

HACKMASTER®



HackJournal Issue #37 Fall - 2011

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

- Clerics of the Bear - a woodsy priest alternative
- Special Treasure Tables for HackMaster Levels 6-10
- New Artisan skills
- Country Dawgs - expanded material for Dawg the RPG
- Fort Kane - an Aces & Eights setting

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





HACKJOURNAL 37

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

Credits

This Issue's Contributors:

Francesco Accordi, Kurtis Evans, Steve Johansson,
David S. Kenzer, Tanya Laubacher, Jan Monk

Editors: Charles Brown, Kurt Evans, George Fields,
Andrew W. Franklin, Jan Monk, Nate Sims,
Christopher Stogdill, Matthew Tremblay

Production Manager: Steve Johansson

HMA Manager *Pro Tempore*: Steve Johansson

HMA Tournament Managers: Christopher "Face"
Stogdill and Joe "Geekbert" Reimers

Hard Eight Enterprises Approval Authority: Tuley Priswinkle

Kenzer and Company
511 W Greenwood Avenue
Waukegan, IL 60087



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In association with:



Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

Email: questions@kenzerco.com

Visit our website at

www.kenzerco.com

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Hiya. I'm Dooby. If you bothered to sniff my tail you'd find that my full name is Dublemire Blackclaw Ruffletail IV, but my master and mistress just call me Dooby. They also call me "Too Smart for my Own Good." I don't quite know why. I'm just Dooby. I'm also a Great Dane and Saint Bernard mix, so I have some great doggie lineage. I'm also big. Really big. Not as big as Bubba, who I just met, but I'm big.

Bubba's a new neighbor dawg. He's a Great Pier-ese or Pyrenees or something. He's bigger than me. And he's got a lot of hair.

But I'm big too. I can even pull a sled in winter, so I'm strong too. I don't need a bunch of huskies to pull it, I can do it all by myself. Bubba says he can carry a whole human child on his back, but I say I'm still stronger.

Huh? Oh, yea. But I digress.

Whatever that means.

Anyway, I'm dictating this to talk about the country life. Now, I'm sure there's plenty of dawgs who live in cities, because mistress tells me that cities have lots of people and lots of people means lots of dawgs. I've been in a village before. I only went to go to the V-E-T, so it wasn't a good thing, but I got to see lots of houses and yards and other dawggies. Cities are suppose to be bigger than villages, so even more dawgs must be there. So many new smells...

But in the country you don't have to worry so much about cars and dawg catchers and fences. Sure, we have these things but we just don't have to think about them so much. We have fields and trees and chickens. Have you ever seen chickens? They're fat birds that poop out round things that mistress collects. Sometimes she cracks them open and pours the gooey stuff inside all over my kibble. It makes the kibble extra yummy! She calls them eggs. Eggs are good.

On the Farm

Farms are really neat. They are big and have lots of interesting things on them. There are so many sights and smells that are different from towns. City dogs must go crazy when they come to the farm for the first time, I mean they have too!



CHANGE OF SCENERY

Any dawg taken out of his or her natural environment automatically fails their first canine compulsion check in the new environment.

Imagine seeing ducks and chickens and goats for the first time! And trees! There are so many trees in the country. Village and city dawgs are just happy to have a tree at the corner of the street to smell and pee on, but there are trees everywhere in the country. Imagine a dozen trees just in YOUR YARD! You can't pee on them all.

Country Critters

Sure, you have rats, cats, chipmunks and squirrels in the city. Now imagine all new animals like horses, cows, pigs and sheep...



Farm Bird _____ Size: Small*Chicken, Duck*

Brawn	40
Hustle	10
Dodge	60
Alertness	50
Human Handling	20
Animal Magnetism	15
HP	20

Special Trick: Flight

Farm birds can flap their undersized wings and fly for short distances, increasing their Hustle by 20 points. Farm birds can fly for 10 seconds before having to land.

Heavy Farm Bird _____ Size: Medium*Goose, Turkey*

Brawn	50
Hustle	20
Dodge	45
Alertness	50
Human Handling	25
Animal Magnetism	20
HP	25

Trick

Pick 1 from Ankle Biter, Beg, Feint or Tough Dawg (Bird)

Heavy farm birds, although having wings, are too big and bulky to fly.

Farm Animal _____ Size: Medium*Goat, Pig, Sheep*

Brawn	50
Hustle	40
Dodge	45
Alertness	50
Human Handling	20
Animal Magnetism	15
HP	25

Special Trick: Head Butt

A medium animal with horns may head butt for +2 to damage as long as it has space to charge.

Trick (alternative)

Pick 1 from Beg, Feint or Roughhousing

Farm Animal _____ Size: Large*Miniature Horse, Pony, Ram*

Brawn	60
Hustle	40
Dodge	30
Alertness	45
Human Handling	25
Animal Magnetism	20
HP	30

Trick

Pick 1 from Beg, Feint or Roughhousing

Farm Animal _____ Size: Humungous*Cow, Light Riding Horse*

Brawn	70
Hustle	50
Dodge	15
Alertness	40
Human Handling	25
Animal Magnetism	20
HP	50

Special Trick: Hard Hooves

Any farm animal with horseshoes gains a +2 to damage when kicking.

Trick (alternative)

Pick 1 from Extremely Bitey, Feint or Tough Dawg [appropriate animal type]

Farm Animal _____ Size: Gigantic*Bull, Draft Horse*

Brawn	80
Hustle	50
Dodge	10
Alertness	50
Human Handling	25
Animal Magnetism	25
HP	75

Special Trick: Hard Hooves

Any farm animal with horseshoes gains a +2 to damage when kicking.

Trick (alternative)

Pick 1 from Extremely Bitey, Feint or Tough Dawg [appropriate animal type]





FARM ANIMAL COMPULSIONS

All farm animals have their own Farm Animal Compulsion at 20. Horses chew feed buckets, cows lie in their poop and pigs will pull up fence posts. If given small spaces with not much to do, all farm animals will find their own things to do and much of it will be destructive.

The Forest

Past the barns and pastures, around the fences and behind the old tractor stands the large grouping of trees known as forest or the Woods. So many great and wonderful things can be found in the Woods. It's also a great place to do what our canine ancestors did; hunt.

Heck, master would be more than happy if I chomped my jaws down on one of those groundhogs that keeps eating the green beans. Whatever those are. I know what groundhogs are, I know what rabbits are, they have long ears that stick up but green beans are strange. I heard that some humans think that groundhogs bring spring. Silly humans! I chase groundhogs when I can. And rabbits. And crows, but they fly away and laugh at me. Stupid crows.

You should have seen the 'Possum I caught in the corn field. He hissed at me and puffed his fur but my mighty bark scared it so badly that it fell over dead. Mistress said I was very brave and gave me a new squeaky bone for my heroism. After I went to the V-E-T. It was something about rabies.

Not all critters are as easy to scare as groundhogs and 'Possums. There are coyotes, owls, bears, wolves and the dreaded skunk.

Coyote _____ Size: Medium

Stray Lifestyle Dawg

Brawn	50
Hustle	40
Dodge	55
Alertness	65
Human Handling	40
Animal Magnetism	40
HP	20

Canine Compulsion20

Tricks

Dawg of War, The Mighty Sniffer

Disadvantage

Wild Dawg



NEW DISADVANTAGE: WILD DAWG

Restrictions: Pedigreed Pooch or Crossbred Cur only

You're closely descended from wild canines and as such you do not work well with humans. You don't do tricks and you refuse to play the part of a cute playful pet. You suffer -10 to Human handling and can never learn Beg or Puppy Dawg Eyes tricks.

Bird of Prey _____ Size: Small

Hawk

Brawn	40
Hustle	30
Dodge	60
Alertness	60
Human Handling	20
Animal Magnetism	15
HP	20

Avian Compulsion20

Special Trick: Flight of Fancy

All birds can fly as well as a dawg can run on the ground. If reduced to half their HP a bird must land or fall from the sky.



'Possum _____ **Size: Small**

Stray Lifestyle Dawg

Brawn	50
Hustle	40
Dodge	70
Alertness	50
Human Handling	20
Animal Magnetism	40
HP	20

Marsupial Compulsion20

Special Trick: Climber

A climber can shuffle up objects that are climbable at 1/2 their Hustle score.

Additional Trick

Play Dead

Disadvantage

Slow Metabolism



NEW DISADVANTAGE: SLOW METABOLISM

Your Hustle score drops by -10

Fox _____ **Size: Small**

Stray Lifestyle Dawg

Brawn	40
Hustle	50
Dodge	70
Alertness	55
Human Handling	40
Animal Magnetism	40
HP	25

Canine Compulsion20

Tricks

The Mighty Sniffer, Tough Dawg

Burrowing Mammal _____ **Size: Small**

Groundhog

Brawn	40
Hustle	50
Dodge	40
Alertness	60
Human Handling	60
Animal Magnetism	20
HP	25

Rodent Compulsion20

Special Trick: Mighty Digger

Mighty diggers can make earth fly at 1/2 their Hustle score when they really want to.

Raccoon _____ **Size: Small**

Brawn	50
Hustle	40
Dodge	70
Alertness	50
Human Handling	30
Animal Magnetism	25
HP	20

Raccoon Compulsion30

Special Trick: Handy

Handy critters have hand-like front paws that allow them to open and manipulate objects nearly as well as a human, but fine objects still elude them (like opening a lock).

Additional Trick

Climber

Disadvantage

Behavioral Problems



Bear _____ **Size: Humungous**

Black Bear

Brawn	80
Hustle	50
Dodge	10
Alertness	40
Human Handling	20
Animal Magnetism	30
HP	50
Ursine Compulsion	20

Tricks

Handy, Vice-like Grip

Disadvantage

Behavioral Problems

Skunk _____ **Size: Small**

Brawn	40
Hustle	50
Dodge	50
Alertness	50
Human Handling	20
Animal Magnetism	30
HP	25
Polecat Compulsion	20

Special Trick: Powerful Stink

Instead of making a typical bite attack a skunk can spray a retched stinky liquid from its bum. Any dawg that fails his Dodge check is drenched in the smell, gaining 1 Bad Dog point and suffering from a -20 to Human handling checks until the dawggie victim gets a few baths in a scent neutralizer.

Additional Trick

Mighty Digger

Disadvantage

Behavioral Problems



Flown the Coup

Bait: Chickens keep disappearing in the night. Your master or mistress is getting rather upset at this, but you're unphased until the thought of no more fresh eggs crosses your dawggie mind.

Tackle: The obvious choice for the culprit is a fox that lurks just at the edge of the Woods. The vixen is too smart to come up to the house, to do such a thing would just be asking to get herself killed. The real villain of the piece is a raccoon who initially went in for eggs but found the prospect of a fat, lazy hen too tempting.

Grin and Bear it

Bait: A local brown bear has gotten into some trouble. He's been feeding in the dumpsters in a nearby campground and rangers are looking for the bear. Unfortunately he's decided to hide from the authorities in your master's barn or tool shed.

Tackle: The bear is just looking to get out of Dodge. There are humans everywhere and he just needs to make an escape undetected and hopes that there's a friendly dawg around to show him the best way to get away unscathed. Help him out and he'll tell you where his stash of bones are.

Junkyard Follies

Bait: Buried in the Woods is an old junkyard that no one has touched in at least 20 years. You've been hanging out there with your pack for a while, but the county wants the land owner to get rid of these environmental hazards NOW.

Tackle: The land owner isn't exactly keen on being told what to do, if you take my meaning. If a pack of dawgs is hell-bent on keeping authorities out of his business, there may be some perks in it for you. But first you have to chase out the humans that wander in to try and "convince" you to leave. Be careful, for if you seriously injure a human with a badge, extreme measures may be taken against you and yours.

ACES & EIGHTS

SHATTERED FRONTIER

♠
— A ROLE PLAYING GAME —

★ FORT KANE: AN INTRODUCTION ★

A SHATTERED FRONTIER SETTING

BY KURTIS EVANS HMGMA: NY-1-10370-10

OVERVIEW

Fort Kane represents a mixture of military fortification and western boomtown prosperity. It was built more than 10 years before the Civil War, back when the United States was more concerned about Indians than Southerners. On the eve of its christening on April 3rd, 1841 (then known as Fort Alferd), commanding officer Col. Joseph Kane accepted a “simple” assignment – pacify the region and establish a secure route to the West.

Kane proved wildly successful at his assigned task, as the fort quickly established a safe travel point for soldiers and prospectors. As expansion continued beyond the fort’s frontier, American concerns turned away from the Indians of the West – who had, by this time, established the Union-friendly Sequoyah Nation – and back toward the Confederates of the South. Consequently, the fort’s role changed. At the same time, now-General Kane (who himself had moved on to serve in the war) was honored for his valor and deeds by having the fort christened after his surname. No longer located in disputed territory, the “frontier fort,” as it was once known, became a trading station with a well-established rail line which stretched more than 500 miles.

Thus, for a time, Fort Kane remained a hotbed of activity – located at a crucial crossroad of the old frontier, the fort served as a safe launching point for further expeditions into the unknown new frontier beyond it. Prospectors began to proliferate at the fort even as more soldiers relocated elsewhere. These ambitious, hard-working folk established trading lines, copper mines and even a number of towns all within a day’s travel of Kane. Yet, this time of local prosperity and expansion was brief, as exploration and settlement continued ever westward, toward more prosperous land. Soon, almost as quickly as it appeared in the dry wilderness, Fort Kane’s relevance faded almost entirely.

Today, Fort Kane is little more than a glorified way station, serving in a multitude of capacities. Those who reside in the Fort are travelers, vagabonds, famous bounty hunters, ne’r-do-wells and those have nowhere else to go. Bounty hunters gather there to collect rewards and share stories with colleagues and rivals while waiting to move on to collect their next big score. (Perhaps the most famous of these outlaw hunters is Canada Joe, who supposedly once brought 20 men to justice without so much as unholstering his gun*.) It is also a station for the outbound rail – two trains pass through each day, one headed East, the other headed West, both carrying an assorted mixture of people – hopeful and dejected – as well as goods, both valuable and mundane. And, consequently, it is a trading post used by merchants from what nearby towns remain, to both drop off and pick up regular supplies.

(*While true, but most accounts fail to mention that those men were already dead from Joe having dropped the front wall of a building on top of them)

Those present in Fort Kane who could be called “travelers” are indeed just that – folks moving West, still with optimism in their eye and cash in their pockets. Their stays are often brief, unless they make the mistake of playing one-too-many games of Faro with folks such as Gamblin’ Jack McCreedy.

The majority of others residing here can perhaps best be described in one word: failures. They are prospectors whose prospects have faded. They are explorers who went, saw and discovered nothing. They are rambling men and women, deemed unfit to integrate into polite society, who are perhaps one step away from disappearing forever into the desert. However, despite the myriad of reasons for having failed, they now all have one common objective – they are headed back East, slowly, as if they

are wading through the palpable stench of their own failures. These men and women plan to go home as soon as they can afford – and bear – to leave.

As for the rest, these are simple service-folk and soldiers. The former rarely remain at Kane for long, as they are wont to disappear with no warning. One day you may see them diligently working behind a counter, or slinging beers and breads, then the next day they may be gone without a trace or word.

The latter are men whose careers have met a dead end – soldiers too wild for the West, too reckless for the East, and too dangerous to be counted on for anything but disorder and a general sense of lawlessness. Where once the fort brimmed with more than 100 men ready to serve, there are now a mere 25, all of whom are well aware that they man a dead-end post under the command of Lieutenant Colonel William Gordon, as useless an officer as any that ever existed. Thus, Kane’s military uses are now nominal, and instead it serves primarily as a stop-along between East and West.

Beyond serving as a military outpost for the United States, Fort Kane is also home to a famous Sheriff, “Texican Bob” Clemens – a man best known for his penchant to deputize entire towns during times of trouble. Texican Bob considers Kane to be a “retirement post,” where he can kick back and take it easy without too much trouble. Though advanced in age and well past his prime, he remains a shrewd judge of character and has successfully maintained law and order at Fort Kane ever since the fort’s military presence decreased and it became more of a settlement roughly ten years previous.

Not that there’s too much for Bob to worry about. Though Fort Kane is heavy with the (sometimes broken) dreams of its residents, few focus their attention on where they are and what they are doing. Thus, if a gang of bank robbers happens to hole up for a spell in one of the many hotels located in the fort, they rarely think about committing their crimes there. Instead, they look down the road, to the larger Great Salt Lake City, or the more exciting Judas Crossing. Crime in Fort Kane is more of an accidental thing – something which happens when tempers flare. Besides, were a gang to

attempt any sort of organized robbery, they’d run the risk of contending with the troops stationed at the fort – Gordon’s Softnecks – not that any criminal would be implicitly aware of the company’s general indifference and incompetence.

The final authority at Fort Kane, Lieutenant Colonel William Gordon, heads the 25 soldiers stationed there. This authority is wasted on Gordon, however, who earned his post through gross nepotism rather than through flashy heroism. Gordon does deceptively demonstrate one area of cunning, however: whenever trouble arises in the fort, he immediately seeks the council of Texican Bob. But this is also where William Gordon’s intelligence falters – while he may seek advice, he is rarely inclined to follow it.

Were you to ask most folks who live there – if any would call it “living” – they might most commonly describe the fort as a “wet wick.” “Nothin’ fun ever happens here,” they say. “Lookin’ for excitement? Good luck findin’ any!” they claim. This claim is far from the truth. In fact, with its toxic combination of broken-hearted failures, easy-to-angry bounty hunters, listless soldiers and authority figures who are either too old or too incompetent to do much, Fort Kane is the exact opposite of a wet wick – it is a dry fuse. With the right spark, the fort’s entire population is prone to explode.

HOW TO USE THE FORT IN YOUR ACES & EIGHTS CAMPAIGN

Throughout the coming months, the hundred-plus residents of Fort Alferd will be explored in detail as Rustlers & Townsfolk. They will be identified by their room of residence, the rumors they know, and the plot hooks they may provide any willing GM. However, for the time being you are welcome to populate the Fort with any characters you wish – particularly, the two Rustlers & Townsfolk supplements may be of great use to any ambitious GM. Furthermore, several Bait and Tackle scenarios are presented here.

IMPORTANT NPCs

Note: These NPCs will be expanded upon in future installments

Canada Joe (Bounty Hunter)

HP 26; Speed 0, Accuracy +5, Damage +5 Str 18/54, Int 17/12, Wis 10/89, Dex 17/27, Con 15/35, Lks 12/74, Cha 14/61; Minor Celebrity 58, Average Notoriety -30; Quirks: hothead, selfish, Flaws: None; Skills: current affairs 37%, diplomacy 48%, glean information 32%, intimidation 10%, interrogation 45%, law 64%, reading comp/pen 55%, slick talker 22%, tracking 10%, hunting 44%, listening 29%, observation 44%; Talents: Endurance; Gunfights: 12; Valuables: \$300, gold pocket watch; Firearms: S&W Schofield (d6+1 +1 draw speed 8 reload speed) with gunbelt ammo for 18 more shots

Lt. Colonel William Gordon

HP 26; Speed 2, Accuracy +3, Str 12/16, Int 17/09, Wis 12/56, Dex 12/67, Con 13/85, Lks 13/74, Cha 15/61; Disreputable 5, Fame 2; Quirks: Hardcase, Flaws: None; Skills: Photography 44%, Law 71%, Military Strategy/Tactics 70%, Reading Comp./Pen. 51%, Listening 45%, Observation 62%, Riding 41%; Talents: Advanced Sighting; Gunfights: 0; Valuables: \$75.84, cigars, pocket watch, fancy camera; Firearms: Lemat Two-Barrel + box of cap & ball ammo

Typical Soldier

HP 23; Speed +0, Accuracy +3, Damage +3, Str 15/80, Int 10/92, Wis 10/84, Dex 16/61, Con 09/40, Lks 9/55, Cha 10/61; Average Reputation, 32, Fame 8; Quirks: Lusty, Flaws: None; Skills: Rope Use 50%, Tracking 58%, Listening 45%, Riding 51%, Observation 58%; Talents: Damage Bonus; Gunfights: 3; Valuables: \$25.00, pipe, tobacco, pocket watch, common, whiskey flask; Firearms: Colt SAA .45 (12" Barrel) + box of .45s; Winchester 1866 Carbine (.40 cal) + box of .40 cal

Texican Bob (Sheriff)

HP 24; Speed 0, Accuracy +6, Str 11/72, Int 15/01, Wis 13/65, Dex 15/76, Con 11/94, Lks 12/26, Cha 13/42; Rep 99, Fame 65; Quirks: chivalrous, late sleeper, prejudiced (prospectors); Flaws: far-sighted, hard of hearing; Skills: culture (Cherokee) 79%, current affairs 70%, diplomacy 57%, gambling 69%,

TYPICAL SOLDIER NAMES

Roll (d20)	Given Name
1	Jonas
2	John
3	David
4	Caleb
5	Andrew
6	Jacob
7	Josiah
8	Peter
9	Kevin
10	James
11	Paul
12	Jebediah
13	Michael
14	Samuel
15	Joseph
16	Daniel
17	Isaac
18	Abraham
19	Simon
20	Jesse

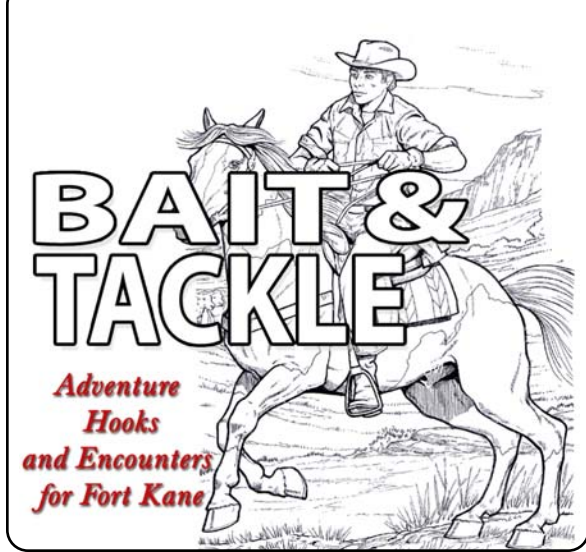
Roll (d20)	Surname
1	Smith
2	Johnson
3	Jackson
4	Adams
5	Kane
6	Samuels
7	James
8	Jones
9	Stone
10	Sawyer
11	Young
12	Abrams
13	Matthews
14	Wilson
15	Carthwright
16	Wood
17	Gardner
18	Montgomery
19	Phillips
20	Anderson

glean information 52%, interrogation 75%, intimidation 72%, language (Cherokee) 81%, language (Spanish) 82%, law 80%, listening 72%, reading comp/pen 46%, riding 52%; Talents: crack shot, courage, dead eye; Gunfights: 5; Valuables: \$36.25, gold pocket watch, solid gold framed spectacles; Firearms: Colt Dragoon (d4+1; +1 Spd) with gunbelt ammo for 12 shots

Barrel Hitching Post
Wagon Covered Porch
Tree Boardwalk
Stairs Fence
Outhouse Well



Barrel Hitching Post
Wagon Covered Porch
Tree Boardwalk
Stairs Fence
Outhouse Well



SCENARIO: INJUN SCOUTS!

The Bait: The PCs spot two soldiers limping into the Fort one day, having returned from a recent patrol. “We done been attacked,” one says. “They’s injuns in the hills!” Naturally, Texican Bob is interested in resolving this issue with minimal bloodshed. After deputizing the residents of the fort (including any PCs who volunteer or can be manipulated into helping), he and dozens of men depart to investigate the incident, and he asks the PCs to join up.

The Tackle: The soldiers are lying – mostly. While there is a small group of nomadic Indians residing several miles outside of the Fort, their route of movement has been well-established and they have maintained peaceful relations with the settlers who pass through their region. Meanwhile, once the posse departs from the fort, the two “wounded” soldiers take the opportunity to ransack the rooms, bunks, trunks or any other supplies of those out hunting the Indians – including the PCs. Their plan is dastardly – they wish to steal as much as they can and flee from the Fort!

SCENARIO: THE EASY MARK

The Bait: One day in the saloon, the PCs overhear an obnoxiously drunk bounty hunter run his mouth about an upcoming “catch” he plans to make. “I’s got it eashy,” he says. “This ol’ man, he’sh cripl’ down by da stea-, da stea-, the stream. Gonna catch him tamarro. Gonna pocket a cool thousan’. Wooooo!” Any ambitious PC may see this as an ideal opportunity to get to the wanted man

ahead of the clearly intoxicated idiot who, quite frankly, might as well have drunkenly drawn them a map!

The Tackle: Only ... it turns out he wasn’t so drunk. As the PCs come within sight of the “easy mark’s” tiny hut, they are ambushed by the bounty hunter and the old man. In fact, it is a member of the party who is wanted by the bounty hunter – not the old man, with whom he is clearly in cahoots! The PCs may have to shoot their way out of this one.

SCENARIO: THE STRANGE CASE OF THE MISSING MEDICINE

The Bait: A dishevelled salesman rides into the Fort. Texican Bob steps forward to meet him, only for the gentleman to interrupt with loud complaints of having been held up at gunpoint by a single bandit. Naturally, Texican Bob attempts to deputize the entire Fort to go hunting for the criminal, but the man says “Oh dear, I only have enough money to pay a few men any kind of reward...” If the PCs step forward to accept the bounty, the man introduces himself as Archibald Cornwallace, a local profiteer of peculiar pleasantries and other pedestrian pharmaceuticals (which he pronounces as “puh-harmaceuticals” in order to keep his alliteration train rolling. Cornwallace insists that “puh-harmaceuticals” is the correct way to pronounce it). He offers a reward of up to \$400 total for capturing this thief.

The Tackle: Once the PCs ride off to hunt down the bandit, they quickly to discover that it wasn’t one man who robbed Cornwallace – it was half a dozen, and, having had time to take into account their loot, they are perturbed. “Snakeskin oil,” one man is heard yelling, as he takes a glance at the bottles. “Unwanted Hair Removal!’. ‘Wanted Hair Restoration?’ What the hell is this crap?”

The Other Tackle: If, despite the bad numbers, the PCs accept Cornwallace’s challenge and return with most of his belongings intact, they may be pleasantly surprised to hear the salesman proclaim “I shall pay you in full! ...once you help me sell some of my goods...”

SCENARIO: THE TRAIN HOPPING TYKE

The Bait: After having established themselves in the fort (probably through several incidents of being temporarily deputized), Mary Cole, a middle-aged woman headed West approaches the PCs with the mad glint of desperation in her eye. “My Tyke!” she cries. “They took him!” She pleads with the PCs to take the train eastward, to the previous stop one day’s travel away – Packerville. Details are scarce – a group of wild gamblers, for reasons beyond Mary Cole’s understanding, abducted her poor Tyke and ran off for Packerville. She describes him as being “maybe a little big for his age, with a round face and no hair a’top his head, and he’s totally helpless without me!” If the PCs accept the mission, she is willing to pay them \$50 – more than half her savings.

The Tackle: A search of Packerville quickly reveals that there are no gamblers running around with toddlers. However, a group of gamblers had recently come in, and were in the process of raising hell in the Packerville Saloon. If the PCs investigate, they quickly discover a fat, bald man leading the rowdy bunch, dancing drunk on a table while firing his six shooters into the rafters. “I’m free boys, and I ain’t never going back,” he yells.

Indeed, this man is Tyke Cole, Mary’s husband. If the PCs attempt to round him up to return home, he and his men quickly encircle the encroachers. “So, ya mean to send me back, eh?” Tyke asks. “Why don’t you lead the way, in yer pine box! I ain’t never goin’ back!” A gunfight is likely to ensue.

Next time – the Rustlers & Townsfolk of the Kane Hotel

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I GOTTA GET ME ONE OF THOSE DAMNED THINGS.

TAPPITY TAP TAP

TAPPITY TAP TAP

NO SALT

WE NOW HAVE SLURPIES ON TAP

MARLBORO

MARLBORO

MARLBORO

BAB-S PHONE CARDS

ICKLED EGGS

Don't Practice Your Thievin'



Special Treasure Tables: Levels 6-10

d100 Level 6 Special Treasures

01-04	Buckler +2
05-07	Small Shield +2
08-10	Large Shield +1
10-30	Splint Mail* (Human made)
31-38	Scalemail +1*
39-40	Chainmail +1*
41-42	Battle Axe +2
43-45	Longsword +2
46-50	Weapon +2 (choose most suitable for PCs)
51-75	2 Potions (determine randomly)
76-95	Scroll (d4p spells - each is level d4+2)
96-00	Wand (roll on Level 5 Wands +1d10 charges)

* randomly determine size per chart under Armor

d100 Level 7 Special Treasures

01-03	Buckler +2
04-09	Small Shield +2
10	Medium Shield +2
10-20	Splint Mail* (Human made)
21-32	Banded Mail* (Human made)
33-38	Chainmail +1*
39-40	Scalemail +2*
41-48	Weapon +2 (choose to suit PCs)
49-50	Silvered Weapon +2 (choose to suit PCs)
51-75	2 Potions (determine randomly)
76-95	Scroll (d4p spells - each is level d4+3)
96-00	Wand (roll on Level 5 Wands +2d10 charges)

* randomly determine size per chart under Armor

d100 Level 8 Special Treasures

01	Buckler +2
02-05	Small Shield +2
06-10	Medium Shield +2
11-15	Banded Mail* (Human made)
16-20	Plate Mail* (Human made)
21-30	Chainmail +2*
31-33	Studded Leather Armor +2*
34-36	Ringmail +2*
37-40	Scalemail +2*
41	2d6 Arrows +3
42	2d6 Bolts +3
43-48	Weapon +2 (choose to suit PCs)
49-50	Silvered Weapon +2 (choose to suit PCs)
51-70	d3+1 Potions (determine randomly)
71-75	Miscellaneous Item (see below)
76-95	Scroll (d4p spells - each is level d4+4)
96-00	Wand (roll on Level 5 Wands +3d10 charges)

* randomly determine size per chart under Armor

Level 6-10 Special Treasure Tables

by Jan Monk HMA #UK-4-00943-01
edited by Steve Johansson

Many groups are enjoying integrating preview material of the advanced HackMaster game into their home campaign, however there is one important aspect of the game that has yet to be addressed: treasure! On these two pages are special treasure tables for parties of average levels 6 through 10, extrapolated from the lower level tables presented in HackMaster Basic. These tables incorporate silvered weapons and the new armors (banded mail, splint mail and plate mail) detailed in [issue 163 of Knights of the Dinner Table magazine](#).

d100 Level 9 Special Treasures

01-03	Small Shield +2
04-10	Medium Shield +2
11-22	Plate Mail* (Human made)
23-30	Chainmail +2*
31-37	Ringmail +2*
38-40	Leather Armor +2*
41	2d6 Arrows +3
42	2d6 Bolts +3
43-48	Weapon +2 (choose to suit PCs)
49-50	Silvered Weapon +2 (choose to suit PCs)
51-70	d3+1 Potions (determine randomly)
71-75	Miscellaneous Item (see below)
76-95	Scroll (d4p spells - each is level d4+5)
96-00	Wand (roll on Level 5 Wands +4d10 charges)

* randomly determine size per chart under Armor

d100 Level 10 Special Treasures

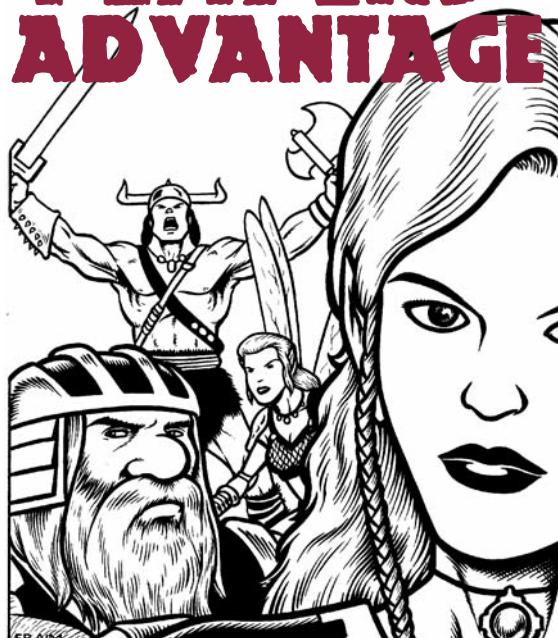
01-02	Small Shield +2
03-09	Medium Shield +2
10	Large Shield +2
11-20	Plate Mail +1*
21-30	Chainmail +2*
31-35	Banded Mail +1*
36-37	Ringmail +2*
38-40	Leather Armor +2*
41	2d6 Arrows +3
42	2d6 Bolts +3
43-48	Weapon +3 (determine randomly)
49-50	Dagger +3
51-70	d3+2 Potions (determine randomly)
71-75	Miscellaneous Item (see below)
76-95	Scroll (d4p spells - each is level d4+6)
96-00	Wand (roll on Level 5 Wands +5d10 charges)

* randomly determine size per chart under Armor

d100 Miscellaneous Magic Items

01-20	Elvish Cloak
21-40	Flask of Filling
41-60	Linens of Healing
61-80	Robes of Storage
81-00	Wrap of Protection

PLAYERS' ADVANTAGE



New Artisan Skills

by Francesco Accordi HMGMA # ITA - 1 - 10412 - 11

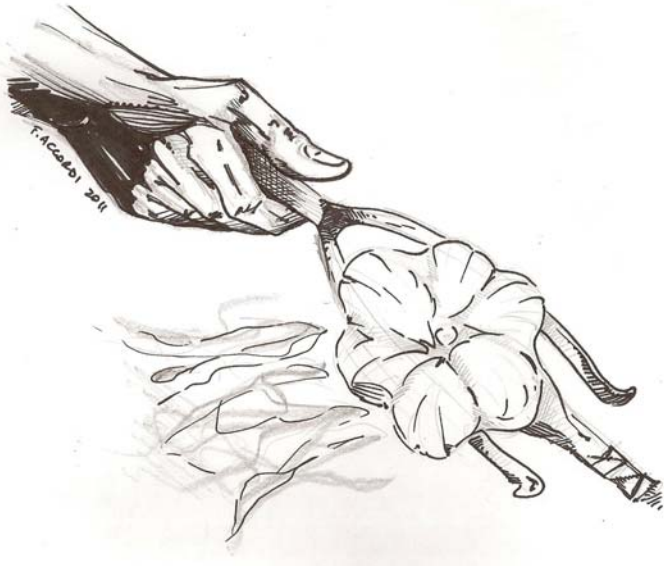
Glass Working

Relevant Abilities:	Intelligence and Dexterity
Cost:	2 BP
Universal:	No
Prerequisite:	None
Materials/Tools:	Yes

Mastery Level	The character can...
Novice	Operate glass worker's tools and equipment; works under supervision of more experienced glassmakers
Average	Craft plain, small objects (Small bottles, perfume small bottles, bowls etc.); supervise assistants; able to use the casting mould technique
Advanced	Craft plain medium objects (vase, demijohn, globlets etc.); craft decorative small objects; use metallic powders to colour his productions; able to use the casting mould and the mould blowing technique
Expert	Craft plain large objects (Mirrors, Hourglasses etc.); craft decorative small and medium objects; produce glass gems; use metallic powders to colour his productions; able to use all three major techniques
Master	Craft decorative large and very particular objects (such as Magnifying lenses, etc.); craft very decorative small and medium objects and use silver and gold leaves to make inserts

A character uses this skill to create objects used in everyday life by all social classes, from peasants to noblemen.

General reference guide: (example of a glass bottle production)



Novice: can melt with an Easy check the glass for the Glassmaker, under his supervision

Average: can drip melted glass in a stone or metal mono valve mould; this will produce two bottle sides that, once cold, he will attach together; Average check needed for full process

Advanced: As above or can decide to blow air with a metal pipe into a bi valve mould for a faster forming process. Can also produce coloured bottles; Average check needed for full processes

Expert: As above or can use the blowing pipe to blow directly at one of his ends the melted metal and give it the desired form and details; Average check needed for full processes

Master: can create a bottle that can be considered a piece of art; Easy check needed for full process or Average check needed for masterpiece bottle creation

In order to start working the glass, the glazier must first bring the oven to 2550 °F, an operation that takes around a couple of hours, done with the help of bellows. When deciding to start the glass working activity it must be considered that the building that will host

the oven must be placed far from the city center because the fumes generated are noxious and smelly. Once the oven is heated to the needed temperature, the silica dust must be melted. Then other metal powders are added to give the resulted glass different colorations. With mineral powders rich in copper it is possible to obtain light blue, green and dark red color variants while with mineral powders rich in manganese the worker can obtain purple and cobalt blue variants. Expert and Master Glass Workers may also add leaves of gold and silver to their masterpieces. The mixed powders take then around 30 minutes for melting. The time requested to produce a product depends on the object a bottle takes around 10 minutes, a small statue of about 1 foot takes from 1 to 2 hours. The art of glass making requests fast and thoroughgoing movements since the melted glass, once out of the oven, cools rapidly at room temperature; during the process the glass is heated in order to be worked in its malleable form.

The most used techniques are that of casting mould, free blowing and mould blowing. In the casting mould process the melted glass flows inside a mono or bivalve mould and once the object is cold the rims, handles and bases are applied. With the free blowing technique, the glazier uses a blowpipe and series of various instruments in order to give form to a melted amount of glass that he is working. With mould blowing, the character places a melted amount of glass in a mould and then blows air into it in order to force the semi-fluid material into the desired form. Single use sand moulds, sculpted rock moulds (mono valve prepared by stone cutters) and metallic moulds (prepared by Metalworkers) can be used for the mould techniques.



Every technique, together with the ability of the glazier, provides a different range of effects, both physical and optical, on the resulted object. The finished products must then cool down at room temperature.

A failed check indicates the work was botched or flawed in some way and the piece is ruined; in this case, the glass can be melted again and re-used for other works. If melted again the glass maintains its first intended color, as a consequence, it is suggested not to mix different botched glasses together or otherwise do so only if needed with the intent to create mixed colors effects.

It must be noted that stained-glass windows are rare and their prices are considerably high; simply, peasants are not able to afford one. Plates of glass are united together with little listels of lead to create one. Only nobles and rich churches are able to afford such a beautiful piece of art. There are two options to prepare a window, or the Glazier orders and consequently buy a lead frame for a Blacksmith/Metalworker or possessing the same Skill (Blacksmithing/Metalworking page 57 HMB), then he rolls against an Average difficulty and in case of success prepare all by himself the object.



At expert level the glazier is able to produce glass gems, transparent or coloured, that are identical at a glance to real precious ones. Only a Jewelry maker is able to identify them as simple glass objects.

Basic Materials: silica powder (1lbs/5cp), mineral powder rich in copper(1lbs/3sp) mineral powder rich in manganese (1lbs/3sp)

Instruments needed: blowpipe, metal (2sp), pliers (7cp), clipper (2sp), long leather gloves (5cp), bellows (3sp)

Parchment Making/Book Binding

Relevant Abilities: Intelligence and Dexterity
Cost: 2 BP
Universal: No
Prerequisite: Skinning/Tanning proficiency and the Appraisal/Furs & Pelts skill minimum Novice level
Materials/Tools: Yes

Mastery Level	The character can...
Novice	Know how to operate cleaning skins tools and equipment; tend skin on a frame properly
Average	Finish vellum process and cut correctly the vellum with desired dimensions. Prepare Parchment rolls, sewing vellums together
Advanced	Craft small and medium books and Spell Parchment rolls; able to sew together vellums to obtain big square or rectangular wall maps
Expert	Craft big books and small spell books
Master	Craft medium spell books and big spell books

The parchment maker or parchmenter leaves the skins in a bath of lime and freshwater for some days. This allows easy removal of wool or hair scraping with a knife. Only the dermis should be preserved, this must be removed the skin and from the flesh side the layer of fat. The worker then stretches the skin on a frame. The stretching changes the structure of the dermis, making the meat side smooth as much as the skin side (called "flower"). The skin is carefully scraped with a metal instrumen. This can also be thinned from both sides with a knife and, once dried, cleaned with pumice and chalk dust to whiten the flesh side, more yellowish, for giving the two sides the same look. The parchment obtained is cut into sheets, normally around 16. Sewn to each other, they form a parchment roll; folded and assembled into notebooks stitched together they form a codex. The best leathers are those of young animals; the most valuable, that of the born dead calf, gave rise to the term "tissue", which indicates the most esteemed scrolls.

Basic Materials: calfskins, sheepskins or goatskins.

Instruments needed: powdered lime (4 cp/lb), knife (5 cp), Whetstone (½ cp), frame (4 cp or self made with Carpentry – Mastery Level Novice – Difficulty Average (HackMaster Basic page 58)), pumice (2 cp/piece of pumice of a half apple dimension), chalk dust (3 cp/lb), sewing kit (1 sp(for book and parchment rolls)), barrels (½ sp).

Process and preparation of Vellums

Stage 1 – Buying the skins

The parchmenter buys at the local market the skins needed for his work. The character, makes an Average check based on his Appraisal/Furs & Pelts skill (HackMaster Basic page 55) while sorting the skins for sale and for each one. On a successful roll he is able to choose the better skins and obtain a good raw material over which he will be able to get 16 vellums/skin. On a failed check he will have a skin that will produce 16-d6p vellums. This represents the fact that the worker tries to buy for his work only the best raw materials.

Stage 2 – Treating the Skins

Step 1: Bath of powdered lime and freshwater in barrel – 5 days

Step 2: Scraping with knife wool and hair – d4 hour/skin

Step 3: Bath of powdered lime and freshwater in barrel – 5 days

Step 4: Scraping with knife fat – d4 hour/skin

Step 5: Bath of powdered lime and freshwater in barrel – 5 days

Step 6: Stretch on frame and final cleaning (eventual whitening with chalk dust) – d4 hour/skin

Step 7: Make a Skill check at Average difficulty. A failed will reduce the yield d4 vellums.

Step 8: Drying (Summer open air drying 3days / Indoor near fireplace 1day)

Stage 3 – Cutting the skins to obtain vellums

Once the skin is cleaned and dried the worker is now able to cut it into vellums. The number of vellums obtained per skin will be given making an Average Skill check. In case of a successful check, the skin will provide 16 vellums minus any vellums lost by errors during the cleaning process. In case of a failed check the number of vellums will be 16 minus d4p vellums and again minus the eventual error done during the process. A failed result simulates the fact that the parchmenter is unable to remove or cut the sheets around important defects of the skin (such as scars, cuts and other damages caused by animals' parasites) and the resulting piece is worthless and useless. At this

point the character is able to sell or use (if a Mage or a Literary Man) the vellums obtained. Otherwise he can produce other objects using the sheets obtained.

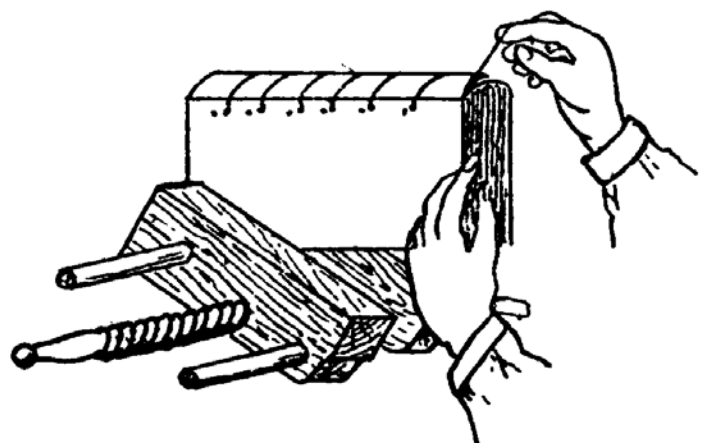
Process and preparation of Parchment Rolls

Parchment rolls are obtained by sewing together multiple vellums. The rolls are obtained from a maximum of 10-12 vellums. To produce one the worker must use a sewing kit and must make a Skill Average Check. On a successful result the parchment roll is ready to be sold or used; on a failed check a vellum had been damaged and must be replaced requesting another one to take his place and another check must be done. For every failed check, one vellum is ruined and is needed another check and another vellum; so on till success is achieved.

Process and preparation of Books

Books come in various dimensions and number of pages. They can contain normal or arcane knowledge.

Books are composed by a number of vellums in multiples of four, sewed together a plain or worked leather cover (front and rear). Once available all the needed materials and while attempting to produce a book, the character makes a Difficult skill check. If successful, the book is ready to be sold or used for its intended purpose; if the check is failed the parchmenter was not able to produce the book and the process ruined 15% (rounded up) of the vellums used in the attempt. The character can retry the check till success; for every failed check after the first, 5% (rounded up) of the vellums are ruined in the effort.



THE BEAR

Alignment: Neutral

Spheres of Influence: Nature

Tenets of the Faith: Clerics who live in the forest, away from civilization, primarily comprise the Brotherhood of the Bear. They believe that the intelligent races will eventually destroy themselves, allowing nature once again to rule Tellene. Until that time, they consider it their duty to patrol woodlands and other wild areas, protecting them from destruction. Other duties of clerics include planting trees, healing wildlife and passing the ancient songs of the Old Oak to new generations. These songs, sung on holy days in a language known only to the gods, seem sad yet beautiful. Some believe they foretell the destruction of civilization. Until the riddle of the songs is revealed, clerics of the Bear strive to maintain a balance in the world between nature and civilization.

Priests of the Old Oak are strident in their opposition to metalworking - particularly that of the ferrous variety. This stems not from any luddite distain of metallic implements per se but rather is related to their means of production. Metallurgy, and most egregiously in the case of steel-making, consumes huge quantities of wood to facilitate its manufacture and is thus a huge driver of deforestation. Priests of the Old Oak consider the utility gained completely out of proportion to the resources consumed and thus boycott its use. As a practical matter, they will not use ferrous metal armor preferring instead to wear leather armor though they may employ shields. Ideally, any weapons they use are also constructed of natural materials such as a spear, arrows or hand axe fitted with a warhead crafted from flint.

A common quest for the Brotherhood of the Bear is to seek out the oldest treant, the Son of the Old Oak. The Son of the Old Oak is a valuable source of information on how to deal with threats from encroaching civilizations. He has also commanded other treants to aid the Conventicle of the Great Tree in past crises.

About the Conventicle of the Great Tree

Priesthood: The Brotherhood of the Bear

Symbol: A huge oak tree

Colors: Green and brown

Place of Worship: Ideally a clearing within an ancient oak forest. These are difficult for non-worshippers to access due to overgrown and thorn-riddled paths guarded by treants or grizzly bears.

Holy Days: Summer and winter solstice

Sacrifice & Frequency: Plant tree seedlings once per month

Raiment: Clerics wear green and brown robes.

Deity's Appearance: The Old Oak appears on Tellene in one of three forms. The first and most common is that of an ancient, slightly senile man dressed in ragged clothing and old sandals carrying a worn, oaken staff. The second form is that of a giant grizzly bear. Finally, he sometimes appears as a huge treant.

Advancement: Advancement within the Conventicle of the Great Tree is by protecting nature from the harm of civilization and keeping forests free of dangerous influences.

Sayings: *Civilization is merely a term used to rationalize the destruction of life in order to erect dead material things. - To truly live is to feel the sun on your face, the*

Clerics of the Bear Spell List

Number	First Level	Second Level	Third Level
1	Bless Weapon	Ceremony: Anoint	Create Water
2	Ceremony: Consecrate Divine Icon	Cure Minor Wound	Cure Light Wounds
3	Cure Trifling Injury	Detect Poison	Doeskins
4	Enthrall Tiny Animal	Doeskin	Enthrall Small Animal
5	Purify Water	Reveal Pits & Snares	Glitterlight
6	Trackless Passage	Tangle	

Number	Fourth Level	Fifth Level
1	Bearskin	Ceremony: Investiture
2	Cure Wound	Cure Injury
3	Flaming Weapon	Enthrall Medium Animal
4	Identify Poison	Pine Tar
5	Searing Metal	Warp
6		

THE BEAR

Alignment: Neutral

Divine Icon: Acorn

Preferred Weapon: Staff

Other Weapons Permitted:

They may purchase proficiencies for bows (long and short), javelin, , hand axe, club, spear

Armor Permitted: thick robes, leather, padded plus shield

Bonus Skills: These clerics gain one free mastery in Animal Empathy, Animal Mimicry and Forestry at first level. They gain 3 skills points in each for every level gained and a +3 bonus to the Mastery Die should they undertake formal training.

Powers: As priests of the Bear gain experience, they may shapechange into various animal forms. Initially they may only assume the form of a tiny mammal such as a shrew or mouse and when undergoing this transformation their clothing and equipment is left behind. With increasing maturity, they gain the ability to assume a wider variety of animal shapes and, beginning at 13th level, their gear is subsumed into the new form.

Whilst in animal form, the cleric retains his own cognitive abilities but in all other ways (save hit points) assumes the characteristics of the creature it has morphed into. Thus a cleric assuming the form of a wolf uses that creature's movement rate and combat statistics. He is indistinguishable from any other creature of



that species and will be perceived as such by any creature for he smells, looks, sounds and has the mannerisms (should he not actively suppress said when in the company of allied humanoids) of the animal.

The transformation process induces cellular repair such that the cleric is healed one-third (rounded down) of any wounds he currently is afflicted by. Thus the cleric above, should he have sustained 19 hp of damage, would receive 6 back after transforming into a wolf.

The animal form may be retained as long as the cleric wishes.

Restrictions: In animal form, the cleric may not cast spells.

Priests of the Bear have no ability to influence the undead. However, they may extend their influence to intelligent woodland creatures (brownies, centaurs, dryads, ents, pegasi and pixie-faries) to ensure a favorable response. Functionally this is treated just as a cleric's turning attempt with the creature using its Will Save as a substitute for the undead being's Will Save. Successful use of this power disposes the creature to accept the cleric as an ally.

Clerics of The Bear Animalform powers

level	Animal shape allowed	Transformation time (s)	Times per day
7	tiny mammal (e.g. squirrel)	120	1
8	small mammal	90	1
9	tiny bird	90	1
10	small bird	60	1
11	medium mammal (e.g. wolf)	60	1
12	tiny reptile	45	2
13	black bear	45	2
14	small reptile	30	2
15	tiny insect	30	2
16	brown bear	20	2
17	medium avian (eagle)	20	3
18	any large mammal	10	3
19	large avian (e.g. giant eagle)	10	3
20	grizzly bear	5	3

grass between your toes, and not to ponder from whence your next meal comes. – A Brother of the Bear affects eternity since he knows not where his seed will spread.

Spells: Clerics of the Bear do not have access to the “standard” clerical spell list. Rather, they have one of their own. New spells are bolded.

Bearskin

Components: V, S, M
Casting Time: 5 seconds
Range: Touch
Area of Effect: Personal
Duration: Lesser of one battle or one hour
Saving Throw: None

The cleric calls upon the power and will of his deity to temporarily transform his skin’s strength into that of bear hide. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the priest’s epidermis gains the physical toughness of a bear’s. While the outward appearance remains the same (he does not become furry), the Bearskin spell provides a +2 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Detect Poison

Components: V, S, M
Casting Time: 1 minute
Range: 1 foot
Area of Effect: target concentrated upon
Duration: 20 seconds/level
Saving Throw: None

By means of this spell, a cleric may concentrate on a particular object or being within one foot of his outstretched palm and determine whether it contains poison. Determination requires a definite target (a bottle, dagger, prone-and-dead-appearing body, plant, insect, etc.) and twenty seconds of concentration to make the determination. The test is a binary litmus test that provides no other information as to the strength, antidote or nature of the poison.

The material component is the cleric’s holy symbol.

Doeskin

Components: V, S, M
Casting Time: 5 seconds
Range: Touch
Area of Effect: Personal
Duration: Lesser of one battle or one hour
Saving Throw: None

The cleric calls upon the power and will of his deity to temporarily transform his skin’s strength into that of a deer. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the priest’s skin acquires the physical toughness of a deer’s hide. While the outward appearance remains the same (he does not become furry), the Doeskin spell provides a +1 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Doeskins

Components: V, S, M
Casting Time: 7 seconds
Range: Touch
Area of Effect: Personal plus d4p-1 individuals
Duration: Lesser of one battle or one hour
Saving Throw: None

The cleric calls upon the power and will of his deity to temporarily transform his and up to d4p-2 allies’ skin’s strength into that of a deer. For one engagement over the next hour (a break of 30 seconds of melee ends the spell), the affected skin(s) exhibits the physical toughness of a deer. While the outward appearance remains the same (he/they does/do not become furry), the Doeskins spell provides a +1 bonus to damage reduction against all injuries during that battle. The effect is cumulative with any armor or other DR modifiers.

Enthrall Tiny Animal

Components: V, S, M
Casting Time: One hour plus special
Range: 12 feet
Area of Effect: One tiny animal
Duration: creature’s lifespan
Saving Throw: Will

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelli-

gence of 5/26 or lower and can weigh no more than 5 pounds. The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nourishment and emotional), the animal will be a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Training for each trick requires a full week of effort on the part of the cleric. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract as many hit points of creatures as the cleric himself has. The material component includes two meals considered pleasing to the animal in question.

Enthral Small Animal

Components: V, S, M
Casting Time: One hour plus special
Range: 15 feet
Area of Effect: One small animal
Duration: creature's lifespan
Saving Throw: Will

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelligence of 5/26 or lower and can weigh no more than 25 pounds. The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nourishment and emotional), the animal will be a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for

one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Training for each trick requires a full week of effort on the part of the cleric. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract half again as many hit points of creatures as the cleric himself has. The material component includes two meals considered pleasing to the animal in question.

Enthral Medium Animal

Components: V, S, M
Casting Time: One hour plus special
Range: 18 feet
Area of Effect: One size M animal
Duration: creature's lifespan
Saving Throw: Will

Through this hour-long ritual, the cleric gains the trusted loyalty of one animal, making it his personal pet and companion until the end of its days. The target creature must be available (the spell affords no ability to locate a desirable animal), have an intelligence of 5/26 or lower and can weigh no larger than size Medium (humans and other intelligent bipeds, even if of Intelligence lower than 5/26 cannot be ensorcelled by this spell). The animal must make a saving throw immediately when the cleric begins casting, failure indicates that it remains in the vicinity and responsive to the cleric's overtures of friendship until the cleric completes the spell at which time the animal companion becomes enthralled. Thereafter, as long as the cleric continues to provide for the needs of the animal (nourishment and emotional), the animal will be a devout follower of the cleric, existing only to delight him. If the cleric abandons the animal or fails to care for it for one week, the animal will receive another saving throw and once again for each week thereafter.

The cleric may teach the animal d3p tricks per point of intelligence of the animal. Tricks can be no more complex than that typically taught to animals – sit, stay, play dead, fetch me a beer, and so on – they can be creative, but not complex (e.g., how to retrieve a ring of keys from a hook but not how to pick locks). Training for each trick requires a full week of effort on

the part of the cleric. If abandoned or sold, the creature will not forget how to do the trick and any new master can command the animal if it has accepted him as a master based on treatment/inducement (at the GM's discretion).

A cleric may use this spell to attract twice as many hit points of creatures as the cleric himself has. The material component includes two meals considered pleasing to the animal in question.

Flaming Weapon

Components: V, S, M
Casting Time: 1 second
Range: object touched
Area of Effect: object touched
Duration: 1 minute
Saving Throw: n/a

This incantation produces torch-like flames that issue from a weapon's blade or warhead (or any other object the cleric chooses). These are as hot as a normal torch and provide equivalent illumination while doing no damage to the host object (even if flammable).

Anyone stuck by a flaming weapon suffers an additional d4p point of damage unless resistant to fire. Though it does not ignite clothing as the Mage's Fire Finger spell, it can be used as an ignition source.

Glitterlight

Components: V
Casting Time: 3 seconds
Range: 80 feet
Area of Effect: 24 linear feet*
Duration: 30 seconds
Saving Throw: none

This spell permits the caster to outline an individual or object in sparkly yellow light. In optimal lighting conditions (i.e. full or near daylight), this effect merely serves to enhance the attractiveness of the subject (+1 Looks for the duration).

However, in less optimal lighting, this effect makes it easier to identify the creature so limned. In torchlight or lantern light, any attacks made on the outlined being are made at a +1 bonus. In dim or no light, the subject of this illumination can be targeted without any penalty.

Note that the glitterlight will illuminate nearby creatures as well. In dim light, all within 15 feet of the target are effectively in good light. In pitch darkness, those within 15 feet are considered to be in dim light.

* If cast on mobile objects (e.g. humans or mon-

sters), it is sufficient to envelop 4 size S creatures, 2 M creatures, or a single L or H creature. It cannot be used to backlight invisible beings.

Identify Poison

Components: V, S, M
Casting Time: 1 minute
Range: 1 foot
Area of Effect: target concentrated upon
Duration: 20 seconds/level
Saving Throw: None

By means of this spell, a cleric may concentrate on a particular poisoned object or being within one foot of his outstretched palm and determine the type, nature and antidote (if any) of a toxin contained within the object. Determination requires a definite target (a bottle, dagger, poisoned associate, plant, insect, etc.) and twenty seconds of concentration to make the determination.

The material component is the cleric's holy symbol and the envenomed object.

Pine Tar

Components: V, S, M
Casting Time: 5 second
Range: 0, range as throwing knife if hurled
Area of Effect: object touched (special)
Duration: 1 day
Saving Throw: n/a

This spell allows the cleric to conjure a sticky wad of pine resin. He may hurl this as a missile (immobilizing a size T,S or M target if hit) or employ it manually to hold a stationary object fast. Any object up to 250 pounds in mass may be so held (examples include securing a prisoner, barring a door). The object may be secured regardless of orientation provided the surface it is attach to will bear its weight. Thus a chest could be glued to a ceiling to keep it temporarily out of reach.

Reveal Pits & Snares

Components: V, S, M
Casting Time: 3 seconds
Range: personal
Area of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: n/a

This spell provides the cleric with heightened perception such that he can discern the presence of various types of traps typically used by hunters to capture

animals. It is at its greatest efficacy when used to detect traps constructed from indigenous materials (i.e. pits covered by brush, deadfalls, snares, foothold traps or swinging logs) or those enhancing a natural hazard such as quicksand.

It is ineffective at revealing complex mechanical traps involving gears, stonework or any elaborate metalwork (as is typical of many traps set to foil tomb raiders).

Searing Metal

Components: S
Casting Time: 10 seconds
Range: 200 feet
Area of Effect: single metallic object
Duration: special
Saving Throw: n/a

When cast, the cleric focuses the light of the sun upon a single metal object causing it to become painfully hot (400° F).

Creatures suffer d4p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. The cleric may maintain the object at this temperature indefinitely provided he continues to concentrate upon the spell and the sun is visible.

Such heating is not insufficient to do any lasting damage to the object nor is it sufficiently hot to ignite flammable material the subject may be in contact with. It may only be cast during daylight.

Tangle

Components: V, S, M
Casting Time: 3 seconds
Range: 80 feet
Area of Effect: 20' radius
Duration: 10 minutes
Saving Throw: see below

This spell induces all plants within the affected area (including ground cover, grasses, bushes and even tree limbs) to animate and seek to entwine around any nearby non-herbaceous object.

Creatures may attempt to resist becoming entangled by making a Feat of Strength check vs. d20+4. Those failing are held fast for the duration of the spell while those succeeding by 0 to 4 points are slowed in their movement by 1 category. Greater rolls indicate no effect.

If a creature does not have a Feat of Strength value, assume size T = d20-8, S = d20-4, M = d20, L = +8 & H = +16 (larger creature cannot be affected).

Trackless Passage

Components: S
Casting Time: 10 seconds
Range: Self
Area of Effect: personal
Duration: 1 hour
Saving Throw: n/a

After casting this spell, the cleric is able to travel leaving barely a tell-tale sign (visually or olfactory) of his passage. Any tracking checks are made with an additional -100 penalty to the skill check.

Warp

Components: S, M
Casting Time: 4 seconds
Range: Touch
Area of Effect: up to 100 pounds
Duration: permanent
Saving Throw: n/a

This spell permits the cleric to warp wooden objects. He must personally handle the objects while dampening them with water. Wood comprising part of a greater fabrication (i.e. the planking of a wooden chest or shield or a wooden door set into a jamb) will develop internal stresses that tear apart the greater object. Freestanding objects (such as the shaft of a weapon) will simply bend rendering the object unfit for use (though the warhead may be salvaged for reuse).

This spell does not affect living wood.