-99	Assassin	14th
100	Bard	23rd

* Monks' strongholds will usually be monasteries, resembling a type of enlarged moat house, formidible more for its location than defensive structures.
** Illusionists' strongholds will be covered by an illusion to appear as a mound of rubble or a ruined castle.

Table F32:
Fortress Artillery

Fortress Type	Ballistae Scorpions	Light Catapults	Oil Cauldrons
Small shell keep	2	-	1
Tower	1	-	1
Moat house or friary	-	1	2
Large shell keep	1	1	2
Small walled castle with keep	2	1	4
Medium walled castle with keep	2	2	5
Concentric castle	4	2	6
Large walled castle with keep	4	4	8
Fortress complex	6	4	10

To determine if the occupants of the stronghold are aware of the party of adventurers, roll a surprise die for the latter, and if they are surprised, then the fortress occupants know they are there. Otherwise, the adventurers have not been detected, and they may opt to pass by the place or go and investigate it.

The reactions of the castle or other type of stronghold to the adventurer party are discovered as normally done. Friendly or hostile reactions can be dictated by the situation. For instance, an assassin's stronghold will not welcome a paladin. A friendly reaction could result in the host party welcoming the adventurers, feting them and offering an escort to the borders of their territory when the visitors choose to leave (but meanwhile entertaining them with hunts, drinking bouts, etc.) A neutral reaction would be refusal to allow them into the place without facing one or more of their fighters in some form of non-lethal combat (such as jousting), and taking armor and weapons from them if they lose; or it could be a demand for a toll to pass through, meanwhile keeping the castle gates shut tight. A hostile reaction could be feigning good fellowship, getting the adventurers drunk, and then stripping them and imprisoning them for ransom; or it could result in immediate attack. You must decide.

Appendix G

Garweeze Wurld – A Primer

Home is where the Hack is

The default campaign setting for **HackMaster** is **Garweeze Wurld™** — the place where all official **HackMaster** modules (adventures) and sanctioned tournaments take place. Now, this isn't meant to imply that GameMasters are discouraged from designing their own home-brewed worlds. On the contrary, world building is one of the most rewarding and challenging aspects of the job.

It's a daunting task, to be sure, but if you have the time, desire or inclination to tackle world building, then by all means you you should roll up your sleeves and tackle the challenge with the same attitude and zeal you have for other aspects of the job. But don't be discouraged or shaken if you find it's more than you're able to handle. You're not alone. It is a sad fact, that most GM's don't have the time or resources for such a monumental endeavor as building a world from scratch. Its best to leave such daunting tasks to professionals. That's where an official campaign setting such as **Garweeze Wurld** comes in handy.

Unfortunately, the **Garweeze Wurld** setting is currently being revised and updated to meet fourth edition standards and still many months away from completion. Yeah, I know — it blows. Gary's untimely death really threw a wrench in the works. Interpreting his arcane notes and hand drawn maps has been a major undertaking as well as a time consuming one. But take heart — in the months ahead bits and pieces of the revised setting will be revealed in various modules, supplements, and publications while you await the release of the 4th edition **Garweeze Wurld Campaign Setting**. For example, the upcoming adventure module, **B2: Little Keep on the Borderlands**, serves as a mini-campaign setting with some first peeks at the new and revised Garweeze Wurld. Once your players have completed the adventure they can use the Keep as a base of operations from which to further explore the world around them.

In the meantime you'll have to do what all good GameMasters must do while awaiting official campaign material — wing it! The following section will give you some bare bone details of Garweeze Wurld. Take it and run with it. If you are afraid the upcoming official material will trash your established campaign and contradict your own take on the setting you may want to seriously consider basing your campaign in one of the two circled areas shown in **Figure F6: Garweeze Wurld Main Wurld Map**.

These areas are **Game Preserves** — areas of Garweeze Wurld proper that we have set aside which we have no plans of developing (at least not until HackMaster 5th edition). These are safe-havens that the GM can flesh out and develop as he sees fit with the reassurance that we won't be coming along later with published fourth edition material that trashes his campaign.

Garweeze Wurld System Statistics

Garweeze Wurld is located on the the fifth planet (Aldrazar) in the Caz-Adar system (SpaceHack Star Chart Registration No.#D34506). Figure F6 shows the known realms of Garweeze Wurld which lie on one hemisphere of the planet. (No one knows exactly what lies on the opposite hemisphere).

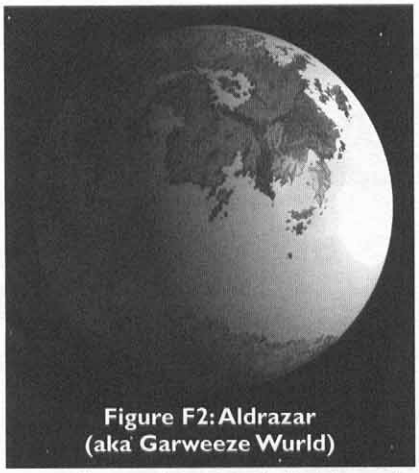


Figure F2: Aldrazar (aka Garweeze Wurld)

Caz-Adar is a yellow star approximately 13% larger than our own sun. It has sixteen planets in its system, ten of which are visible with the naked eye from Aldrazar's surface.

Aldrazar

According to the **SpaceHack Record of Planets™**, the planet Aldrazar has a circumference of 32,724 miles. Even though it's considerably larger than earth, however, its gravity is roughly the same, thanks to a lower density. (No doubt due to the fact that its core is heavily honeycombed by the vast expansive network of the **NetherDeep™**).

Aldrazar rotates on it's axis once every 24 hours and its axis is tilted 14 degrees from its orbital plane which accounts for its ever shifting earth-like seasons. Aldrazar orbits Caz-Adar once every 394 days (meaning that each season runs 98.5 days).

Aldrazar has three moons, Arlora, which is the closest, Bardra'kar and Shadara. There was once a fourth moon (Kryndinzar) but it was destroyed thousands of years ago during the **War Between the Pantheons** (Or an by asteroid depending on who you talk to).

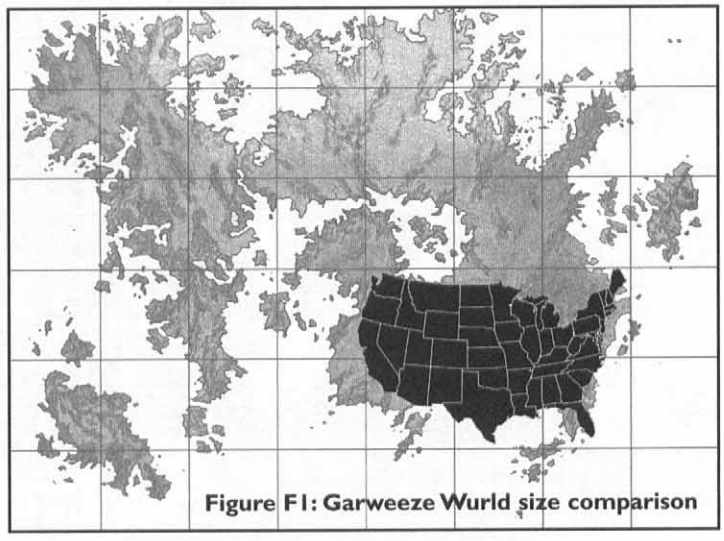


Figure F1: Garweeze Wurld size comparison

Figure F1: (above) A comparative map showing the approximate size of the continental United States in relation to Garweeze Wurld.

Figure F2 thru F5: The planet Aldrazar and her three moons, Arlora, Bardra'kar and Shadara. (Taken from the **SpaceHack Record of Planets**)

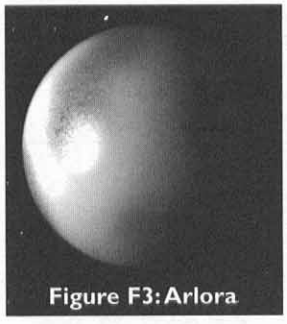


Figure F3: Arlora

Arlora

Arlora is an opaque body, shining by reflected light, and only that portion of the hemisphere that is illuminated and turned toward Aldrazar can be seen. It has a circumference of 1,987 miles. Prior to the destruction of Kryndinzar it had a revolution of 28.05 days upon which the Fariadoran monthly calendar is based. However, after Kryndinzar was destroyed, Arlora's orbital position was changed and gradually increased to 26 days. Arlora appears in the sky about the same size that Luna appears on Earth. Arlora's unique composition, however, gives it a pleasant, light turquoise hue. Most lycanthropes are attuned to this moon.



Figure F4: Bardra'kar

Bardra'kar

Bardra'kar has a circumference of 1,350 miles. It appears in the sky about 1/2 the size of Arlora. It has a revolution of 50 days. It is a cold, grey body with a jagged, scarred surface which may account for why it's associated with bad omens and ill fortune. Bardar'kar's revolutional orbit about Aldrazar is angled 15 degrees above/below the orbital plane of the other two moons. Certain lycanthropes are attuned to this moon rather than Arlora (or both).

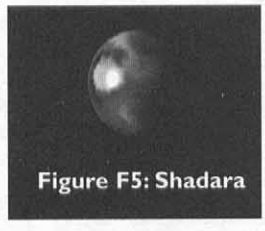
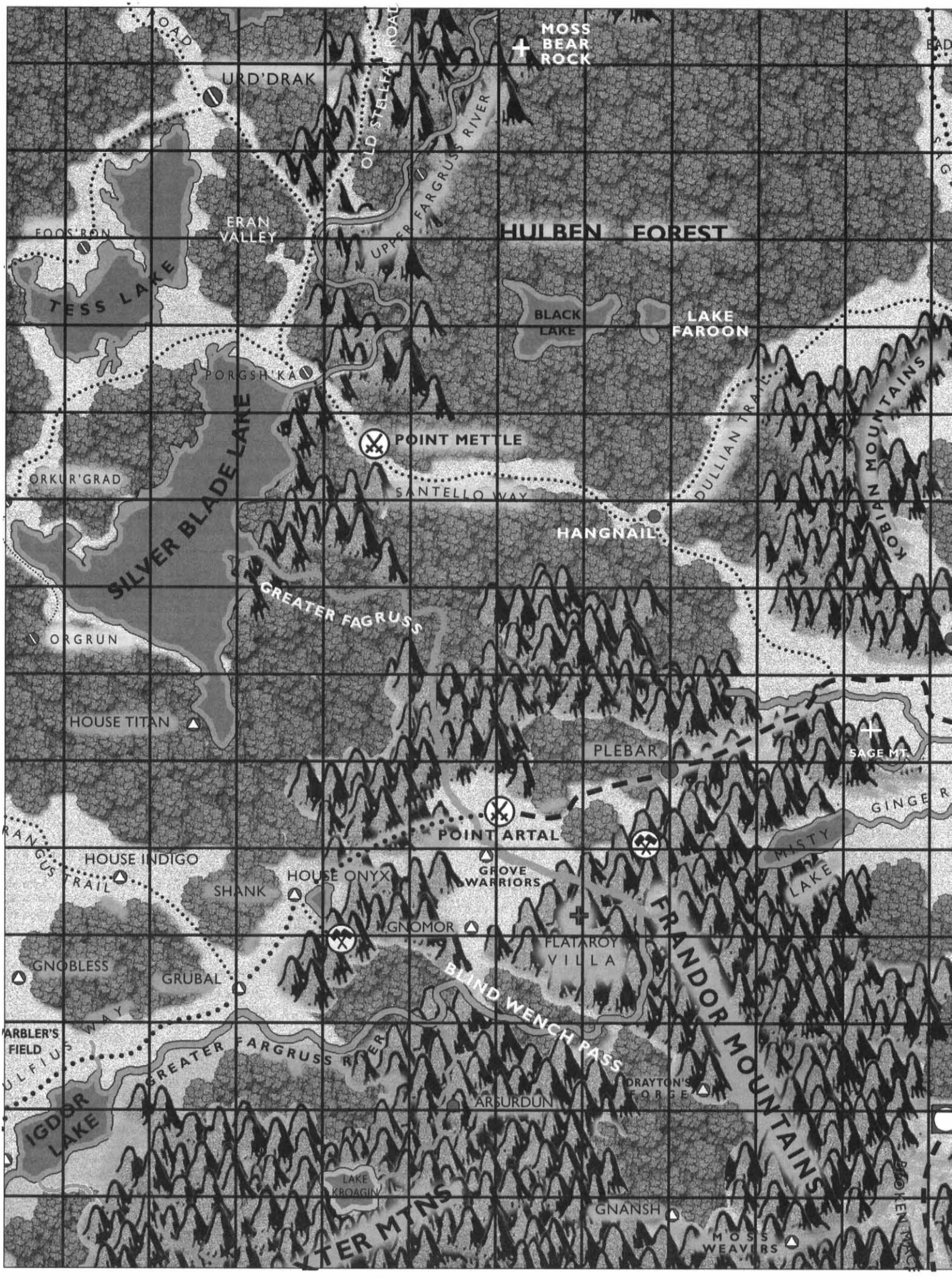
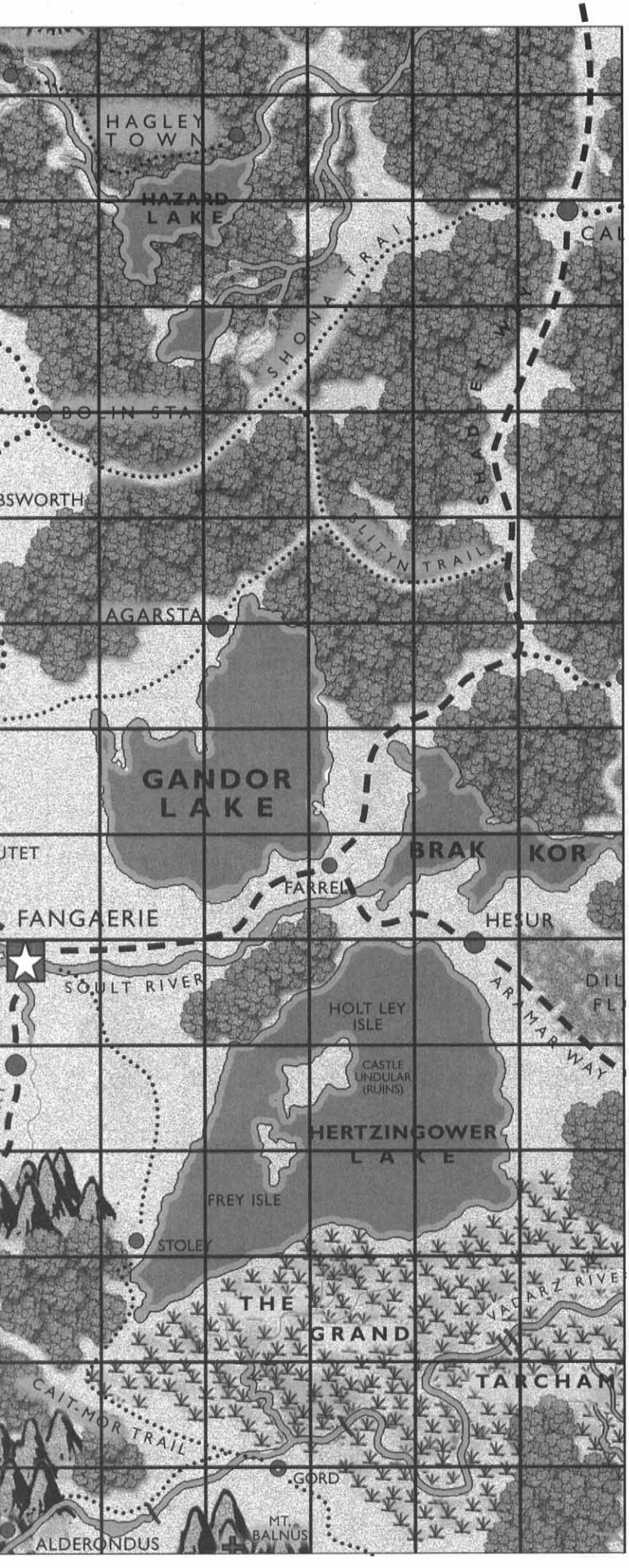


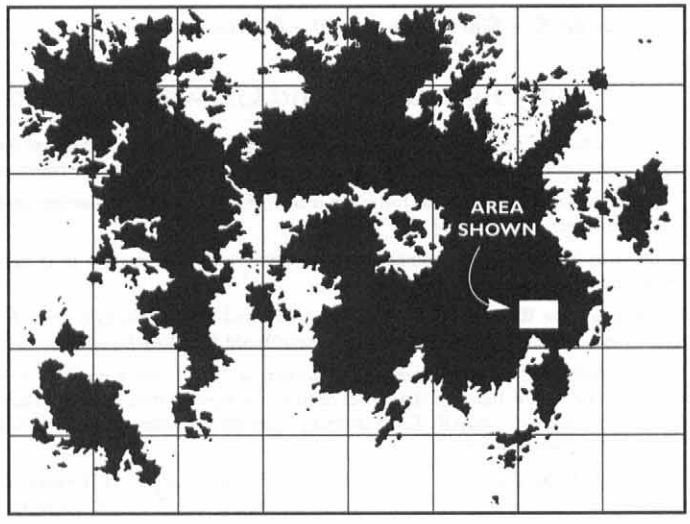
Figure F5: Shadara

Shadara

Shadara has a circumference of only 940 miles. It appears in the night sky of Aldrazar at about one-fifth the size as Arlora. It has a revolution of 101 days. Shadara appears a very dark shade of grey with a greenish tinge. It has one large remarkable white patch on its surface which is not always visible from Aldrazar. During the dark phase of Shadara shimmering lights and dancing shadows can sometimes be seen racing across it's surface. Since Shadara's phases are roughly in sync with the seasons it is often referred to as the "Planter's Moon". There are no known forms of lycanthropes who are attuned to this moon. Perhaps for that reason Shadara is associated with good fortune and blessings.


MOSS BEAR ROCK
URD'DRAK
OLD STELLAR ROAD
UPPER FARGRUSS RIVER
ERAN VALLEY
FOOS'RON
HULBEN FOREST
TESS LAKE
BLACK LAKE
LAKE FAROON
PORGSH'KA
DULLIAN TRAIL
KOBIAN MOUNTAINS
POINT METTLE
ORKUR'GRAD
SILVER BLADE LAKE
SANTELLO WAY
HANGNAIL
GREATER FAGRUSS
ORGRUN
HOUSE TITAN
PLEBAR
SAGE MT.
POINT ARTAL
GINGER R
MISTY LAKE
HOUSE INDIGO
HOUSE ONYX
GROVE WARRIORS
SHANK
GNOMOR
FLATAROY VILLA
FRANDOR MOUNTAINS
GNOBLESS
GRUBAL
BLIND WENCH PASS
ARBLER'S FIELD
GREATER FARGRUSS RIVER
DRAYTON'S FORGE
ARSURDUN
IGDOR LAKE
LAKE KROAGIN
GNANSH
MOSS WEAVERS





Garweeze Wurld Detail Map Key

- City, 10,000 plus
- Capital City
- Capital Port City
- Port City, 10,000 plus
- Town, 6,000 plus
- Town, 15,000 plus
- Village, 600 plus
- Ruins
- Point of Interest
- Military Post/Camp
- Village, Seasonal
- Village, Permanent
- Non-Human City
- Non-Human Town
- Non-Human Village
- Non-Human Capital
- Independent City
- Independent Port City
- Independent Town
- Major Road
- Minor Road
- Trail
- Border
- Bridge
- Ford, Crossing
- Ford, Rapids
- Falls
- Hills
- Swamp, Marsh
- Mountains
- Forest
- Desert
- Ice, Glacier
- Grassland
- Independent Town
- Independent Village
- Keep, Fortress
- Toll Station

GARWEEZE WURLD

0 25 50 75 100

Scale in Miles

Finding your way around Garweeze Wurld

A quick tutorial on how to locate Garweeze Wurld place names and features on the map is worth noting since many modules, articles and supplements include coordinates.

For example, the city state of Fangaerie is often followed by the following series of cryptic numbers; [D7.10.B03]

Don't be alarmed. Those numbers are conveying useful information to those who know how to interpret them. Here's how;

The Garweeze Wurld coordinate system was devised to allow the GM to easily and quickly locate what he's looking for on the Main Wurld Map (See Figure F6).

SECTOR: The first two characters (In this example, "D7") narrow down your search to a thousand square mile area. The letter refers to the Row (A thru F) and the number refers to the column (1 thru 8). Cross indexing these two elements identifies the appropriate Sector. (See Figure F7).

SUBSECTOR: The fourth and fifth numbers (In this example "10") narrow down your search to a 250 square mile area within the appropriate SECTOR. Subsectors are numbered from 1 thru 16 (see Figure F7).

GRID SQUARE: Finally, the last three characters (In this example "B03") narrow down your search to a 25 square mile area. The letter indicates the appropriate row and the two digit number the appropriate column.

Here are a few sample place names and coordinates for you to practice with:

- Frandor's Keep (Setting of Module B2: Little Keep on the Borderlands): D7.10.I01
- Pelinar Mountains (Setting of Module B1: Quest for the Unknown): D7.06.C03
- Rock of the Four Towers (Holy Site in the Desert of Flamaar): D6.10.D09
- Sansfor Bay E7.03.B01

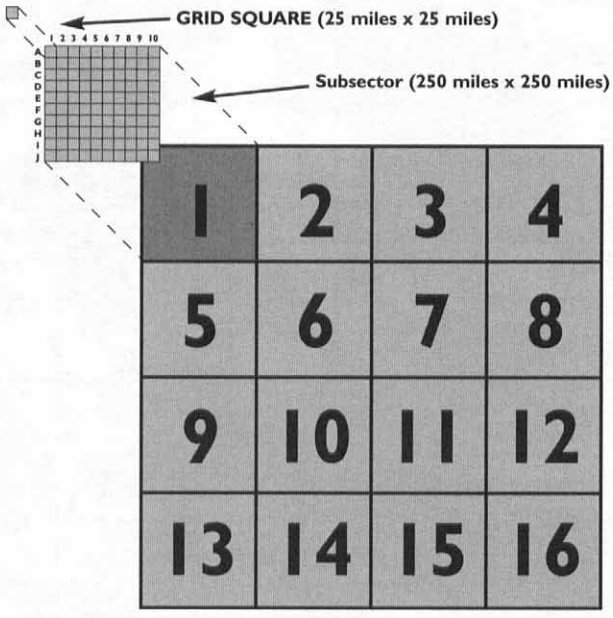


Figure F7: Garweeze Wurld Coordinate System

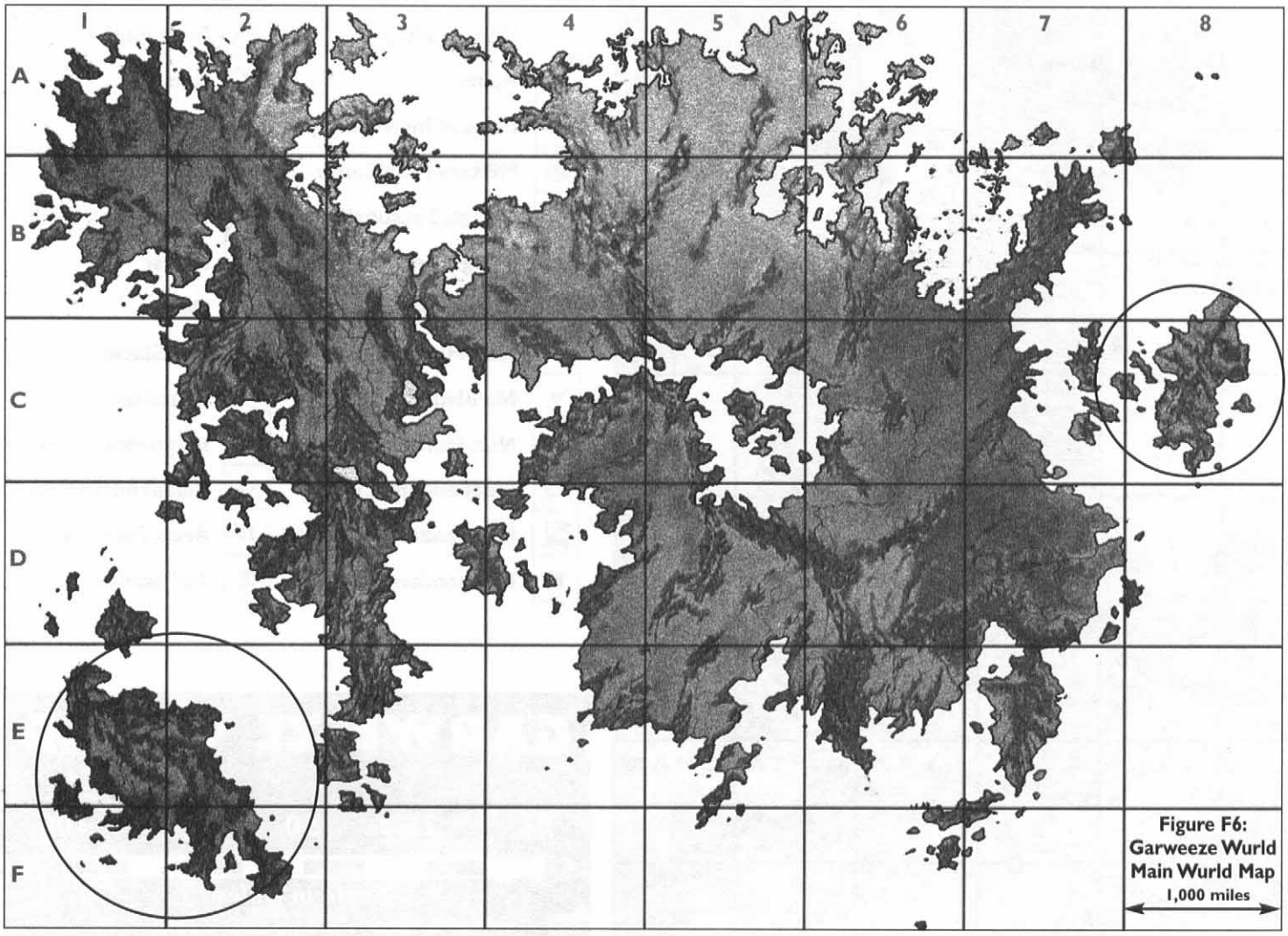


Figure F6: Garweeze Wurld Main Wurld Map

Appendix H

GM Forms & Worksheets

It's a hard fact of life that a large part of the GameMaster's job is record keeping. You must keep track of such things as time, weather, PC Honor/Fame, experience points, alignment infractions, morale, loyalty, hit points (and armor hit points) for NPC's, etc. The seemingly endless list goes on and on. It all seems rather complicated and many weak GMs allow their game to bog down due to the fact they are disorganized, negligent or fail to consistently stay on top of things.

The solution, however, is simple. First, you shouldn't be trying to do it all. Divide the workload. Insist that your players uphold their end by keeping accurate notes on anything that affects their characters (both good and bad). Make sure they update their character sheets accordingly. Of course, it's wishful thinking to assume that most players will do this. You can quite easily remedy this situation by conducting occasional, unannounced record sheet audits. By awarding stiff penalties (such as experience point or level loss) you will soon build a certain level of expectation in your group (even if it's based on fear). By forcing the players take care of much of the book-keeping regarding their own characters, a large portion of the burden is taken off your shoulders.

This won't solve your problem entirely, however. There will still be a mountain of record keeping to be done. Not to fear! The solution is simple — a place for everything and for everything a place. By using official HackMaster GM forms and worksheets, similar to those presented as examples here, you will find that record keeping is a snap.

You should fill out a GM Worksheet for EACH adventure you run. Complete its sections both during the game and during your after-game wrap-up. The HMGMA requires its members to keep such details on file (and if you ever experience a game-audit, you will be glad you have the records to back you up).

You should also use official HackMaster GM Helper index cards (the cards for Treasure/Item/Monster are given here). By annotating the cards during the game and using them for reference, you will find that you will have an accurate play-by-play record of the session. You can then use the cards to complete your worksheet and to verify who got what and how much.

These forms (and others like them available from your local game retailer) are tools. Utilize them and put them to work for you so you can concentrate on the finer aspects of GMing.

ITEM Item:

Type: ☐ Equipment ☐ Magic ☐ Trap ☐ Other_____

Location/Possession:_____ Guarded?: ☐Yes ☐ No

By who/what?_____

E.P.Value:_____ GP Value:_____

Magic?: ☐ Yes ☐ No Effects:_____

Charges

☐☐☐☐☐☐☐☐☐☐

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Notes (continue on back if needed)

MONSTER Name/Type:

HackFactor:_____ EP Value_____ Intent_____

Size:_____ Movement:_____ HitDice:_____ AC:_____

Morale:_____ No. of Attacks_____ Damage/Attack:_____

Attack/Defense Modes:_____/_____

Special Attacks_____ Special Defenses_____

Magic Resistance:_____ Alignment:_____

NOTES:

Hit Points

YIELD:

ROOM/LOCATION Room#/Reference:

Traps

Guardian(s)/Occupant(s)

Treasure/Items:

Notes (continue on back if needed)

NPC

NAME:

Race:_____ **Class:**_____ **Level:**____ **Alignment:**____ **Type:**_____

BASE	%	
		STRength
		DEXterity
		CONstitution
		INTelligence
		WISdom
		CHArisma
		COMliness
		HONor
BASE	TEMP	

HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	B. B./ L. G.
DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.	
HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./ HEAL
# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP
MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.	CHANCE IMP. SKILL	
MAX. # HENCH.		LOYALTY BASE		REACT. ADJ.	
REACT. ADJ.		EFFECT ON OTHERS			

HON Die	HON Chk Mod.	HON Bonus/Penalty

NPC: [FRONT]

NPC card (Front)

NPC: SUPPLEMENTAL INFORMATION

NAME:

Special Abilities • (Including Spells and Languages)

Skills • Talents • Proficiencies

( )
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NPC SUPPLEMENTAL [FRONT]

NPC supplemental card (Front)

PERSONAE (including Quirks and Flaws)

WEAPONS/DAMAGE _____

MAGIC ITEMS / SPELLS _____

ARMOR

Adjusted AC — **Armor Type (Pieces)**

Surprised _____ _____
Shieldless _____ _____
Rear _____ _____
Defenses _____

AC

ARMOR HIT POINTS

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SHIELD HIT POINTS

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HIT POINTS | **CON adj:** | **HD Type:**

WOUNDS

MOVEMENT

NPC card (Back)

Coins

Other Valuables

Experience

For Next Level

TERMS OF EMPLOYMENT/SERVICE (IF APPLICABLE)

Rate of Payment: _____

Duration: _____

Party Shares/Treasure: _____

MORALE

Notes:

NPC supplemental card (Back)

GM ADVENTURE LOG



Real Date:_____ Campaign Time_____

Adventure:_____ Sanctioned? ❑ Yes ❑ No GM:_____

Character Name | Class | Race | Level | Align

Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma | Comeliness

Max. Hit Points | Threshold of Pain | Fatigue

Combat Notes

Armor Class

Honor | Fame

TEMPORAL HONOR

INDIVIDUAL EXPERIENCE POINT AWARDS

Player Name:_____

Quirks/Flaws	Magic/Special Powers

Character Name | Class | Race | Level | Align

Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma | Comeliness

Max. Hit Points | Threshold of Pain | Fatigue

Combat Notes

Armor Class

Honor | Fame

TEMPORAL HONOR

INDIVIDUAL EXPERIENCE POINT AWARDS

Player Name:_____

Quirks/Flaws	Magic/Special Powers

Character Name | Class | Race | Level | Align

Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma | Comeliness

Max. Hit Points | Threshold of Pain | Fatigue

Combat Notes

Armor Class

Honor | Fame

TEMPORAL HONOR

INDIVIDUAL EXPERIENCE POINT AWARDS

Player Name:_____

Quirks/Flaws	Magic/Special Powers

Character Name | Class | Race | Level | Align

Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma | Comeliness

Max. Hit Points | Threshold of Pain | Fatigue

Combat Notes

Armor Class

Honor | Fame

TEMPORAL HONOR

INDIVIDUAL EXPERIENCE POINT AWARDS

Player Name:_____

Quirks/Flaws	Magic/Special Powers

Player Name: _____

Character Name _____ Class _____ Race _____ Level _____ Align _____

Strength _____ Dexterity _____ Constitution _____ Intelligence _____ Wisdom _____ Charisma _____ Comeliness _____

Max. Hit Points _____ Threshold of Pain _____ Fatigue _____

Combat Notes

Armor Class _____

Honor _____ Fame _____

TEMPORAL HONOR

Quirks/Flaws	Magic/Special Powers

INDIVIDUAL EXPERIENCE POINT AWARDS

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

Player Name: _____

Character Name _____ Class _____ Race _____ Level _____ Align _____

Strength _____ Dexterity _____ Constitution _____ Intelligence _____ Wisdom _____ Charisma _____ Comeliness _____

Max. Hit Points _____ Threshold of Pain _____ Fatigue _____

Combat Notes

Armor Class _____

Honor _____ Fame _____

TEMPORAL HONOR

Quirks/Flaws	Magic/Special Powers

INDIVIDUAL EXPERIENCE POINT AWARDS

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

Treasure/Loot Acquired by Party

Treasure	Type	G.P. Value

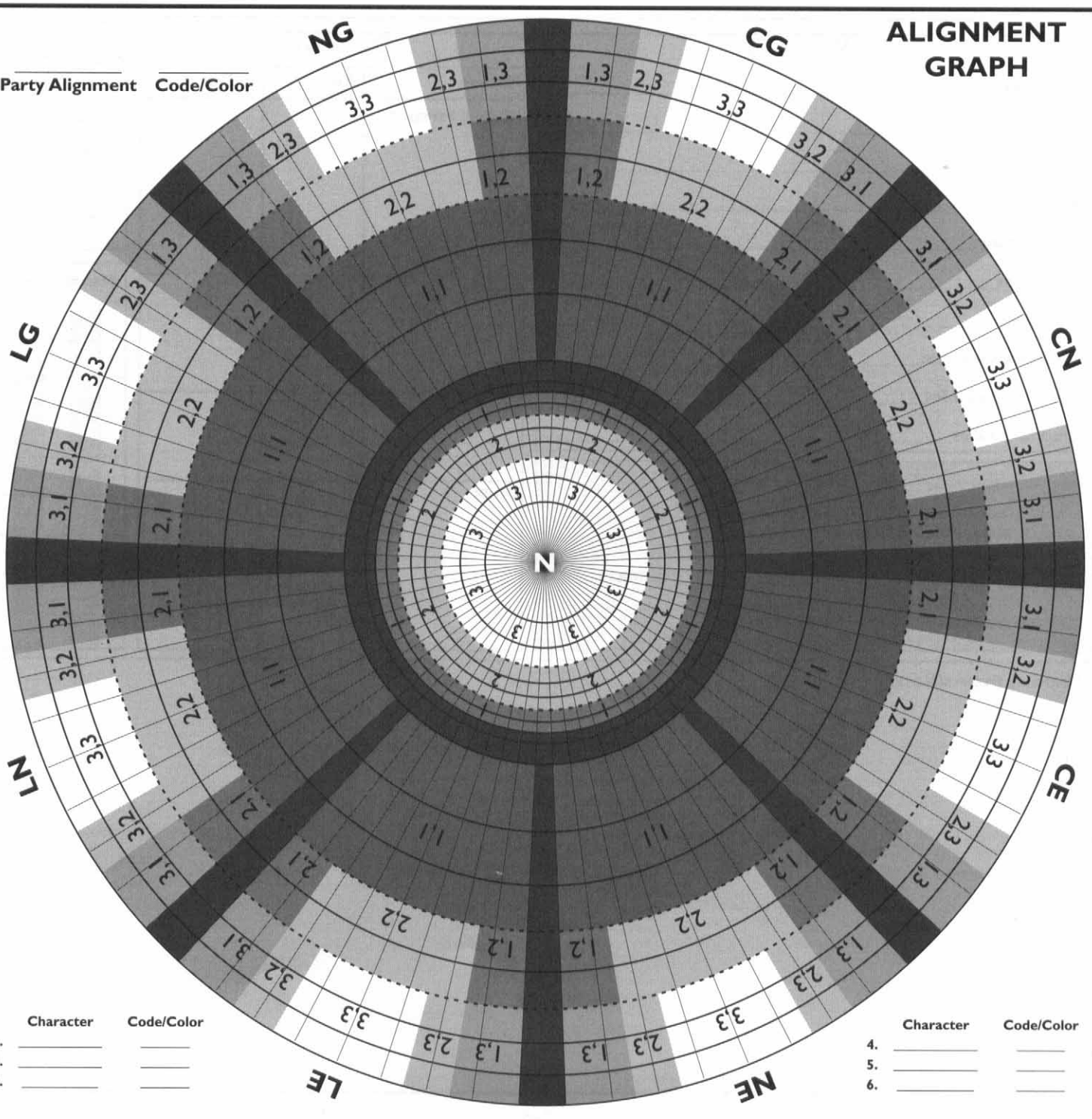
Party Experience Awards

Occasion	Points Awarded

ALIGNMENT INFRACTION/ADHERENCE

Occasion	Points Awarded/Taken

Monsters Encountered/Vanquished									
Monster/Foe	Hit Dice	HackFactor	Hit points	AC	MV	Attacks/Defense Bonuses	Damage	Treasure	EP Value



Game Time Ticker

Melee Rounds (10 rounds per Turn)

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Non-Combat Turns (6 Turns per hour)

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Hours (24 Hours per day)

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Days (28 days per month)

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Months (14 months per year*)

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*The Garweeze Wurld year is 14 months long.

Years

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Magic/Effects Duration and Expirations

Effect:_____ Duration:_____

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❑❑❑❑❑❑❑❑❑❑❑❑

Effect:_____ Duration:_____

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Effect:_____ Duration:_____

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Light Source

Type	Time Remaining

Clan Worksheet

Clan Name_____

Seat_____

Race:_____

Alignment:_____

Family Honor:_____

Social Class_____

Power Base:_____

Hereditary Grudges:_____

Hereditary Enemies_____

Hereditary Allies_____

Obligations

Nature	Amount	Due
Hireling Payments		
Lodging		
Debts		
Other		

Marching Order

Post-Game Actions:

- ❑ Tally Group Experience Points and Award
- ❑ Tally Individual Experience Points and Award
- ❑ Compute PC Honor/Fame Using Temporal Honor
- ❑ Compute Party Honor/Fame Using Temporal Honor
- ❑ Address Equipment Maintainence Issues
- ❑ Consider Alignment/Encumbrance Audits

Unusual Events/Notes

Appendix I

Glossary

Ability – any of the seven natural traits that represent the basic definition of a player character: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma and Comeliness. A player character's Ability Scores are determined at the beginning of a game by rolling 3d6. The scores continue to be used throughout the game as a means of determining success or failure of many actions.

Ability check – a 1d20 roll against one of your character's Ability Scores (modifiers may be added to or subtracted from the die roll). A result that is equal to or less than your character's Ability Score indicates that the attempted action succeeds.

AC – abbreviation for Armor Class, a rating for the protective value of a type of armor, figured from 10 (no armor at all) to 0 or even -10 (the best magical armor). The higher the AC, the more vulnerable the character is to attack.

Accelerated Campaign Testing (ACT Lab) – a division of Hard Eight Enterprises concentrating on statistics and testing of game mechanics.

Adnar'kerz – the twelfth month on the Fariadoran calendar.

Aldrazar – the fifth planet in the Caz-Adar system. The known realms of Garweeze Wurld lie on one hemisphere of the planet.

Alignment – a factor in defining a player character that reflects his basic attitude toward society and the forces of the universe. Basically there are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.

Alignment Audit – scrutiny by any number of authorities into a character's adherence to his professed alignment.

Alignment Infraction Points – the number of deviations from a character's professed alignment. Abbreviated as: AIP

Apology die roll – a roll made when a person apologizes, which may force a wronged person to forgive him. It may also restore any Honor lost due to a wrong action.

Ara'mar – always the fifth day of the week on the Fariadoran calendar.

Area of effect – the area in which a magical spell or a breath weapon works on any creatures (sometimes saving throws apply).

Arlora – the largest of three moons in orbit above Garweeze Wurld.

Armor Hit Points – the amount of damage armor absorbs without passing the damage on to the wearer.

Attack roll – a d20 roll made to determine if an attack successfully inflicts damage.



Availability Index – a table which indicates if a desired item for purchase is available in a given locale and the chance for finding that item. It gives information on whether the chance for purchasing any item in a particular place is high, medium or low.

BPs – an abbreviation for Building Points, which are used to purchase skills, raise attributes, and for any number of other purposes.

Bardra-kar – the second largest moon orbiting Garweeze Wurld.

Barz'tera – the ninth month on the Fariadoran calendar.

Basic Block of Instruction (abbr. BBI) – a formal training session, used to enhance player's skills and abilities.

Bend Bars/Lift Gates Roll – the roll of percentile dice to determine whether a character succeeds in bending metal bars, lifting a heavy portcullis, or similar task. The result needed is a function of Strength.

Blain'sa – the fifth month on the Fariadoran calendar.

Bonus spells – extra spells at various spell levels that a cleric is entitled to because of high Wisdom.

Breath weapon – the ability of a dragon or other creature to spew a substance out of its mouth just by breathing, without making an attack roll. Those in the area of effect must roll a saving throw.

Building Points (abbr. BP) – points a player uses to buy skills or abilities for his character during the character creation process.

CHA – abbreviation for Charisma, an Ability Score representing a character's persuasiveness, personal magnetism and ability to lead.

Character Demise Studies – research conducted by the HackMaster Player's Association into character deaths. This research is used to determine what actions and/or scenarios are the most lethal for characters.

Circle of Sequestered Magicks – the HacKouncil for all magic-users of lawful good alignment.

COM – abbreviation for Comeliness, an Ability Score that represents a character's physical attractiveness, social grace and personal beauty.

CON – abbreviation for Constitution, an Ability Score that represents a character's general physique, hardiness, and state of health.

d – abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two six-sided dice.

d100 – either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.

d1,000 – a roll made with four 10-sided dice, reading each as the numeral in the thousands, hundreds, tens and units places.

d10,000 – a roll made with five 10-sided dice, reading each as the numeral in the ten thousands, thousands, hundreds, tens and units places.

d20 – a twenty-sided die.

d12 – a twelve-sided die.

d10 – a ten-sided die. Two d10s can be used as percentile dice.

d8 – an eight-sided die.

d6 – a six-sided die.

d4 – a four-sided die.

d3 – since there is no such thing as a three-sided die, roll a d6, defining 1 and 2 as a result of 1, 3 and 4 as a result of 2, and 5 and 6 as a result of 3.

d4,000 – a roll made with one d4 and three d10s, reading the d4 as the thousands digits ("4"s are read as "0"s unless all three d10s come up "0"), and the d10s as the hundreds, tens and units places.

Damage – the effect of a successful attack or other harmful situation, measured in hit points.

Demi-human – a player character who is not human: a dwarf, elf, gnome, half-elf, halfling, half-ogre or half-orc.

DEX – abbreviation for Dexterity, an Ability Score representing a combination of a character's agility, reflexes, hand-eye coordination and the like.

Dibs (Dibs Protocol) – the acceptable method of claiming treasure.

Dual-classed – a human who switches character class after having already progressed several levels. Only humans can be dual-classed.

e.g. – [Latin "exempli gratia" – literally "for example"] for the sake of example.

Encumbrance – the amount, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his movement rate are based on Strength.

Encumbrance Audit – at a GM's discretion a player may be required to hand over his character sheet to be checked for encumbrance violations. The random nature of these audits ensures that players do not fudge their encumbrance, and that they carefully monitor the weight their characters are carrying. Infractions can cause penalties.

Energy drain – the ability of a creature, especially undead, to drain energy in the form of class levels from a character, in addition to the normal loss of hit points.

EP – abbreviation for experience points, the points a character earns (determined by the GM) for completing an adventure, for doing something related to his class particularly well, or for solving a major problem. EPs are accumulated, enabling the character to rise in level in his class.

Fame (Infamy) – (a.k.a. Fame Factor) an indication of how widely known (and spoken of) a character's deeds and exploits are in the campaign milieu he's adventuring in.

Fariador Empire – an ancient kingdom on Garweeze Wurld. The Fariador Elves created the calendar that is still used today (current year 12,082), based on the 28-day orbit of the moon Arlora.

Flaws – physical imperfections and disabilities.

Flur'mars – [Fariadoran "useless days"] the two extra days on the 394-day Fariadoran calendar, considered days of ill conception and non-activity.

Fractional Ability Score – the percentage which augments each of a character's Ability Scores. These scores, determined by rolling 1d100 for each ability, help raise base Ability Scores as experience and Honor is gained.

Freta'kerz – the fourteenth month on the Fariadoran calendar.

Gart'mar – always the sixth day of the week on the Fariadoran calendar.

Gaze Attack – the ability of a creature, such as a Basilisk, to attack simply by making eye contact with the victim.

Garweeze Wurld – the one true world, of which all others are merely shadows.

Glersee – these runes and blazings form a unique form of communication developed by rangers and grel scouts to mark trails and pass on vital information.

Haar'kiev – the first month on the Fariadoran calendar.

HackClasses – a special suite of übercharacters bestowed with superhuman abilities and fated to serve as champion to the gawds. The four HackClasses are HackMage, HackFighter, HacKleric and HackSassin.

HackMaster – an extraordinary character with excellent Ability Scores who is selected to train with a HacKouncil and serve as a champion to a gawd of his alignment.

HacKouncil – HackMaster councils (i.e. Circle of Sequestered Magicks) made up of several HackMasters of a class, such as fighter, cleric or magic-user. Each is led by one Supreme HackMaster who serves as the intermediary between the gawds and the councils. They select and train new HackMasters to serve as the gawd's champions.

Hacktrack – a character creation method that "kick-starts" a PC above first level after an entire party of high level PCs has met its untimely and catastrophic demise and the game group is in danger of losing cohesion. The game must go on!

Hallowed Hall of Hack – the HacKouncil for all fighters of chaotic good alignment.

Handedness – a term meaning the preferred hand used by a character during combat, or for other tasks.

Henchmen – non-player characters (NPCs) who work for a character mainly out of a sense of loyalty. The number of henchmen a character can have is based on Charisma. The GM and the player share control of henchmen.

Hireling – non-player characters who work for a character just for money. Hirelings are completely under the control of the GM.

Hit Dice – abbreviated as HD. The dice rolled to determine a character's hit points. Up to a certain level, one or more new Hit Dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided Hit Die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's hit points.

Hit Points – abbreviated as HP. A number representing: 1) How much damage a character can suffer before being killed. The hit points lost to injury can usually be regained by rest or healing; 2) How much damage a specific attack does, determined by weapon or monster statistics.

Honor Checks – checks made of a character's Honor under varying circumstances. GMs can always call for such checks whenever they feel situations warrant such checks. Checks are also made at such times as alignment audits, when new characters join a game or when characters encounter extremely powerful or honorable NPCs.

Honor Die/Dice – a die used to supplement various die/dice rolls which depend on a character's Honor.

Honor Duels – a contest whereby characters pit their Honor against each other, or against NPCs.



Honor Factor – this is the measure of how well respected your character is and how he is viewed by others. It is based upon a number of varying factors, such as accomplishments, parentage and family heritage as well as courage and reputation.

Honor, Group – an average of the Honor Factors of all of the characters in an adventuring group. It is the way in which a group is viewed by the public.

Honor, individual – the measure of an individual character's reputation and the amount of respect he commands from others.

i.e. – [Latin "id est" – literally "which see"] indicates an example.

Infravision – the ability of certain character races or monsters to see in the dark. Infravision generally works up to 60 feet in the darkness.

Initiative – the right to attack first in a combat round, usually determined by the lowest roll of a 10-sided die. The initiative roll is eliminated if surprise is achieved.

INT – abbreviation for Intelligence, an Ability Score representing a character's memory, reasoning and learning ability.

Jevar'kiev – the second month on the Fariadoran calendar.

Kras'kerz – the thirteenth month on the Fariadoran calendar.

Level – any of several different game factors that are variable in degree, especially: 1) Class level, a measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers. 2) Spell level, a measure of the power of a magical spell. A magic-using character can use only those spells for which his class level qualifies him.

Loyalty Base – a bonus added to or a penalty subtracted from the probability that henchmen are going to stay around when the going gets tough. Based on the character's Charisma.

M – abbreviation for a material spell component.

Magical Defense Adjustment – a bonus added to or a penalty subtracted from saving throws vs. spells that attack the mind. Based on Wisdom.

Magic Resistance – a percentage chance that certain beings are unaffected by spells.

Maneuverability Class – a ranking for flying creatures that reflects their ability to turn easily in aerial combat. Each class – from a top rank of A to a bottom rank of E – has specific statistical abilities in combat.

Maximum Press – the most weight a character can pick up and raise over his head. It is a function of Strength.

Melee – combat in which characters are fighting in direct contact, such as with swords, claws or fists, as opposed to fighting with missile weapons or spells.

Missile Combat – combat involving the use of weapons that shoot missiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for regular combat.

Monz'tera – the eighth month on the Fariadoran calendar.

Most Inner Sanctum – the HacKouncil for all clerics of lawful good alignment.

Movement Rate – abbreviated as MR. A number used in calculating how far and how fast a character can move in a round. This number is in units of 10 yards per round outdoors, but it represents 10 feet per round indoors. Thus, an MR of 6 is 60 yards per round in the wilderness, but only 60 feet per round in a dungeon.

Mulligan – a die re-roll awarded for having optimal Honor.

Multi-class Character – a demi-human who improves in two or more classes at the same time by dividing experience points between the different classes. Humans cannot be multi-classed.

Mythos (pl. mythoi) – a complete body of belief particular to a certain time or place, including the pantheon of its gods.

N.B. – (also n.b.) [Latin "nota bene" – literally "note well"] indicates a relevant notation or clarification of a topic.

Nardur'kiev – the third month on the Fariadoran calendar.

NetherDeep – name given for the complex underground network of caverns and dungeon passages which lie beneath the surface of Garweeze Wurld.

Non-human – any humanoid creature that is neither a human nor a demi-human.

NPC – abbreviation for non-player character, any character controlled by the GM instead of a player.

Oath, Blood – a promise made when a character wants to indicate he's making a binding pact. A character who makes a blood oath is literally swearing by his Honor. If he breaks his word he loses Honor.

Oath, Gawd – the most solemn of all oaths, when a character swears by his patron deity. Breaking such oaths brings severe penalty – the loss of a level of experience.

Opposition School – a school of magic that is directly opposed to a specialist's school of choice, thus preventing him from learning spells from that school.

PC – abbreviation for player character – the characters in a role-playing game who are under the control of the players.

Percentage (or percent) Chance – a number between 1 and 100 used to represent the probability of something happening. If a character is given an X percentage chance of an event occurring, the player rolls percentile dice.

Percentile Dice – either a 100-sided die or two 10-sided dice used in rolling a percentage number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.

Pin'mar – always the seventh day of the week on the Fariadoran calendar.





Presence Factor (abbr. PRE) – a score indicating a character's ability to influence the reactions of others towards himself. It is arrived at by adding the character's Honor Die to his Charisma. It affects skills such as Oration, Haggle, etc.

Prime Requisite – the Ability Score that is most important to a character class; for example, Strength to a fighter.

Proficiency – a character's learned skill not defined by his class but which gives him a greater percentage chance to accomplish a specific type of task during an adventure. Weapon and non-weapon proficiency slots are acquired as the character rises in level.

Protégé – a person (a low level character) who is guided in the advancement of his career by another, more influential person (a higher level player character).

q.v. – [Latin "quod vide" – literally "which see"] indicates a reference to a fact or example which exists elsewhere within the text.

Quay'mar – always the third day of the week on the Fariadoran calendar.

Quay'tera – the tenth month on the Fariadoran calendar.

Quirks – character qualities that make them unique, but often present problems in game situations.

Rate of Fire (abbr. ROF) – number of times a missile-firing or thrown weapon can be shot in a round.

Reaction Adjustment – a bonus added to or penalty subtracted from a die roll used in determining the success of a character's action. Such an adjustment is used especially in reference to surprise (as a function of Dexterity) and the reaction of other intelligent beings to a character (as a function of Charisma).

Regeneration – a special ability to heal faster than usual, based on an extraordinarily high Constitution.

Resistance – the innate ability of a being to withstand attack, such as by magic, cold, etc.. Gnomes, for example, have a special resistance to magic that adds bonuses to their saving throws against magic.

Resurrection Survival – the percentage chance a character has of being magically raised from death. Based on Constitution.

Reversible – of a magical spell, able to be cast "backwards," so that the opposite of the usual effect is achieved.

Round – in non-combat situations, a segment of time approximately 1 minute long, during which a character can accomplish one basic action. Ten combat rounds equal one turn.

Rounds, Melee – 6 seconds; 10 melee rounds make up one standard round.

Run'mar – always the fourth day of the week on the Fariadoran calendar.

S – abbreviation for somatic component, the gestures that a spell caster must use to cast a specific spell. A bound spell caster cannot cast a spell requiring somatic components.

Sa'mar – always the first day of the week on the Fariadoran calendar.

Saving Throw – a measure of a character's ability to resist (to "save vs.") special types of attacks, especially poison, paralyzation, magic and breath weapons. Success is usually determined by the roll of 1d20.

School of Magic – one of nine different categories of magic, based on the type of magical energy utilized. Magic-users who concentrate their work on a single school are called specialists. The specific school of which a spell is a part is shown after the name of the spell in the spell section at the end of the Player's Handbook.

Shadara – the smallest of the three moons orbiting Garweeze Wurld.

Shield Hit Points – the amount of damage a shield can take before it becomes useless.

Sidekick – the term for an NPC who is extremely loyal to a character. A sidekick is a special friend who will provide help, expecting little, if anything, in return.

Sirin'sa – the sixth month on the Fariadoran calendar.

Skill Check – the roll of a d100 to see if a character succeeds in doing a skill or task by comparing the die roll to the character's skill mastery score for the appropriate skills, plus or minus any modifiers (the modified die roll must be equal to or less than the Ability Score for the action to succeed. A 1 to 5 always succeeds. A result of 98 to 100 always fails regardless of mastery). See Chapter 7: Skills, Talents and Proficiencies and Appendix F in the PHB.

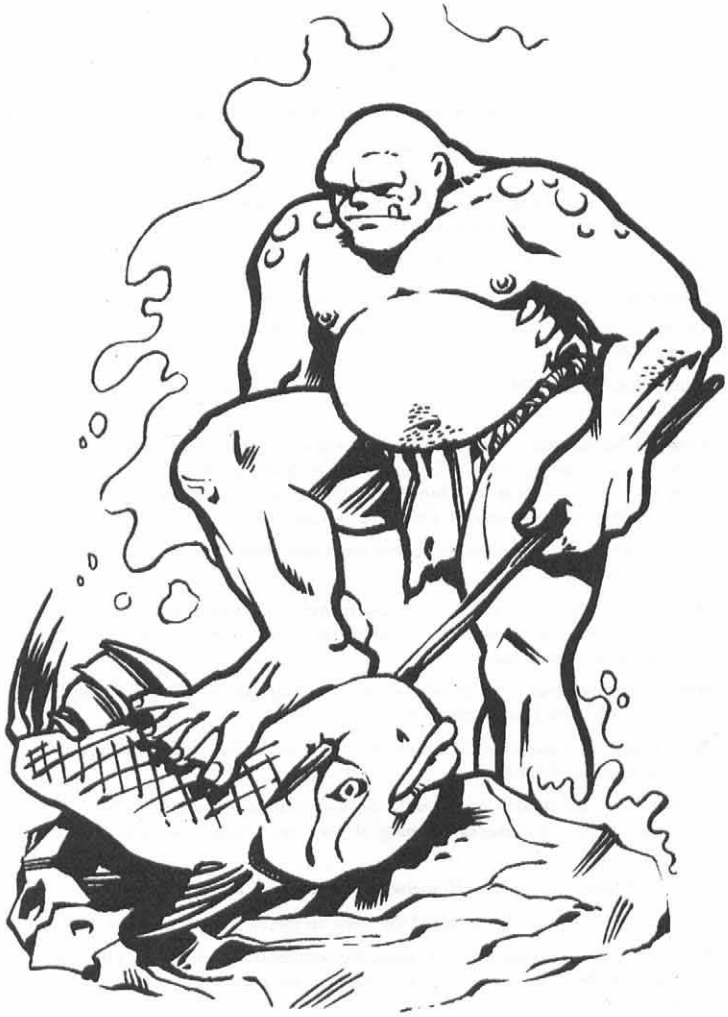
Skills, Academia – these skills are those which involve "head" knowledge, such as administration, botany, forestry and weather sense.

Skills, Arcane – these are skills which are generally restricted and known by only a few. They tend to be magical in nature and include such knowledge as Cleric Discipline, Magic Discipline and Arcane Lore.

Skills, Language – these skills are those that help characters communicate. They include such languages as alignment speak, dimple runes and modern languages.

Skills, Musical Instrument – skills that deal with the ability to play and master musical instruments. These include brass instruments, percussion instruments and woodwind instruments.

Skills, Task Oriented – skills that require some sort of hands-on action and/or set of procedural actions in order to successfully use them. Examples include painting a portrait, making a boat, etc.



Specialist – a magic-user who concentrates on a specific school of magic, as opposed to a standard magic-user, who studies all magic in general.

Spell failure – the chance that a clerical (or druidic) spell simply does not work when cast. Based on Wisdom.

Spell Immunity – protection that certain characters have against illusions or other specific spells, based on high Intelligence or Wisdom scores.

Spell Jacking – an ability usable only by certain magic-users, giving them the chance to push the envelope in spell memorization. It allows them to hold more spells in memory, but also increases the chance for spell mishaps.

Spell Mishap – the chance that something bad happens when a magic-user cannot porperly control arcane forces. Based on various situational factors.

Starting Honor – the amount of Honor with which a character begins his adventuring career.

STP – the abbreviation for skills, talents and proficiencies.

STR – abbreviation for Strength, an Ability Score representing a character's muscle power, endurance and stamina.

Surprise Roll – the roll of a ten-sided die by the GM to determine if a character or group takes another by surprise. Successful surprise (a roll of 1, 2 or 3) cancels the roll for initiative on the first round of combat.

System Shock – a percentage chance that a character survives major magical effects, such as being petrified. Based on Constitution.

Take After – a talent available to half-breed characters when using the gene-pool method of character creation. This talent allows the character to avoid some racial character class limitations through preference for one parent over the other.

Tarn'tera – the eleventh month on the Fariadoran calendar.

Temporal Honor – the Honor gained and lost during individual gaming sessions, which cause adjustments to the character's overall Honor.

TeraVerse – the whole of existence (including inner, outer, Astral, Ethereal and elemental planes, as well as the Negative, Positive and all Prime Material Planes).

To-hit roll – made using a 20-sided die, this is another name for the attack roll.

Tomar'kiev – the fourth month on the Fariadoran calendar.

Tu'mar – always the second day of the week on the Fariadoran calendar.

Turn undead – an ability of a cleric or paladin to turn away an undead creature, such as a skeleton or a vampire.

Turn – in game time, approximately 10 minutes; used especially in figuring how long various magic spells may last. In combat, a turn consists of 10 melee rounds (one minute).

V – abbreviation for verbal component.

Verbal component (abbr. V) – specific words or sounds that must be uttered while casting a spell.

Virulence factor – a measurement of the noxious potency of any disease infecting the character. Subtracting an ailment's virulence factor (see Table 1Q: Disease (or Disorder)) from the infected character's Constitution defines the die roll needed to avoid progressing through each stage of the disease.

Weapon Grand Mastery – the highest level of weapon specialization, this proficiency is attainable only by fighters of 6th level or higher.

Weapon High Mastery – the next level of weapon specialization above Weapon Mastery, this proficiency is attainable only by fighters that are already Weapon Masters.

Weapon Mastery – the next level of weapon specialization, this proficiency is attainable only by fighters of 5th level or higher.

Weapon Specialization – a fighter can hone his skills on a particular weapon and 'specialize' in it by taking this proficiency. Gives bonuses to attack and damage.

Weapon Speed – an initiative modifier used in combat that accounts for the time required to properly position a weapon for attack or parry.

WIS – abbreviation for Wisdom, an Ability Score representing a composite of a character's intuition, judgment, common sense and willpower.

Yurn'sa – the seventh month on the Fariadoran calendar.

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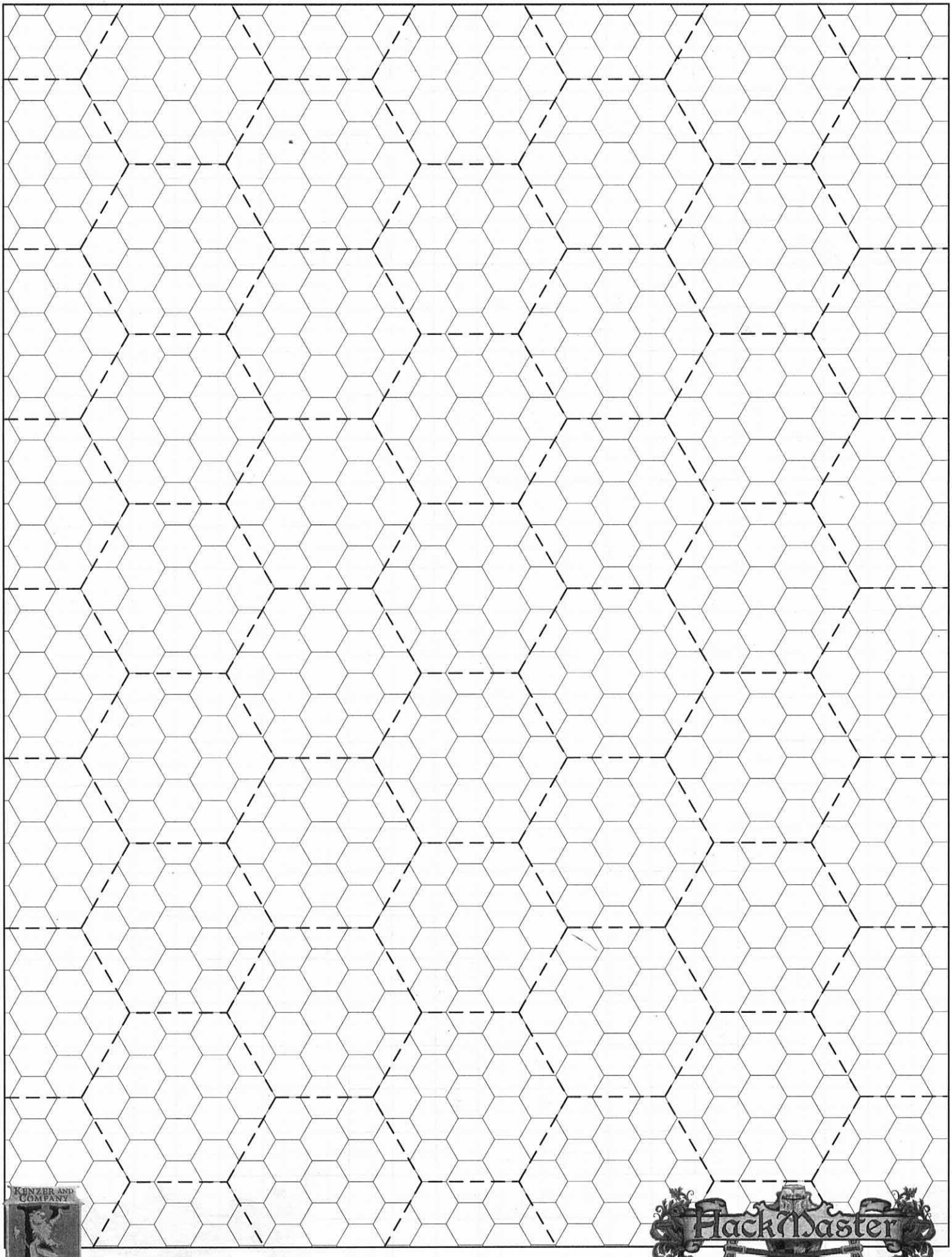
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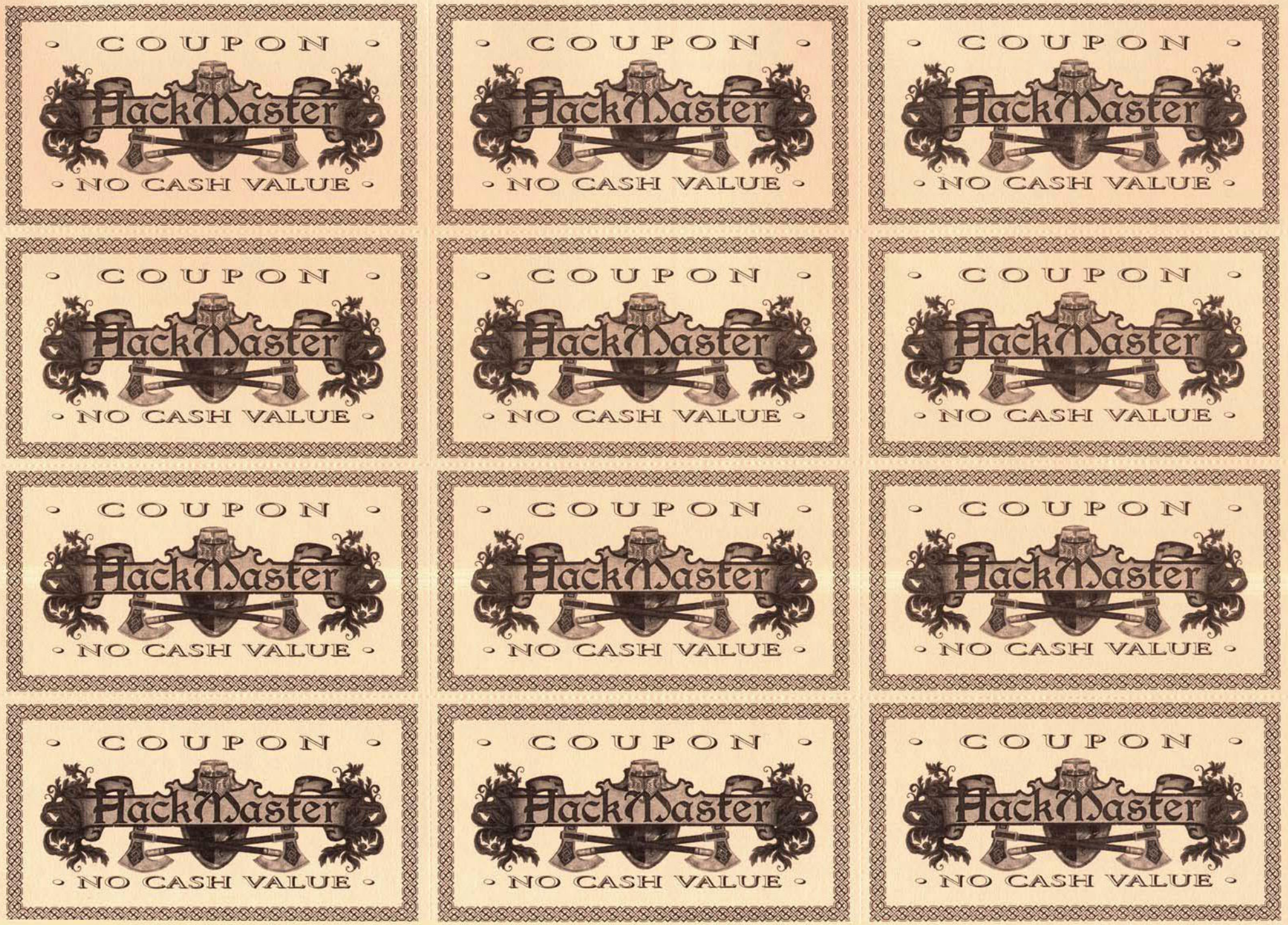

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HackMaster Coupon

Joy!

Roll again. You must accept the new results



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Overbearing!

Entire Party subject to alignment and encumbrance audits



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Lose Friendly Wager

Players must dice (against one another) to keep 10 base Honor points.



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Oh, Wiseguy, Eh?!

-75 fractional points to Wisdom



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You are Wrong!

All party members must make apology checks against each other.



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Chatty Barmaid

You've caught a disease! (Roll on Table 1Q: Disease (Or Disorder))

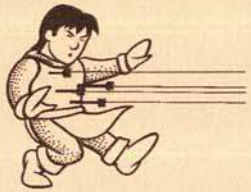


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Instinct Killer

-1d6 to last combat roll



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Never Saw It Coming

This monster rolls Criticals on 15-20 (one monster, one encounter)



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HackMaster Coupon

Mute!

Player must not speak for one hour, or their PC loses 50 temporal honor points



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HackMaster Coupon

These ARE the Adventurers You're Looking for...

Guards cannot be distracted or bribed.



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HackMaster Coupon

Touched in the Head!

Disruption causes loss of 200 ep to each party member



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HackMaster Coupon

Left Something Behind

Each party member loses one magic item (GM's choice)



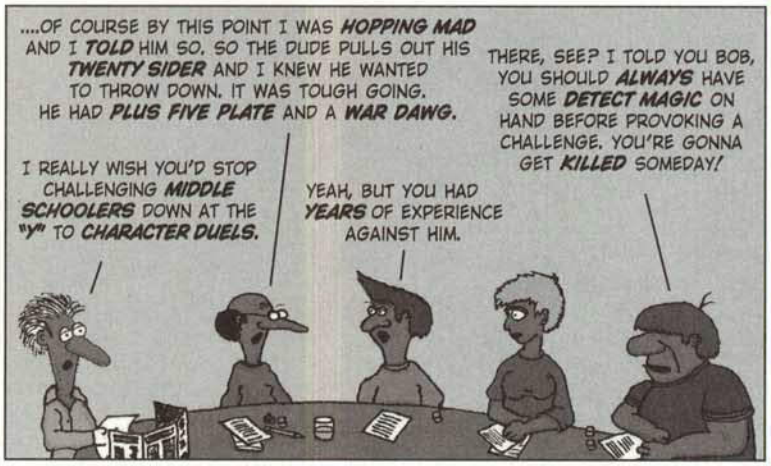
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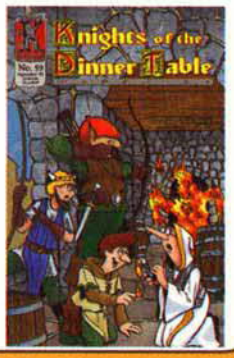
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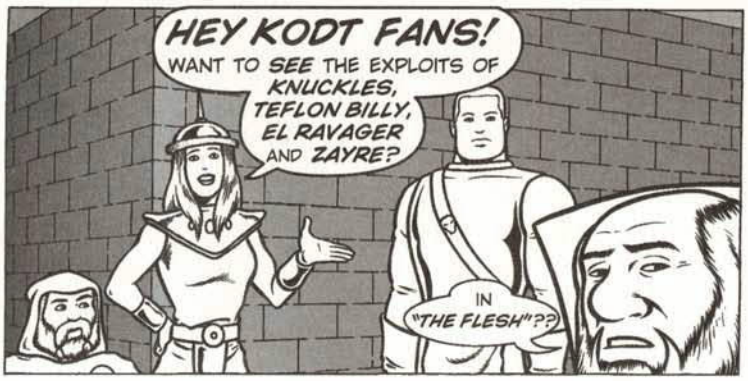
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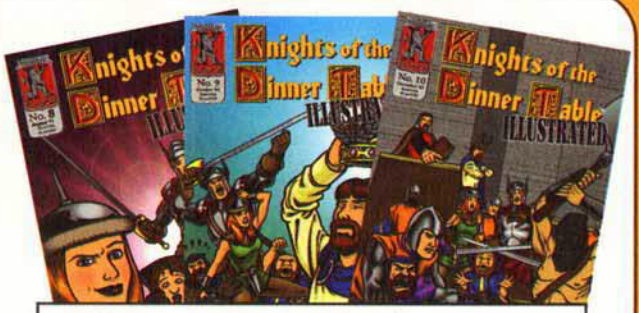


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T.O.K.

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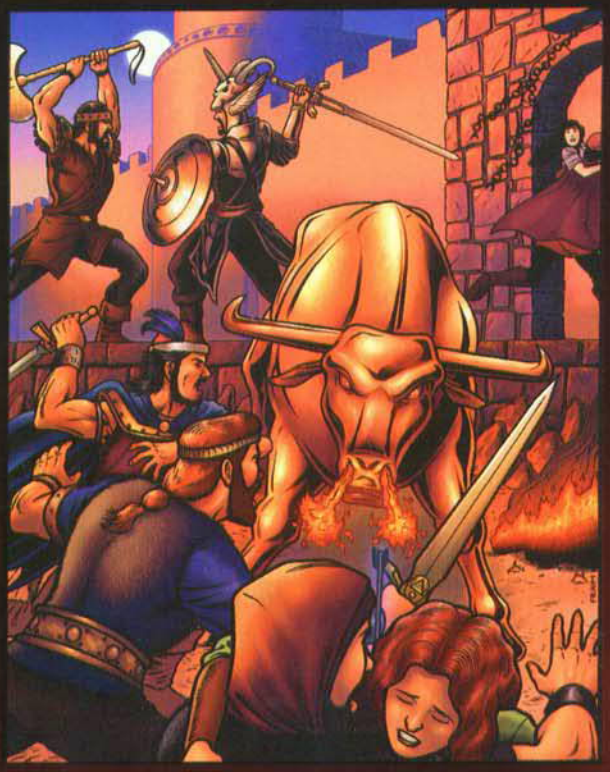
*****GAMEMASTER PROPRIETARY INFORMATION*****

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