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WHAT IS THE HACKJOURNAL?

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Player's Advantage: Druidical Training Tables

By Kevin Trudeau (HMGMA #IL-3-00529-02)

The druidical path is unlike that trod by clerics. Adherents of the “old faith” gather in sacred groves rather than churches or temples. Druids do not need to honor any specific god (although many are dedicated to Ikka Pataang), and their divine spells revolve more around the natural world than the supernatural. Unlike clerics, they cannot turn undead, but can, at higher levels, shapechange into various animals. It follows that the training of druids would differ significantly from the training of clerics.

The following article and tables augment and replace the clerical training tables in the Zealot's Guide (ZG) for use with druids. While the mechanics of each table are modeled after their counterparts in the ZG, they have been modified to be more consistent with the druidical perspective. Each table is numbered as the equivalent table in the ZG, with the addition of a superscript “D” to indicate, as in the excellent article on monk training in HackJournal # 8, their specificity to druids.

Druidical Training

The vast majority of druids are trained in the precepts of their faith in groves and copses. Unlike clerical training, which relies on written sacred texts, druidical training is mainly oral. Masters and teachers use the “chant and repeat” method with their students, particularly when dealing with the nature lore that forms the basis of druidical knowledge.

Some druids are trained by local “hedge” druids, who themselves are largely self-taught and outside the druidical mainstream. Druids trained at isolated copses far from other druidical settlements or other adherents of the “old faith” are



often taught with outdated chants or substandard materials. Druids trained in local sacred orchards are the most common types. Occasionally, druids are lucky enough to gain training in a hallowed grove or even an Ancient Forest deeply sacred to Nature.

Table 2B^D: The Call

Roll (d100)	Form of Calling
01-05	You couldn't stand to be cooped up as a child, and found freedom and inspiration in the outdoors. (-10% to Table 2C ^D)
06-09	You learned the hard way not to fool around with mother nature—but became a druid to escape the constant reminders. (-5% to Table 2C ^D)
10-15	A plague of insects descended on your village. The local druids offered to rid your people of them if a likely lad were offered as a student to “correct the balance.”
16-20	You were sure that you “felt the connection of all living things” after a friend convinced you to spend the day in his “smoke lodge.” (50% chance that something was funny about the smoke. -15% to Table 2C ^D)
21-25	You met a really hot elf chick/ dude while you were away at camp—started druidical training in an attempt to impress her/ him. (it didn't work.) (-5% to Table 2C ^D)
26-30	You got lost and wandered away during a nature hike when you were a teenager—communing with nature seemed the best way to survive. (school type automatically woodland call)
31-40	A long local drought convinced your parents that having a druid in the family would be a good thing—you are the one who knuckled under to the pressure.
41-50	You rebelled against your merchant family's materialism and conspicuous consumption by immersing yourself in nature and woodland lore. Witnessing the miracle of the birth of a new faun convinced you that you were on the right trail. (+5% to Table 2C ^D)
51-60	You saved a treat from a brush fire. He recommended you to the local grove. (+10% to Table 2C ^D)
61-00	You grew up in a commune that lived “close to nature.” One of the druid patriarchs of the community noticed your early affinity for the animal kingdom and encouraged you to walk the druidic path. (+15% to Table 2C ^D)

Table 2C^D: Type/ Site of Training

Roll (d100)	Result	Impact on Druid
<16	Adopted by animals	stop rolling—see text
16-20	Woodland Call	stop rolling—see text
21-35	Hedge Druid	-10 to Druidical Accoutrements, -2 to both Competency & Personality of Master, -2 to Table 2I ^D
36-75	Isolated Copse	-4 to Druidical Accoutrements, -1 to both Competency & Personality of Master, -1 to Table 2I ^D
76-95	Local Orchard	no modifiers
96-119	Hallowed Grove	+3 to Druidical Accoutrements, +1 to both Competency & Personality of Master, +5 to Quality of Education
120+	Ancient Forest	+6 to Druidical Accoutrements, +2 to both Competency & Personality of Master, +10 to Quality of Education
Modifiers: Add 5x Wisdom Magical Defense Bonus; Family Honor: Great Dishonor -30%; Dishonorable-10%; Great Honor +20%; Social Status: SLC -70%, LLC -60%, MLC -50%, ULC -40%; LMC -15%, UMC +5%, LUC +10%, MUC +25%, UUC +35%		

Some druids gain their knowledge and powers without recourse to traditional training. Some druids began their vocation after some childhood accident separated them from human society and placed them in the bounteous lap of nature—in other words, some mangy wolf or ape takes pity on them and takes them in. These druids are said to have been “adopted by animals” and have special training results (see Table 2C^D). Druids ‘adopted’ by animals start with the appropriate animal language as their racial language, although they may purchase other languages through the expenditure of building points and language slots. They also:

- a) gain the woodland lore skill at no initial cost.
- b) have the club as their only initial weapon proficiency. Remaining and future slots may be filled through training.
- c) have no starting money.
- d) gain the Socially Awkward quirk as if they had cherry-picked it.

Other druids are brought into service by hearing the “woodland call”—Mother Nature drafts them. These druids receive their initial training not through traditional methods, but by undergoing a “vision quest” during which Nature forcefully instructs them. Such druids automatically:

- a) gain the Plant Identification: Holistic skill at no initial cost.
- b) gain the Speak With Plants talent (regardless of race) at no cost.

Table 2D^D: Competency of Master

Roll (d8+d12)	Competency	Impact on Character
<5	Utterly Incompetent	Your master often mistook poison ivy for mistletoe and kept referring to Ikka Pataang as “Icky.” He once insisted on restoring the balance to a local community by burning the teeter-totters at the local school. You never actually witnessed him casting a divine spell, and wondered whether he was a fake. [25% chance that he was actually a mid-level bard mistakenly attempting to gain skills and knowledge in the ‘old school manner.’] (-50 to Quality of Education Final Results. -10d12 fractional points of Wisdom.)
5-6	Inadequate	Your mentor was “fresh out of the grove” and was indecisive about defending nature. You once caught him sharpening the wrong side of his sickle. (-25 to Quality of Education Final Results.)
7-8	Under-qualified	Your mentor meant well, but seemed to always have a dark cloud over his head—which did come in handy whenever he cast Summon Lightning. This didn’t make up for his lack of practical experience and accident-prone habits, however. (-10 to Quality of Education Final Results.)
9-10	Sub-par	The intense stench—or “natural musk,” as he referred to it—rising from your master often distracted you during his already droning lectures. You often cut class in order to “read from the book of nature”—missing some important information during your wandering. (-5 to Quality of Education Final Result.)
11-16	Average	Your mentor shepherded you adequately.
17-18	Excellent	While “druid -assistants” (D.As) covered much of your training, the local Grand Druid took it upon himself to chant the most important lessons—which were riveting. (+5% to Quality of Education Final Results. +d4-1 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (roll on Table 2H ^D : Skills Acquired.)
19-21	Superior	Your master was exacting and painstaking in your training. He seemed to know the names and properties of every root, shrub, mold, and fungus—and expected the same of you. (+1 to roll on Table 5M: Starting Honor Modifier. +10 to Quality of Education Final Results. +d6 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (roll on Table 2H ^D : Skills Acquired.)
22+	Thought like a mountain	Your master seemed to understand every facet of the natural world. When he taught, you felt as if Nature herself spoke to you, and the enigmas of the natural world were suddenly clear. (+2 to roll on Table 5M: Starting Honor Modifier. +20 to Quality of Education Final Results. +2d6 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (roll on Table 2H ^D : Skills Acquired.)
Modifiers: add in magical defense adjustment from Wisdom		

Table 2E^D: Personality of Master

Roll (d8+d12)	Instructor	Impact on Druid
<5	Abusive	Your master forced you to live in a rude shack constructed of fallen tree limbs and bark—which he personally destroyed and scattered every morning—to “toughen you up to Nature’s standards.” He used this same excuse to justify his daily whipping of you with a supple willow branch (which he forced you to cut personally—doubling the strokes if he wasn’t satisfied with its quality.) Roll twice on the revised Quirks table in the Zealot’s Guide and once on the revised Flaws table in the same volume. (no BPs are gained from these quirks and flaws.) Your starting honor may not exceed 5. Roll 1d4 skills from Table 2H ^D : The druid MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. (-50 to Quality of Education Final Results)
5-6	Reticent	Your master spent most of his time avoiding decisions by claiming he was on a “vision quest” and hiding in the woods. Roll once on the revised Quirks table in the ZG (no BPs gained for the quirk.) -2 to starting honor. Roll 1d4-2 skills from Table 2H ^D : The druid MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. (-30 to Quality of Education Final Results)
7-8	Distracted	Your mentor had an “open door” policy to any denizen of the forest—which meant he was constantly running about “correcting the balance” but sometimes neglected correcting your mistakes. Roll 1d4 -2 skills from Table 2H ^D : The druid MUST take these skills before spending BPs elsewhere. If he does not have enough BPs he must take additional quirks and flaws to get them. (-25 to Quality of Education Final Results)
9-10	Stern & Dogmatic	Your master expressly forbade any interruption to his chanting---which often meant that you had forgotten your question once he finally made it to the end, as his chants were long, complex, overly-detailed and boring. (-15 to Quality of Education Final Results)
11-16	Average	Your mentor was unremarkable.
17-19	Helpful & Kindly	Your mentor seemed to enjoy teaching, and often took extra time with students on particularly difficult lessons. (+5 to Quality of Education Final Results)
20-21	Nurturing	Your mentor always seemed to be serendipitously nearby if you had a question—his attention and teaching was like a summer-long sun to a growing tree. (+10 to Quality of Education Final Results)
22+	Mesmerizing Presence	The birds of the air would perch on your master’s shoulders and the beasts of the field would lay quietly at his feet. Trees and other plants would shift to shade his path as he walked by. Just standing in his presence caused you to feel in total harmony with nature. (+20 to Quality of Education Final Results)
Modifiers: add Charisma reaction adjustment; Family Honor: Great Dishonor -6, Dishonorable -2, Honorable +2, Great Honor +4		

Table 2F^D: Religious Accoutrements

Roll (d8+d12)	Accoutrements	Impact on Training
≤ 2	even the oak leaves were dried and wilted	-10 to Quality of Education Final Results
3-4	copper sickle, chanter forgot sections of text	-5 to Quality of Education Final Results
5-7	silver sickle, oak leaves, chanter was a “low talker”	-3 to Quality of Education Final Results
8-14	gold sickle, competent chanter	none
15-17	mistletoe somewhat plentiful, chanter powerful and compelling	+1 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (from Table 2H ^D : Skills Acquired)
18-19	mistletoe specially grown, chanter learned at feet of Archdruid	+3 to Quality of Education Final Results, +d6 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (from Table 2H ^D : Skills Acquired)
20+	gold sickle blessed by Ikka Pataang himself, lessons chanted by original composer	+5 to Quality of Education Final Results, +2d6 skill points (must be applied to academia skills and/ or sophisticated tasks) and gain one new skill without initial cost (from Table 2H ^D : Skills Acquired)

Table 2H^D: Skills Acquired

Roll (2d12)	Skill Acquired	Roll (cont.)	Skill Acquired
2	Divine Lore	14	Dig Proper Grave
3	Astrology	15	First Aid Skill Suite
4	Agriculture	16	Healing
5	History, Local	17	Animal Lore
6	History, World	18	Diplomacy
7	Religion (specific: Ikka Pataang or other neutral nature deity)	19	Botany
8	Religion, general	20	Geology
9	Weather Sense	21	Identify Animal by Tracks
10	Glersee	22	Resist Persuasion
11	Forestry	23	Rousing Speech
12	Poetry, Writing & Comp. / Interpretation	24	Pottery
13	Veterinary Healing		

Table 2I^D: Location of Residency

Roll (3d6)	Result
<4	You were assigned to a vast, over-grown, and fire-prone forest. The riotous, out of balance growth forced you to spend all your time on fire management, aided only by a precocious bear. (-4 to Table 2J)
4-6	You were assigned to a burnt-out grove in hopes that you could renew its vitality. The earth had been too badly abused, however, and you failed. (-2 to Table 2J)
7-9	You were sent on a vision quest to complete your training. You spent 1d3 years traveling in search of a sign from Nature. Add this time to your starting age.
10-13	You were assigned to a small, sickly grove—and failed to improve it much, although it didn't get much worse, either. Your masters were unimpressed with your claim that this demonstrated your devotion to the Balance. (-1 to Table 2J)
13-15	You were assigned to a solidly abundant grove, and thrived reasonably under its boughs.
16-18	You were assigned to a burgeoning grove which was gaining new adherents to the old faith daily in a period of bounteous harvests. While you didn't personally convert many new believers, the joyous fruitfulness of the place inspired you. (+1 to Table 2J)
19+	You were assigned to the main grove of the most ancient forest in your home country. Even the short time you spent in this hallowed place greatly increased your connection to the Balance. (+3 to Table 2J)

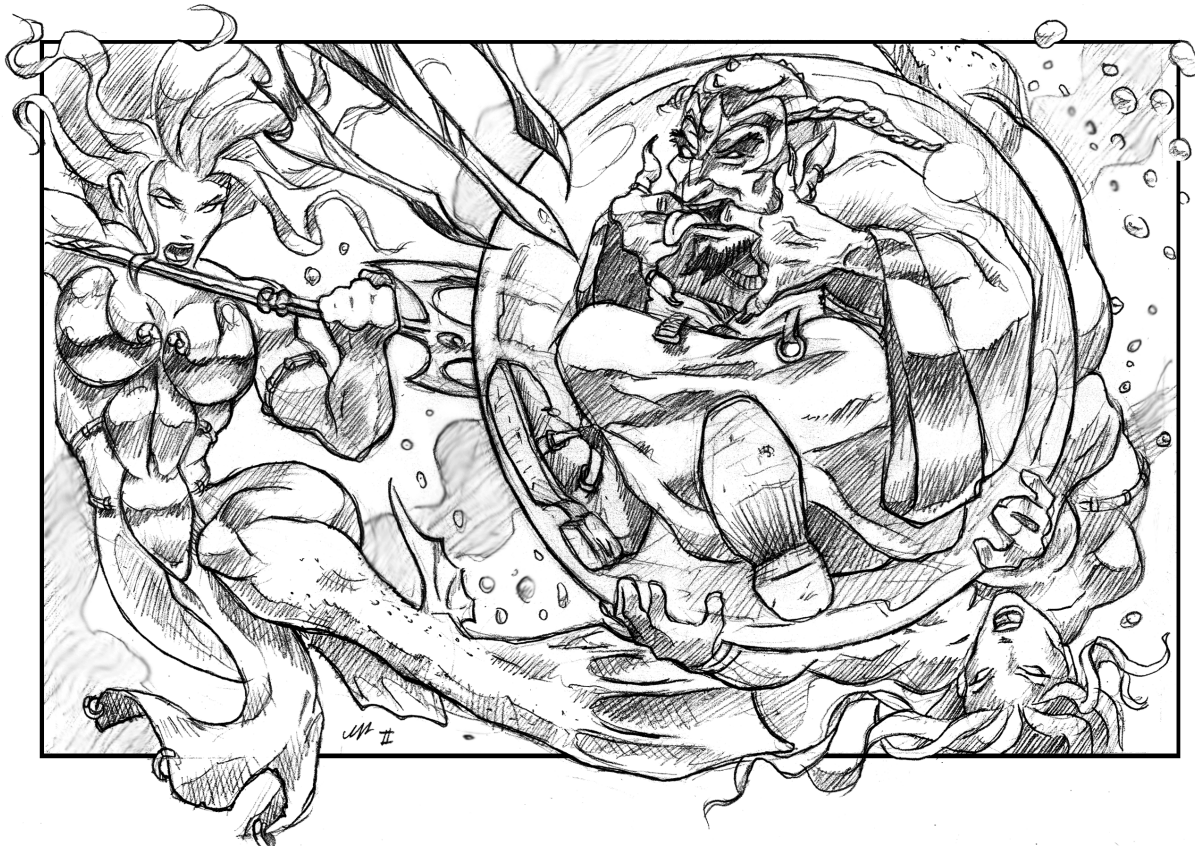
Table 2J^D: Results of Residency

Roll (2d12)	Result
<3	The forest where you spent your residency seemed to have some sort of grudge against you, as you found yourself in constant conflict with the denizens of the woods. You pick up the animal antipathy quirk (animal randomly determined by your GM), but you also learned animal lore (two rolls of the mastery dice) and how to identify animals by tracks in order to avoid the danger. (-10 to Table 2G ^D)
4-7	Your constant battles with poachers and forest despoilers gained you 100 EP and one melee weapon proficiency at no BP cost. They also managed to burn down your woodland home, however—also gain the maimed quirk (result on maimed table automatically severe facial burn.) (-6 to Table 2G ^D)
8-11	Your experiences on your residency turned you into an intolerant environmental extremist. You have no patience or understanding for anyone who does not hold the same respect and love for nature you do—gain the intolerant quirk. (-4 to Table 2G ^D)
12-14	Your grove was located in an area of rising population. You were a soft touch to the new farmers in the area who always claimed to be on the verge of converting in exchange for your help with their crops and herds. While you didn't actually convert many of them, at least the harvests were good. (-2 to Table 2G ^D)
15-19	Your constant exposure to the rigors of the natural world has gained you the Elemental Resistance talent. This came at the cost of a few, well, strange ideas from being struck by lightning one too many times (gain the Unusual Conviction quirk.)
20-21	Some of the proceeds from a 'Save the Rainforests' initiative somehow found their way into your pocket, giving you an additional 1d100 gp.
22-23	You were granted an intercession by an elder Elemental lord who came to your aid in an emergency. (+5 to Table 2G ^D)
24	You witnessed a miracle of nature. In a sudden flash, you felt suffused with green and golden light and at one with the eternal Balance of the Universe. (+10 to Table 2G ^D)

Table 2GP: Quality of Education Final Results

Roll (d100)	Result
1	You learned nothing - character is a 0-level NPC
2	You failed to uphold the Balance and were ejected from the grove—keep character but choose another class
3	Chance of spell failure treated as if Wisdom is 10 lower than actual score
4	no bonus spells
5	no spell immunity from high Wisdom
6	permanent 5% EP penalty
7	permanent 3% chance of spell failure (regardless of WIS), may add to preexisting chance
8	gain two quirks (roll on clerical quirks table in this book with full BP)
9	lose 2 points of WIS
10	lose 3d4 BP
11	limited to 1 talent
12	save v. Paralyzation, Poison and Death Magic made as an equivalent level magic-user
13	cannot shapechange
14	all healing spells permanently -1 hp/ die
15	Chance of spell failure treated as if Wisdom is 8 lower than actual score
16	bonus spells capped at 1st level
17	-2 penalty to magical defense adjustment
18	permanent 2% chance of spell failure (regardless of WIS), may add to preexisting chance
19	lose 1 point of WIS
20	saves v. Breath Weapon made as equivalent level thief
21	cannot shape change until 9 th level
22	may only become proficient with club
23	limited to 3 talents
24	lose 2d4 BP
25	gain one quirk (roll on clerical quirks table in this book with full BP)
26	mastery level in all initial skills reduced 1d20%
27	permanent 3% EP penalty
28	-1 penalty to magical defense adjustment
29	lose 5d10 fractional points of WIS
30	non-proficiency penalty increased to -5
31	lose 5d10 fractional points of CHA
32	Chance of spell failure treated as if Wisdom is 6 lower than actual score
33	lose 1d12 points from a skill (your choice)
34	permanent 1% chance of spell failure (regardless of WIS), may add to preexisting chance
35	lose 1d6 points from all skills
36	lose 2d10 fractional points of WIS
37	character starts flat broke
38	lose 1d3 points from all skills
39	lose 1d4 BP
40	lose 2 BP
41	permanent 1% EP penalty
42	lose 1d10 fractional points of WIS
43	cannot shapechange until 8th level
44	Chance of spell failure treated as if Wisdom is 4 lower than actual score
45	lose 2d10 fractional points of CHA
46	lose 1d10 fractional points of CHA
47	bonus spells capped at 3rd level
48	initial starting money reduced by 50 gp
49	lose 1d3 points from a skill (your choice)
50-59	average education - no effect
60	gain 1d3 points in a skill (randomly determined)
61	gain 1d4 points in a skill (randomly determined)
62	gain 1d6 points in a skill (randomly determined)
63	gain 1d10 points in a skill (randomly determined)
64	gain 1d4 fractional points of CHA
65	gain 1d4 fractional points of WIS
66	non-proficiency penalty reduced to -2
67	gain 1d12 points in a skill (your choice)
68	bonus 1 BP
69	chance of spell failure treated as if Wisdom is 1 higher than actual score

70	gain 3d4 fractional points of WIS
71	gain an additional language
72	gain 1d4 BP for academia skills
73	decrease starting age by 1 year
74	gain 1d6 points in all current skills
75	+ 1 to all saves v. apology
76	bonus 1d4 BPs
77	gain an additional starting weapon proficiency (no BP cost)
78	gain 1 skill from Table 2H ^D at no initial cost
79	permanent 1% EP bonus
80	gain 5d10 fractional points of WIS
81	gain 10d10 fractional points of CHA
82	gain 2d4 BP for academia skills
83	gain Woodland Lore skill (plus prerequisites) for free
84	gain Divine Lore at 40% mastery for free
85	saves v. Rod, Staff, or Wand made as an equivalent level magic-user
86	saves v. Spells made as an equivalent level magic-user
87	receive 5 BP bonus
88	extra 1st-level bonus spell
89	gain shapechange ability at 6th level
90	permanent 2% EP bonus
91	gain 1 point of WIS
92	gain 2 points of CHA
93	gain 2 skills from Table 2H ^D at no initial cost
94	+ 1 bonus to magical defense adjustment
95	bonus spells treated as if Wisdom is 1 higher than actual
96	spell immunity treated as if Wisdom is 1 higher than actual score
97	bonus spells treated as if Wisdom is 2 higher than actual score
98	spell immunity treated as if Wisdom is 2 higher than actual score
99	bonus spells gained as if Wisdom is 3 higher than actual score
100	spell immunity treated as if Wisdom is 3 higher than actual score



All Things Magical:

The Culinary Wonders of Tar'Nos Broadbranch

By Brad Todd (AKA Dude) (HMPA# TX-3-00291-01)

TarNos was a resourceful Elven mage whose desire for magical power nearly equaled his love for fine meals. In his later years, he was renowned for his skills as a master chef. Even Kings and Queens were known to pay him extravagant fees to prepare the main courses for their banquets and birthday celebrations. But during his early years, he was an experienced adventurer and explorer. It was in these days that he came to the realization that iron rations were rather bland for his delicate palate. Unfortunately, his life on the road was much too rugged for the prized utensils from his beloved kitchen.

To make do, TarNos created an assortment of simple, yet useful objects that he enchanted with simple dweomers. Though these magical trinkets were not the stuff of legends, they made the day-to-day travels more comfortable for him and his companions.

Ladle of Flavoring

EPV = 25

GPV = 150

When this copper ladle is used to stir a container of soup, stew, or any other liquid, the cook can make its contents taste however he wishes. Usable once per day, the cook simply names the desired flavor in order to instantly create that flavor in one container of up to 5 gallons. TarNos often used this to stir a pitcher of common ale from whatever inn he and his companions found themselves - in order to simulate fine Dwarven Brew or Elven Wine, as desired. The effects last for one day, or until the contents are consumed, whichever comes first.

Mug of Warmth

EPV = 25

GPV = 150

This simple, clay mug holds up to one pint of liquid. Once per day, speaking the command word will cause its contents to heat to a boil in one round. This mug is usually filled with water when heated. TarNos would then add either a powder he called Chocolate Flavoring or a bag filled with tea leaves to the mug for a nice, warm drink. He often liked to drink this in the mornings as he studied his spell books. Once brought to a boil, the liquid will slowly cool at a normal rate. If used as a hurled tankard when full, the hot liquid will inflict an additional 1d3 points of fire damage and blind the target for 2 rounds on a failed save versus Breath Weapon. However, this clay mug is very fragile, and such use breaks it.

Picnic Basket of Place Settings

EPV = 50

GPV = 300

TarNos seldom traveled without this basket at his side. Inside, you will see the normal contents of a picnic basket, stacked neatly. When placed on a table and the command word is spoken, up to six place settings will instantly appear, once per day. This basket can hold up to six each of the following, human-sized contents: plates, bowls, forks, spoons, knives, and drinking glasses. None of these contents are magical in any way. In fact, if a dish or bowl were to be broken, a new one can be purchased from any general store and placed inside the basket as a replacement. In addition, a checkered-pattern tablecloth will cover any normal sized table of virtually any shape. If placed on the ground when the command word is spoken, the place settings and tablecloth will be arranged picnic style. At least 10 square feet is needed for this use. Note that no food, condiments, or beverage is provided, only the settings. Once the meal is complete, simply place all of the contents back on the tablecloth and speak the second command word. The tablecloth, dishes, bowls, glasses and cutlery are instantly stored back in the basket. Once inside, the utensils are clean and ready for their next use.

Spice Shaker

EPV = 25

GPV = 150

TarNos lost his favorite condiment dispenser one night in a drunken stupor; however, he did wake up the next day with a nice tattoo of a bar maiden named Rosalina. This device looks like an empty salt shaker to the untrained eye. In fact, this shaker can create whatever seasoning the chef desires, twice per day. By moving this small container over food during preparation in a shaking motion, up to twelve human-sized servings can be covered with whatever seasoning the chef names.

Tankard of Frosty Beverage

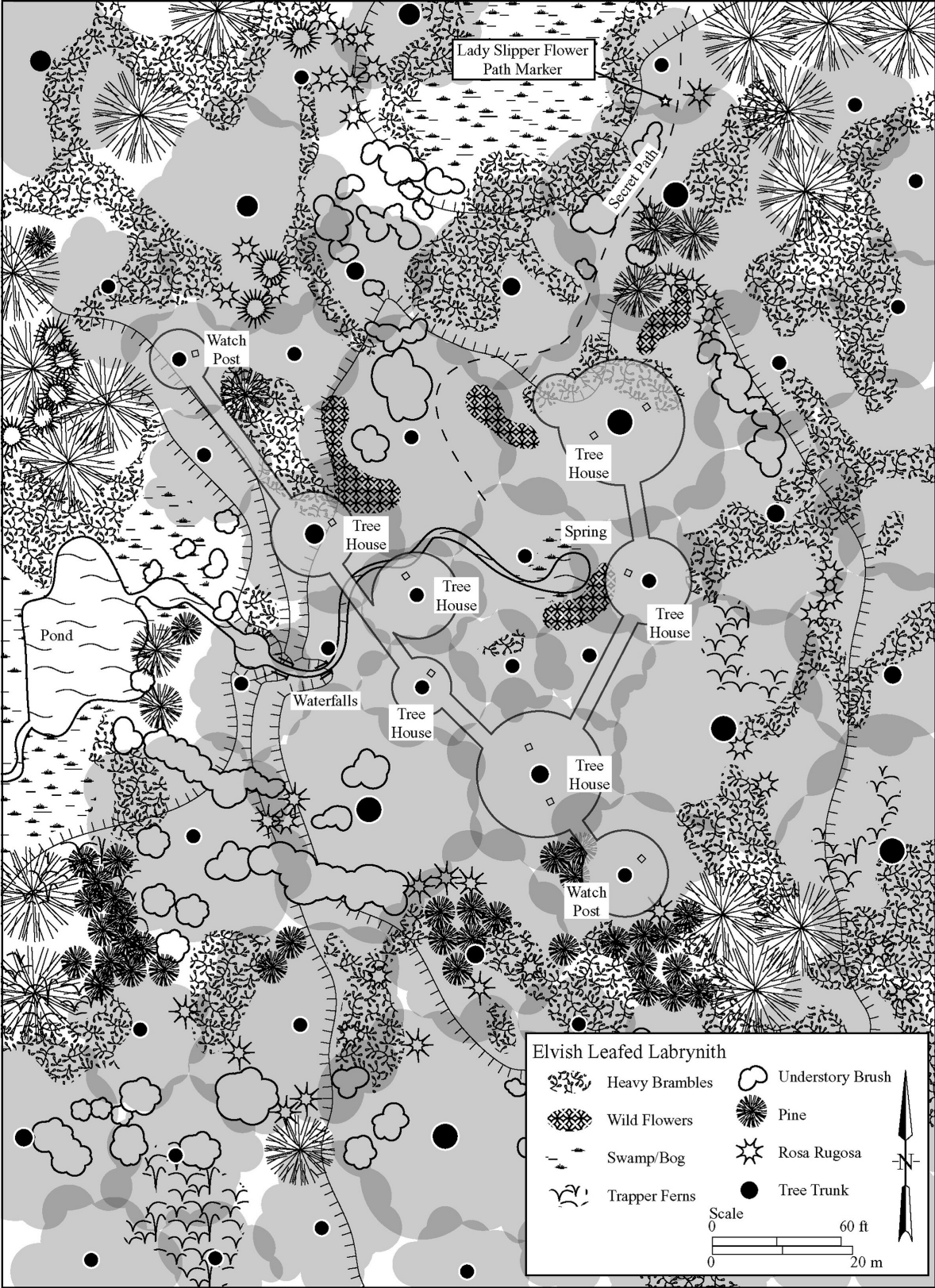
EPV = 25

GPV = 150

This pewter tankard with an ivory handle would not be out of place in any common pub or tavern. Emblazoned with his family crest, this tankard will turn up to a pint of liquid into a nearly frozen slush once per day. This slush takes one round to freeze and will then melt and return to room temperature at a normal rate. TarNos often liked to fill this tankard with fruit juices for a tasty treat which he would eat with a spoon or straw.

**A Hacker's Guide to Garweeze World:
Elvish Bramble Castle**

By James Montney (HMGMA# MI-01-01486-03)



Rustlers of the Night:

New Poison Type: T

by Steven P Rice (HMGMA# MO-1-01329-03)

Delivery: Injected **Damage:** 1d4
Per: Round **For:** Until Death
Cost Per Dose: see text **Hi/ Med/ Low:** see text

This is a poison developed by an insane alchemist obsessed with living forever. He discovered a way to keep humanoid bodies animated without them decaying after death, without the need for necromancy. An undesirable side effect of this is that, upon death, the now reanimated corpse loses most of their intelligence (Int lowers to 2) and has an insatiable appetite for living flesh. The living flesh is not actually needed to sustain the corpse (the corpse will not decay so long as the head is attached), but the appetite is such that the animated corpse now wanders seeking flesh to consume.

If a humanoid encounters an infected corpse and is bitten, but escapes before being eaten alive, he is now infected. There is no saving throw. The poison CAN be cured in an infected humanoid that has not yet died by casting "Neutralize Poison" - they can then be healed of any damage inflicted. If the poison is not neutralized, the damage cannot be healed and the infected will slowly die. There is no herbal or alchemical cure.

Samples of blood or tissue taken from an infected corpse only remain actively infected for an hour before the poison loses its potency, regardless of care taken to preserve the specimen. A weapon coated with this blood or tissue will only remain poisoned for an hour.

A humanoid that died after being infected reanimates in 1d6 turns after death. An infected corpse cannot be raised. Reanimated corpses cannot be turned and are not affected by holy symbols, as they are not the result of necromantic spells. Animated corpses have a total HP of 30. Any limb taking 5 or more points of damage will detach from the body and no longer be animated. If the head is detached (or a called shot to the head is successful), the corpse will lose ALL animation. If the corpse takes a total of 30 points of damage, it will fall apart and lose all animation.

Animated corpses have a Str of 14; their melee attacks do actual damage instead of subdual damage. Melee attacks do 1d6 damage while biting attacks do 1d4. To infect a humanoid, a biting attack must do at least 1 point of damage past what the armor absorbs.

Reanimated corpses do not wander far from the location of their death, only 1 mile, unless it is following a live humanoid. Although the corpses will eat ANY live flesh, they will not follow a non-humanoid farther than 10" before becoming distracted and wandering back from whence it came. Because of this, entire towns may become infected, but they remain in town unless disturbed and led away.

Cost and Availability: The cost and availability of this is "Nil." Neither this poison nor the formula for making it is available.

Snow Golem

by Steven P Rice (HMGMA# MO-1-01329-03)

AKA: Killer Snowman/ Frosty the Murderer
HackFactor: 10 **EP Value:** 950
Climate/ Terrain: Artic **Frequency:** Very Rare
Organization: Solitary **Activity Cycle:** Any
Diet: None **Intelligence:** None (0)
Alignment: Neutral **Number Appearing:** 1-10
Size: M (5' tall) **Movement:** 4"
Psionic Ability: Nil **Attack/ Defense:** Nil/ Nil
Morale: Fanatic (20) **Armor Class:** 6
Number Of Attacks: 2 **Damage Per Attack:** 1-8
Special Attacks/ Special Defenses: See Below
Magic Resistance: See Below
Hit Dice: 50 hit points (6 HD)

Description: Snow Golems are stark white and consist of three spheres, one on top of the other, with each slightly smaller than the previous. They have coal for eyes, a carrot for a nose, short stubby legs and large long arms. The Snow Golem is slow, but very strong.

Combat / Tactics: Snow Golems are used as guardians, lacking the intelligence to follow detailed instructions. They attack any living thing that comes within 30' radius of them, unless it has the sigil the golems creator marked as granting protection from the golem. This sigil is the only thing the golem recognizes.

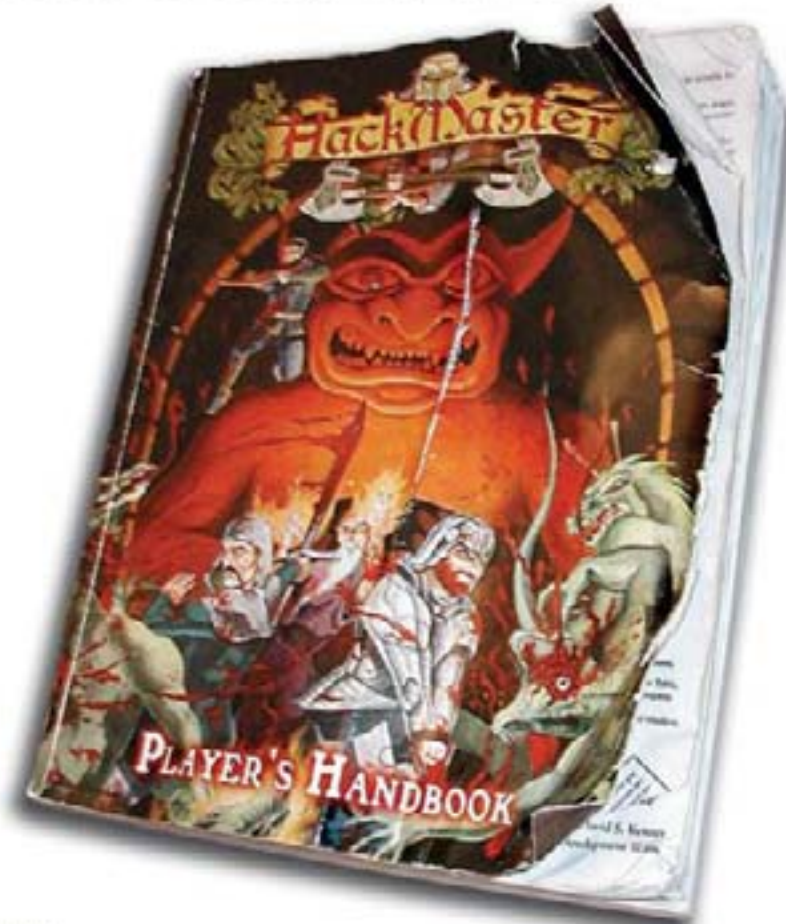
A Snow Golem attacks with his arms, doing 1-8 points crushing damage. If the attack hits bare skin, the person hit must save vs. Breath Weapon or be stunned for one round. These attacks are cumulative. Snow Golems heal by absorbing more snow onto them, if they are not near a source of snow, they cannot heal. A Snow Golem can heal 1-6 HP any turn it is not attacked and is standing on snow. Snow Golems take double damage from fire and/ or heat attacks, but only take half damage from piercing or hacking attacks.

Construction: Snow Golems are constructed using 70lbs of snow, 2 pieces of coal, a carrot, and a solid silver medallion with the constructors sigil (high quality) placed in the center of the golem. The golem can be built by a Magic User who can cast Animate Object (x3), Strength and Enchant An Item. For the purposes of lifting, Snow Golems have a Strength of 18.

Typical Orders: Snow Golems have so little intelligence that they do not follow orders; they are mindless killing machines. They will not travel outside of a 30' radius from where their creator places them.

YIELD: Medicinal: Nil Spell Components: Nil Hide/ Trophy Items: Silver Medallion (300 GP value) Treasure: Nil Other: Nil

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Player's Advantage:

Simplified Sibling Tables

By Christopher Stogdill (HMGMA# 1D-3-01339-03)

One problem I've repeatedly had when rolling up a new character, either my own or one of my players, is that things tend to bog down during the character's priors.

With the following tables, a player can whip through the sibling tables quickly. What were two rolls, plus four or five per sibling, can now be accomplished in one roll plus two per sibling.

PHB Table 4K-L [H.J]: Number of Siblings d10,000

Roll (d10,000)	Birth Order	Effect
0-1500	Only child	[+5 to starting money roll]
1501-3100	Firstborn of 2	[+5 to starting money roll]
3101-3500	Secondborn of 2	[-5 to starting money roll]
3501-3800	Firstborn of 3	[+5 to starting money roll]
3801-4700	Secondborn of 3	Roll once on Minor Personality Quirk Table
4701-5000	Thirdborn of 3	[-5 to starting money roll]
5001-5200	Firstborn of 4	[+5 to starting money roll]
5201-5500	Secondborn of 4	[+2 to starting money roll]
5501-5800	Thirdborn of 4	Roll once on Minor Personality Quirk Table
5801-6000	Fourthborn of 4	[-5 to starting money roll]
6001-6160	Firstborn of 5	[+5 to starting money roll]
6161-6320	Secondborn of 5	[+2 to starting money roll]
6321-6480	Thirdborn of 5	Roll once on Minor Personality Quirk Table
6481-6640	Fourthborn of 5	[-2 to starting money roll]
6641-6800	Fifthborn of 5	[-5 to starting money roll]
6801-6940	Firstborn of 6	[+5 to starting money roll]
6941-7080	Secondborn of 6	[+2 to starting money roll]
7081-7150	Thirdborn of 6	Roll once on Minor Personality Quirk Table
7151-7220	Fourthborn of 6	Roll once on Minor Personality Quirk Table
7221-7360	Fifthborn of 6	[-2 to starting money roll]
7361-7500	Sixthborn of 6	[-5 to starting money roll]
7501-7620	Firstborn of 7	[+5 to starting money roll]
7621-7740	Secondborn of 7	[+2 to starting money roll]
7741-7776	Thirdborn of 7	Roll once on Minor Personality Quirk Table
7777-7818	Fourthborn of 7	Roll once on Minor Personality Quirk Table
7819-7860	Fifthborn of 7	Roll once on Minor Personality Quirk Table
7861-7980	Sixthborn of 7	[-2 to starting money roll]
7981-8100	Seventhborn of 7	[-5 to starting money roll]
8101-8200	Firstborn of 8	[+5 to starting money roll]
8201-8300	Secondborn of 8	[+2 to starting money roll]
8301-8325	Thirdborn of 8	Roll once on Minor Personality Quirk Table
8326-8350	Fourthborn of 8	Roll once on Minor Personality Quirk Table
8351-8375	Fifthborn of 8	Roll once on Minor Personality Quirk Table
8376-8400	Sixthborn of 8	Roll once on Minor Personality Quirk Table

8401-8500	Seventhborn of 8	[-2 to starting money roll]
8501-8600	Eighthborn of 8	[-5 to starting money roll]
8601-8680	Firstborn of 9	[+5 to starting money roll]
8681-8760	Secondborn of 9	[+2 to starting money roll]
8761-8776	Thirdborn of 9	Roll once on Minor Personality Quirk Table
8777-8792	Fourthborn of 9	Roll once on Minor Personality Quirk Table
8793-8808	Fifthborn of 9	Roll once on Minor Personality Quirk Table
8809-8824	Sixthborn of 9	Roll once on Minor Personality Quirk Table
8825-8840	Seventhborn of 9	Roll once on Minor Personality Quirk Table
8841-8920	Eighthborn of 9	[-2 to starting money roll]
8921-9000	Ninthborn of 9	[-5 to starting money roll]
9001-9100	Firstborn of 10	[+5 to starting money roll]
9101-9200	Secondborn of 10	[+2 to starting money roll]
9201-9215	Thirdborn of 10	Roll once on Minor Personality Quirk Table
9216-9230	Fourthborn of 10	Roll once on Minor Personality Quirk Table
9231-9250	Fifthborn of 10	Roll once on Minor Personality Quirk Table
9251-9270	Sixthborn of 10	Roll once on Minor Personality Quirk Table
9271-9285	Seventhborn of 10	Roll once on Minor Personality Quirk Table
9286-9300	Eighthborn of 10	Roll once on Minor Personality Quirk Table
9301-9400	Ninthborn of 10	[-2 to starting money roll]
9401-9500	Tenthborn of 10	[-5 to starting money roll]
9501-9625	1 illegit. sibling	none
9626-9750	2 illegit. siblings	none
9751-9875	3 illegit. siblings	none
9876-10000	4 illegit. siblings	none

PHB Table 4K-L1 [H.J]: Status of Siblings d1,000

Roll (d10,000) per sibling	Result
0-200	Living sibling is a bitter rival
201-672	Living sibling
673-800	Living sibling is extremely devoted
801-850	Dead sibling was a bitter rival
851-968	Dead sibling
969-1000	Dead sibling was extremely devoted

*If the roll is odd, the sibling is a sister, even a brother

**Add the PCs CHR*10 to determine rivalry or devotion only (does not affect base roll for living or dead)

PHB Table 4K-L1 [H.J]: Sibling Twinship d10,000

Roll (d10,000) per sibling	Result
0-9400	Sibling is not a twin
9401-9780	Sibling is a twin
9781-9800	Sibling is a twin with telepathy
9801-9970	Sibling is an identical twin
9971-10000	Sibling is an identical twin with telepathy

GameMaster's Workshop: Farm Acreage Yields

By D. M. Zwerg (HMGMA# WI-9-00027-01)

Whether because of an inherited deed, an army to feed, or to determine how much experience the field you just torched was worth, there comes a time when a player (or a GM) needs to know how large (and valuable) the crop was. Well, here are rules for determining crop yields, weights, volumes, and values for the most common crops. These tables are indispensable in calculating the amount of land needed to support animals, how many bushels of food or tons of fodder are required for a long journey, or even determining how much income the Lord of the Manor makes in a season.

Table HJ15B: Farm Acreage Yields determines crop yields for any particular season as well as yielding vital information such as the gross yield in bushels (before seed is put aside) and the net yield in pounds (after seed for next year is put aside). The table also indicates how many acres of land are required to support a human or animal for a year based on the yields indicated. Table HJ15A: Plant Information has information on bushels required for planting an acre, weight per bushel in pounds, standard value of a pound of produce, as well as average yields per acre in bushels (grain/ beans) and tons (fodder).

Steps

- 1) Roll 1d20
- 2) Add seasonal and land use, and agricultural skill modifiers to get modified roll.
- 3) Cross-reference modified roll with crop on chart

Seasonal and Land Use Modifiers

- +1 Fertilized (Freehold only) *
- +1 Fallow in previous year
- +2 Demesne *
- +3 Beneficial crop between grains (beans, etc)
- +4 New or rejuvenated land (see text)
- 1 Same (grain) crop as previous year** (cumulative)
- 1 Tenant *
- 2 Old seed (older than last season)
- * Apply only one (Mutually exclusive)
- ** Do not apply to flood plains if flooded within the last year

Agriculture Skill Modifiers (see GMG Table 11D p.141)

- 4 Unskilled
- 2 Beginner
- 1 Apprenticed/ Schooled
- +0 Advanced
- +1 Expert
- +2 Master
- +4 Master Sage

Land Use

There are a number of different land use systems available to farmers: Demesne, Tenant and Freehold. Demesne refers to all lands held directly by the "Lord of the Manor" in a feudal or other such system. Tenant (also tenure, villeinage or copyhold) refers to lands owned by the "Lord of the Manor" but rented out to serfs, villeins, or peasants, in exchange for labor, agricultural produce, and/ or coinage. Freehold refers to lands not in the "Lord of the Manor" system.

No matter which system is used, growing the same crop season after season (or even a closely related crop like grain) has a tendency to deplete vital nutrients out of the soil. Leaving a field fallow for a single season, and then rotating to a grain crop every other year is two-field system. A slightly more complicated form is three-field rotation where one field is sown with a winter grain, a second with a summer grain, and the third is fallow. The fields then rotate from winter grain (wheat/ rye) to summer grain (barley/ oats) to fallow. Sowing with a legume (beans, peas, soybeans, or lentil) and switching the rotation a bit makes for higher grain crops yields (generally wheat). To minimize the risk of a bad piece of land (shaded, pothole, weather, etc) from affecting one person more so than another, fields were divided into strips. The Demesne strips were interspersed with the peasant' s, but tended to be double the width of the peasants and overall consisted of about 25% of the overall acreage of a village. Closer to the Manor, where all the land was demesne, the land was not divided into strips but rather worked as a unit.

Besides rotating crops, other methods were used to maximize farm yields. Using grains older than a season (year) as seed reduces the percentage of seeds germinating and thus overall yield. Fertilization of Freehold and Demesne lands are accomplished via the manipulation of grazing animals, extra plowing, and so forth, to increase yields. New lands (reclaimed from forests, often via slash and burn methods), flood plains that have been flooded within the last year, or even intensive fertilization rejuvenates the field. Use of meadows, pastures, and woodlands provide extra food and materials for also helps save the croplands for harvest.

Farming is not for the weak or the unwary. Even slight miscalculations in timing, lack of knowledge, or even failing to exploit a window of opportunity can lead to substantial loss or even starvation. The agriculture skill modifiers accurately reflect the dangers of amateurs attempting to make a living at farming.

Food Consumption

An average human male needs approximately 2.5 pounds of food per day. The average working horse requires about 2 pounds of food per day per 100 pounds of body weight. About 1/4th of that needs to be grain, less if only maintaining rather than working, and the rest must be high quality grazing or fodder. Cattle (including oxen, bulls, and cows) only require grain as a supplement for more intensive work periods, such as when pulling heavy loads.

Table H.J15A: Plant Information					
Plant Type	Yield per bu.	Seed per acre	Pounds per bu.	CP per pound	Fodder per acre
Rye	5	1	56	0.75	2 tons
Barley	4	1	48	0.875	1 ton
Wheat	3	2	60	1	1.5 tons
Oats	2	1	32	0.667	1.5 tons
Beans	4	1	60	0.333	2 tons

Table HJ15B: Farm Acreage Yields

Modified Roll	Base Result	Gross yield per acre						Net yield per acre (pounds)					Acreage needed to support one			
		Rye (bu.)	Barley (bu.)	Wheat (bu.)	Oats (bu.)	Bean (bu.)	Fodder (tons)	Rye	Barley	Wheat	Oats	Bean	Human (Wheat)	Ox (Fodder)	Horse (Barley)	Horse (Fodder)
< 1	0	0	0	0	0	0	0	seed	seed	seed	seed	seed	starve	starve	starve	starve
1	0.1	0.5	0.4	0.6	0.2	0.4	0.15	seed	seed	seed	seed	seed	starve	48.7	starve	36.5
2	0.2	1	0.8	1.2	0.4	0.8	0.3	seed	seed	seed	seed	seed	starve	24.3	starve	18.3
3	0.4	2	1.6	2.4	0.8	1.6	0.6	56	29	24	seed	36	15.2	12.2	152.1	9.1
4	0.6	3	2.4	3.6	1.2	2.4	0.9	112	67	96	6	84	3.8	8.1	65.2	6.1
5	0.7	3.5	2.8	4.2	1.4	2.8	1.05	140	86	132	13	108	2.8	7.0	50.7	5.2
6	0.8	4	3.2	4.8	1.6	3.2	1.2	168	106	168	19	132	2.2	6.1	41.5	4.6
7	0.9	4.5	3.6	5.4	1.8	3.6	1.35	196	125	204	26	156	1.8	5.4	35.1	4.1
8	0.9	4.5	3.6	5.4	1.8	3.6	1.35	196	125	204	26	156	1.8	5.4	35.1	4.1
9	1	5	4	6	2	4	1.5	224	144	240	32	180	1.5	4.9	30.4	3.7
10	1	5	4	6	2	4	1.5	224	144	240	32	180	1.5	4.9	30.4	3.7
11	1	5	4	6	2	4	1.5	224	144	240	32	180	1.5	4.9	30.4	3.7
12	1	5	4	6	2	4	1.5	224	144	240	32	180	1.5	4.9	30.4	3.7
13	1.1	5.5	4.4	6.6	2.2	4.4	1.65	252	163	276	38	204	1.3	4.4	26.8	3.3
14	1.1	5.5	4.4	6.6	2.2	4.4	1.65	252	163	276	38	204	1.3	4.4	26.8	3.3
15	1.2	6	4.8	7.2	2.4	4.8	1.8	280	182	312	45	228	1.2	4.1	24.0	3.0
16	1.3	6.5	5.2	7.8	2.6	5.2	1.95	308	202	348	51	252	1.0	3.7	21.7	2.8
17	1.4	7	5.6	8.4	2.8	5.6	2.1	336	221	384	58	276	1.0	3.5	19.8	2.6
18	1.5	7.5	6	9	3	6	2.25	364	240	420	64	300	0.9	3.2	18.3	2.4
19	1.6	8	6.4	9.6	3.2	6.4	2.4	392	259	456	70	324	0.8	3.0	16.9	2.3
20	1.8	9	7.2	10.8	3.6	7.2	2.7	448	298	528	83	372	0.7	2.7	14.7	2.0
21	2	10	8	12	4	8	3	504	336	600	96	420	0.6	2.4	13.0	1.8
22	2.2	11	8.8	13.2	4.4	8.8	3.3	560	374	672	109	468	0.5	2.2	11.7	1.7
23	2.5	12.5	10	15	5	10	3.75	644	432	780	128	540	0.5	1.9	10.1	1.5
24	2.8	14	11.2	16.8	5.6	11.2	4.2	728	490	888	147	612	0.4	1.7	8.9	1.3
25	3.1	15.5	12.4	18.6	6.2	12.4	4.65	812	547	996	166	684	0.4	1.6	8.0	1.2
26	3.5	17.5	14	21	7	14	5.25	924	624	1,140	192	780	0.3	1.4	7.0	1.0
27	3.9	19.5	15.6	23.4	7.8	15.6	5.85	1,036	701	1,284	218	876	0.3	1.2	6.3	0.9
28	4.4	22	17.6	26.4	8.8	17.6	6.6	1,176	797	1,464	250	996	0.2	1.1	5.5	0.8
29+	5	25	20	30	10	20	7.5	1,344	912	1,680	288	1,140	0.2	1.0	4.8	0.7

Ariellene's Sprout Croft (Alteration)

Level: 1
Range: 50 yards **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 turn
Area of Effect: 50 cu.yds./ level
Saving Throw: None

Except as noted above, Ariellene' s Sprout Croft works as the Sprout cantrip. The material spell component is a germinated seed.

Note: A croft is a small tract of land where a peasant' s home resides, and is typically used for planting a garden to supplement food supplies, grow herbs, etc.

Ariellene's Sprout Field (Alteration)

Level: 3
Range: 500 yards **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 turn
Area of Effect: 10,000 cu.yds./ level
Saving Throw: None

Except as noted above, Ariellene' s Sprout Field works as the Sprout cantrip. The material spell component is a germinated seed.

Note: One acre equals 4,840 square yards.

Fertile Land (Alteration) [Reversible]

Level: 3 **Sphere:** Plant
Range: 1 mile **Components:** V, S, M
Duration: Permanent **Casting Time:** 1 hour
Area of Effect: up to 640 acres
Saving Throw: Special

This spell increases plant yields. The GM secretly rolls a saving throw versus magic. If successful, the spell makes the plants more hardy and bountiful, increasing growth by 10% per caster level. Harvest yields gain a +1 bonus per level of the caster to rolls on Table HJ15B: Farm Acreage Yields. The spell also helps mitigate damage from floods, drought, infestations, fire, etc - as the plants have a better chance for survival (+1 on all appropriate saving throws, etc). All effects last only for the current growing season and end on the first day of winter. In farming communities with druids/ zealots of Shang-Ti, Francor' Dieus, Lathander, Aknar, or Hokalas, this spell is common at planting time as part of the spring festivals.

The reverse (Infertile Land) negates a previously cast Fertile Land or reduces growth by 5% per level of the caster (and inflicts a -1 penalty per two caster levels). Use of Infertile Land is an evil act and is a favorite amongst zealots of Alu.

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GameMaster's Workshop: The Changing Face of Evolution

By Jed Gofourth (HMGMA #TN-2-00554-02)

(as told by Arch Metamorpher Veronus Amiala VI)

"Spellslingers in this day and age have a disturbing lack of respect for the sanctity of natural evolution. They think just because they can alter something that they should. Now, I admit that I've been guilty of tampering with these dweomers on occasion..."

However, I eventually learned (with the wisdom of old age) that quite a few of the tools we metamorphers use to effect such changes suffer from flaws that compound if used multiple times on the same target. Have none of you ever wondered why Arbraxious, the self-proclaimed master of evolution, never used his spells upon himself? The answer lies in a little-known theory called "drift."

The use of spells such as Arbraxious' Hyper Evolution have an unseen limit that is seldom discussed - though in my studies I have found it to be quite serious. Each casting (after the first) begins degrading the target. This leads to shorter life spans, mental retardation, and even death.

When used on highly evolved targets (such as humans), this "drift" comes into play more frequently. It is not unheard of for subjects to suffer from chronic diseases of the heart, lungs, muscles and bones, often leading to painful death. Clerical magicks can heal these diseases, but in doing so erase any benefit imparted by the treatment.

In fact, many of my former apprentices suffered (after ignoring my advice) in an attempt to gain more power. One

such student attempted to raise his already prodigious intellect only to damage his own brain irrevocably. The last I saw him, clerics had him restrained - to keep him from bashing his head into the walls. It was quite sad. It's a pity he will not be the last..."

Table H.J15-C: Genetic Drift*

Roll (d100)	Effect
1-5	Roll on GMG Table IQ: Disease (or Disorder)
6-10	Roll on GMG Table 6D: Flaws, Minor (physical)
11-15	Roll on GMG Table 6F: Quirks, Minor (mental)
16-20	Subtract 4 from Constitution
21-25	Subtract 4 from Comeliness
26-30	Subtract 4 from Intelligence
31-35	Roll on GMG Table 7H: Spell Mishap Insanity
36-40	Roll on GMG Table 7G: Spell Mishap Color Change
41-70	No Drift
71-75	No Genetic Alteration (spell failure)
76-80	Roll on GMG Table 7I: Spell Mishap Phobia
81-90	Life Span Halved
91-00	GM Effect

*This table takes effect on the second use of a spell that affects evolution, unless the target is a PC race, in which case the chart takes effect on the first casting. GM effects can - and often do - include instant death. Each subsequent casting incurs a roll on this chart.

From the Cubicle of the Chancellor: New HackJournal Submission Guidelines

By Mark Plemmons (HMGMA# IL-8-00005-01)

In order to submit an article to the HackJournal, you must first be a card-carrying member of the HMA. Next, you need to submit it to the new HackJournal Article and Editing Submission forum (more on this below).

Q) Are there submission guidelines?

A) Definitely. And here they are:

1A) Electronic submissions must be in either Microsoft Word format (DOC), Plain Text (TXT) or Rich Text Format (RTF). No other formats will be accepted. A submission may be accompanied by maps or images, but no larger than 8" by 10".

Final images are only accepted in .TIF or .JPEG file formats. If you hand-draw your map, scan it into the computer and save it at 300 dpi resolution in grayscale .TIF or .JPEG format. You may **post** your image as a .PDF,

but you must be prepared to send a .TIF or .JPEG to the editor once the edits on your article are concluded.

We prefer you name your files something simple, followed by the date (yearmonthday) and your five-digit HMA# (such as "oozes_051021_00005")

1B) **Do not format** your article. Leave all text as "normal" (do not use headings, columns, underlines, change default tab settings, center, or any other formatting options). Our layout staff will format tables and read-aloud text.

1C) Note that all articles fall into one of several categories, as follows:

Players' Advantage - things important to players (including skills, talents, advice, etc)

GameMaster's Workshop - new GM-only or

confidential rules

Behind the Shield - advice on designing adventures, tournaments, and other GM advice

All Things Magical - magical items

Mage' s Advantage - articles on magic-user spells, etc.

Havens of Hack - plot hooks / extended encounters

The Good, the Bad, and the Ugly - three NPCs (please label each NPC as a "Good", a "Bad", or an "Ugly")

Rustlers of the Night - new monsters

Garweeze Wurd: The Waylands - articles on the fan-created region known as the Waylands (towns, countries, armies, notables, etc)

War Stories - general advice for the game

A Day in the Life - fiction from the point of view of a monster that gives insight into said monster

Ladies HackJournal - an area for articles aimed at female players and characters

From the Armchair of the Arch-Mage - (reserved for Jo Zeke' s use only)

1D) Include the following information at the beginning of the article (*italics* not required, used for example only):

ARTICLE CATEGORY (if you know it: i.e. "A Day in the Life", "FA Q Master", "Players' Advantage", etc)

ARTICLE TITLE

BY [your name], [complete HMA number (for example, Jolly's is IL-10-00001-01)]

1E) Since magic items, spells, skills, talents, and even monsters may be combined with other submissions, they should have the author' s information listed under the name of each item to allow for treatment as an individual item. This allows you to submit multiple items at the same time, as some may be approved while others are not.

For such items the following information should be included (*italics* not required, used for example only):

ARTICLE CATEGORY (if you know it: i.e. "All Things Magical", "Rustlers of the Night", etc)

FIRST ITEM NAME (such as MARKLEM'S SPYGLASS OF FINDING)

BY [your name], [complete HMA number (for example, Jolly's is IL-10-00001-01)]
[first item text]

SECOND ITEM NAME (SUCH AS MARKLEM'S HAT OF AVIAN PROTECTION)

BY [your name], [complete HMA number (for example, Jolly's is IL-10-00001-01)]
[second item text]

1F) If you include boxed (read-aloud) text, use three capital "X"s and notation to indicate them as shown in this example (*italics* not required, used for example only):

XXX BEGIN READ-ALOUD TEXT XXX

This small room seems to contain nothing but a musty pile of hay in the northeast corner.

XXX END READ-ALOUD TEXT XXX

1G) If you include any sidebars, follow the same format. See this example (*italics* not required, used for example only):

XXX BEGIN SIDEBAR XXX

Dwarven Beards

Dwarven bears are a much discussed topic in human society. It is thought that....

XXX END SIDEBAR XXX

Q) What if my article has a big table?

A) Attach it to the post.

Q) The forums only allow a certain number of words per post. What if my article is longer than that?

A) Attach it to the post. Be sure to put the descriptive information (see 1D and 1E above) in the post itself.

Q) Do I need to sign my article?

A) At the end of the article, include your name, HMA number and e-mail address. This will ensure that our file monkeys don't lose your information and can give you proper credit for your submission.

Q) How do I send you my article?

A) Go to the [HackJournal Article Submission and Editing Forum](http://www.kenzerco.com/forums/forumdisplay.php?f=127). You can paste this link in your browser: <http://www.kenzerco.com/forums/forumdisplay.php?f=127>

Start a thread and post your article within. IMG code is allowed. Only you (the author) will see your own threads. Editors will see all threads. (What does this mean to you? It means you will always know exactly what is going on with your article!)

Q) Are there any legal forms?

A) Yes, there is one. Before we can print your article, we need a signed copy of what we call the Exhibit C, or Assignment of Rights, form. This is your signed permission for us to use what you' ve written. Ideally, the best thing to do is download the form (page 2 of the [KoDT submission guidelines](http://www.kenzerco.com/periodicals/kodt/KODTWGR4.pdf) which are currently at <http://www.kenzerco.com/periodicals/kodt/KODTWGR4.pdf>), sign it, rescan it as a 100-150 dpi grayscale JPEG, and electronically ' attach ' it to your post. You can also email it directly to hma@kenzerco.com.

Alternatively, you can print it, sign it and mail to us at the following address.

Kenzer & Company
Attn: HackJournal
511 W Greenwood Ave
Waukegan, IL 60087

Q) What if I already sent you an article, and haven't heard anything about it?

A) Please repost it (as noted above). Unfortunately, it's quite possible that your article has disappeared. If this is the case, or if you have an article currently in the editing process, please re-post it, using the most recent copy of the article. We'll try to find any other articles that have been languishing in the netherrealm of cyberspace, and post them as well.

Q) How will my article be edited?

A) HackJournal editors and members of the HMA War College will be the editors. They have the ability to read everyone's articles and post replies (comments) to them. You should make suggested changes and then resubmit your article within the same post.

After a certain period of time, a HJ editor will apply any remaining minor comments to your article and it will then be ready for publication. In the case of larger changes, an editor may ask you to continue to incorporate the comments yourself, and resubmit.