Hack Journal

The Official Publication of the HackMaster Association

FRAIM

CREDITS

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WHAT IS THE HACKJOURNAL?

The HackJournal is a quarterly PDF fanzine designed specifically for (and by) the members of the HackMaster Association – an organization of HackMaster players and GameMasters who meet online and in person to discuss and play the HackMaster 4th edition roleplaying game.
This issue's game content contains GM's option material for the HackMaster game system.

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Player's Advantage:
All Things Gladiatorial
By Charles Boswell (HMGMA# IL-4-00766-02)

Inside the Arena: New Combat Procedures

Gladiators live a dangerous, yet glorious, lifestyle. They are constantly pitted against other stalwart combatants into fights for their very lives. Gladiators need to know not just how to attack their opponents, but when – how to fight when pushed to the limit, and how to escape dangerous positions. A great deal of showmanship goes into becoming a popular gladiator. In fact, sometimes mastering exotic moves is more important than effectively dispatching one's opponents.

The following combat procedures and named fighting styles were commonly used in, or specifically derived from, gladiatorial arena matches. Though the following combat procedures are of most use to a gladiator, they are universal skills (any character may learn them).

New Skills: Combat Procedures

Finishing Blow
Relevant Ability: (Strength+Dexterity)/2
Cost: 10 BP
Universal: Yes
Prerequisite: None
Mastery Die: 1d4
Course Cost: 575 gp
Difficulty: +15%

In large gladiatorial arenas, bloodthirsty crowds clamor for victorious gladiators to slay their defeated opponents in some particularly vicious fashion. The best gladiators work hard at developing a 'finishing blow' (or several) that is designed not just to finish off an opponent, but also to astound the crowd.

The blow itself is a flashy maneuver that (intentionally) ends with the death of the opponent. This procedure can only be used upon prone or helpless (i.e. unconscious, stunned, etc.) opponents. Note that bonuses to-hit a prone or helpless opponent do not apply when using this maneuver.

The character makes a special called shot (with a -6 penalty) in order to perform the outlandish maneuver. If the attack succeeds, damage is rolled normally. If the damage rolled is not enough to drop the opponent to -4 hit points

(automatic death), then the maneuver fails to kill the opponent and the attacker immediately loses 1 point of permanent Honor. If the damage is enough to kill the opponent then the attacker successfully slays his opponent using his special blow.

If the procedure is used in front of a crowd of non-combatants (at least 10), then the crowd must make an immediate reaction roll (modified by the attacker's Charisma). If the result of the roll is 15+, the crowd roars with approval and the attacker gains 1d6 points of temporal Honor. This check is made with a +1 bonus for every 10% roll exceeds the required check. Otherwise, the crowd is not very impressed and there is no other effect.

Characters with this skill can develop one finishing move upon learning the skill, and can develop a second upon attaining advanced mastery (51%), a third upon attaining expert mastery (76%) and a fourth upon attaining master status (101%).

Upon gaining expert mastery, the character can develop a move designed to create a special effect upon the opponent. The attacker makes a special called shot to one portion of the body and attempts to deliver a spectacular blow. In addition to the normal -6 penalty for using this maneuver, the attacker adds in the penalty for the called shot based on the body part targeted. If this special attack succeeds and deals enough damage to kill the opponent (-4 hp or lower) then the character makes a skill check roll at -30%. If the skill check succeeds, in addition to killing the opponent, the character delivers the special effect of a severity level 24 critical hit to the body part targeted.

For example, Gianni Cache has 80% mastery and targets his prone opponent's neck with his long sword. He makes an attack roll at -12 (-6 for maneuver, -6 for called shot location). He hits, and deals enough damage to kill his opponent. He automatically gains the effect of a level 24 severity critical (hacking weapon) to the neck (i.e. he decapitates his foe).

If the character misses with this attack or fails his skill check, the blow's intent is not successful and the character loses 1 point of Honor as above.

Kip-Up
Relevant Ability: Dexterity
Cost: 5 BP
Universal: Yes
Prerequisite: None
Mastery Die: 1d6
Course Cost: 845 gp
Difficulty: +15%

A character with the Kip Up skill can use this maneuver to get up onto their feet very quickly. Instead of standing normally from the prone position, a character can attempt to use this procedure instead.

The character starts by lying down on the ground. Then, the legs are tucked in and rolled up onto the upper chest right below the neck. Then the character's arms are placed back so they are pushing against the floor. Next, the character kicks up and out with both legs at the same time. Immediately after, the character pushes with his arms to and leaps into the air, where he brings his legs down below him and lands on his feet.

This maneuver takes 3 segments to complete – a successful check means the character has landed on his feet and is considered standing, while failure means the character is back on the ground in a prone position, and must begin getting up all over again. This maneuver may only be attempted once per combat round.

When wearing armor, this skill check is modified using Table 5E in the CG on page 110 (Skill Check Penalty). The penalty is reduced by 20% if the character has the acrobatic skill suite talent.

Prone Fighting, Basic
Relevant Ability: (Dexterity+Intelligence)/2
Cost: 3 BP
Universal: Yes
Prerequisite: None
Mastery Die: 1d6
Course Cost: 435 gp
Difficulty: +5%

Characters with this skill are adept at fighting while lying on the ground. Ordinarily, attackers get a +4 bonus to hit a prone character, and prone characters do not gain their Dexterity bonus to AC while they remain prone.

With a successful skill check, the prone-fighting character can either reduce his assailant's bonus to hit to +2, or gain half of his Dexterity bonus to his AC for the round. A prone fighting character can also attempt to use his tumbling skill (provided he has it) during the same round in which he is prone fighting.

Note that a prone fighting character still takes 9 segments to complete standing; if the prone-fighting character made his skill check during the round he can rise to his feet while still getting the additional benefit of this skill.

Prone Fighting, Advanced
Relevant Ability: (Dexterity+Intelligence)/2
Cost: 4 BP
Universal: Yes
Prerequisite: Prone Fighting, Basic
Mastery Die: 1d4
Course Cost: 725 gp
Difficulty: +10%

Characters with this skill are experts while fighting on the ground. Ordinarily, attackers get a +4 bonus to hit a prone character, and prone characters do not gain their Dexterity bonus to AC while they remain prone.

With a successful skill check, the prone-fighting character can either eliminate his assailant's bonus to hit, or retain his full Dexterity bonus to AC. If the advanced prone-fighting character misses his skill check, he can still improve his AC or halve his attacker's bonus to hit as if he had made his prone-fighting (basic) skill check. In all other respects, this skill acts the same as the basic version.

Timed Attack
Relevant Ability: (Intelligence+Wisdom)/2
Cost: 3 BP
Universal: Yes
Prerequisite: None
Mastery Die: 1d8
Course Cost: 750 gp
Difficulty: +10%

A character with the timed attack combat procedure can attempt to land a blow at a very particular moment. When a character wishes to use this combat procedure, he must announce before initiative is rolled. He must then announce on which segment he wishes his attack to go off. Then he rolls his initiative normally, applying any modifiers for planned movement.

If his rolled initiative occurs before or during the segment on which he wishes his attack to go off, he then rolls a skill check. If he fails his skill check, or rolls an initiative later in the round than he wishes his attack to occur, then his attack is automatically held until segment 10.

Note that if the rolled initiative would have occurred later than segment 10 that the attack is lost entirely.

Twisting the Blade
Relevant Ability: (Wisdom+Charisma)/2
Cost: 10 BP
Universal: Yes
Prerequisite: None
Mastery Die: 1d5
Course Cost: 665 gp
Difficulty: +15%

Twisting the blade is a combat procedure designed to cause one's opponent to howl in pain. Upon delivering a critical hit, a character opting to use this combat procedure automatically incurs a +3 segment penalty to his next attack (regardless of whether the skill check is successful). A failed skill check reduces the severity of the critical hit by 1 for every 10% the check failed by (round fractions up). A successful skill check forces the opponent to make a saving throw vs. death magic.

On a failed save, the opponent howls in agonizing pain, loses 2d6 points of temporal Honor and suffers additional damage based on the size of the weapon (S=1d4, M=1d6, L=1d8). As this attack is designed to deliver pain over harm, damage dice do not penetrate. A successful saving throw results in no additional effect. Evil and neutral-aligned characters gain half the above result in Honor (temporal). Good characters can expect to garner AIPs for using this skill. This procedure is popular amongst those who suffer from the sadistic quirk. Note: this skill cannot be used in conjunction with a crushing weapon.
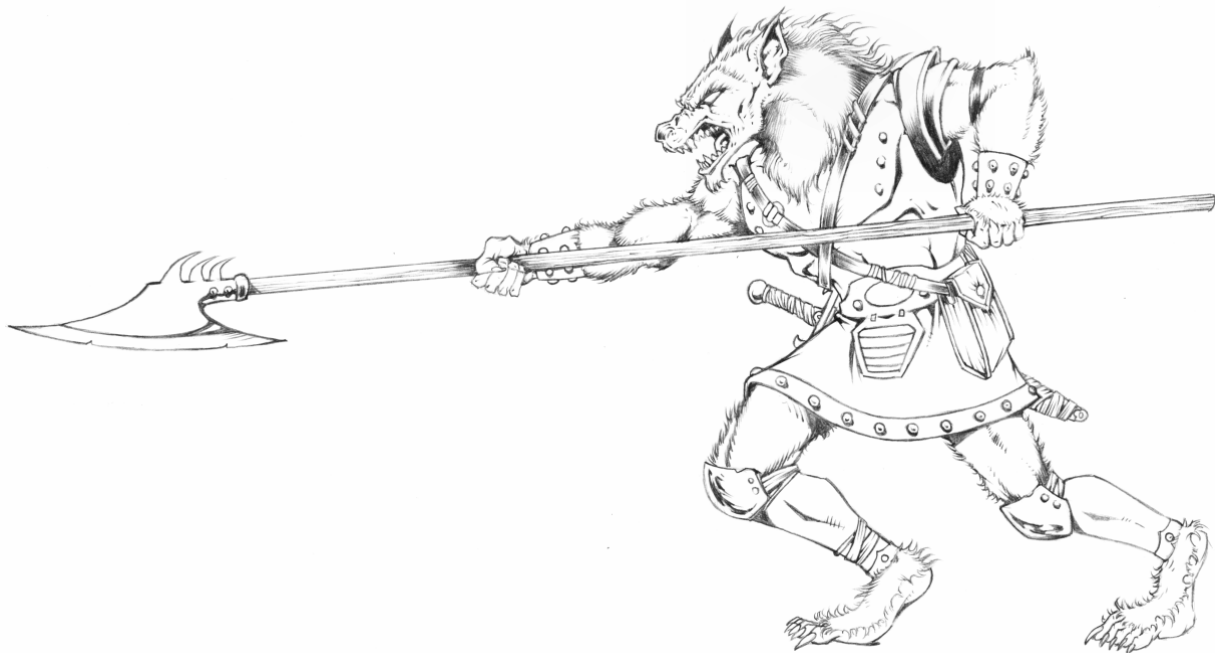
Dwarven Keep (Pit Style)

Art by James Montney (HMGMA# MI-01-01486-03)
Text by Mark Plemmons (HMGMA# IL-5-00005-01)

The surviving Dwarven Clans of Kaldazar and Vespar were defeated and scattered many years ago. The surviving clans of both kingdoms have been reduced to independent dwarven city-states with largely ineffectual armies (although there are some notable exceptions) who have taken to hiding in their great fortifications under the mountains. Although mostly destroyed, a small handful of their dwarven pit and cistern-style keeps are rumored to still exist on certain peaks and plateaus of the Kaldazar and Vespar mountain ranges.
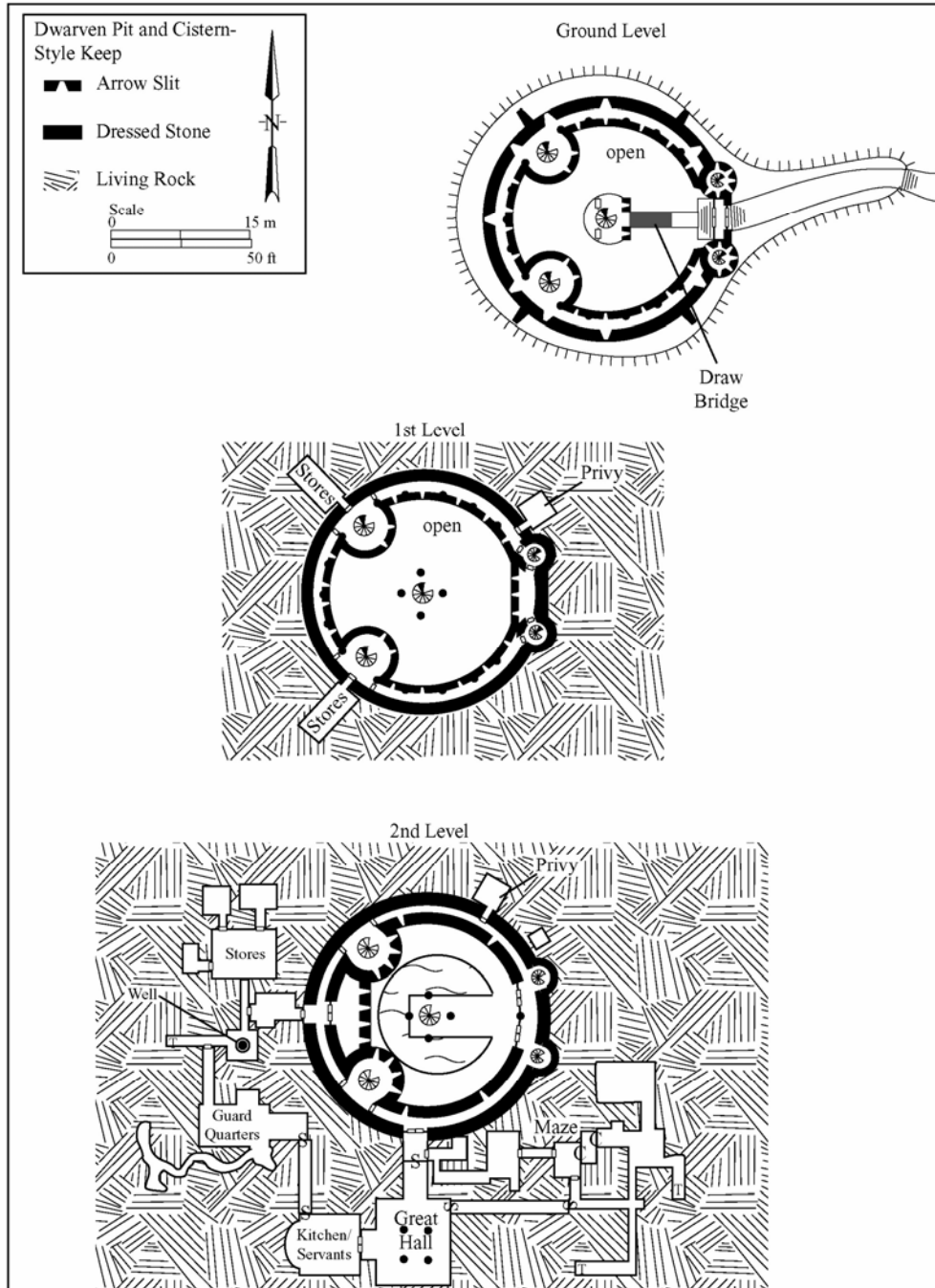
Rustlers of the Night:

Exionic Parasite

By Luke Wetterlind (HMGMA# TX-3-00298-01)

AKA:	Experience Leach/Leech, Memory Monster
HackFactor:	7
EP Value:	4000
Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	All
Diet:	Psionic energy/memories
Intelligence:	Special
Alignment:	Neutral
No. Appearing	1
Size:	M
Movement:	12"
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
Morale:	9
Armor Class:	0 to 8
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	See below
Special Defenses:	Invisible
Magic Resistance:	Standard
Hit Dice:	2
Fatigue Factor:	Special (see text)
ToP:	Special (see text)

DESCRIPTION: Exionic Parasites are invisible at all times, and no one is sure of their exact form. They are generally man-sized, but sizes from pixie fairy to half-ogre have been reported. They are immune to all spells that dispel invisibility, such as Dispel Magic, Detect Invisible, and Wish. It is not silent, however, and leaves tracks.

The Parasite can change its size to match its prey at will. However, when it does so, it can only run or walk at the base speed of its prey's race. It does not gain the ability to fly as a pixie fairy (and thus very rarely preys on them), nor does it gain movement bonuses from classes (such as the monk).

Knowing what the creature did, but not where it came from, its discoverer named it with a word combination of "experience" and "psionic."

COMBAT/TACTICS: Exionic Parasites do not physically attack their prey outright. Instead, they stalk them relentlessly, feeding off their psionic emanations. The Parasite does not actually have to touch its prey to feed (although it may), but must remain within 100 yards to do so. Being invisible, the Exionic Parasite has been known to follow its prey for weeks before being discovered. It feeds off the experiences and memories of its prey, effectively reducing the learning experiences that occur while the Parasite is present. The Parasite's draining power is so great that it actually has a minimal effect on any of the prey's allies within that 100-yard radius. Allies include members of the prey's adventuring party and henchmen (protégés, sidekicks and hirelings), but not local townsfolk, informants, barkeeps, wenches, etc.

When not touching its prey, the Exionic Parasite drains 50 experience points per the prey's level per day. The prey's allies (when within the Parasite's radius) are drained at a rate of 5 experience points per their level per day. If it touches its prey at any time, or after one week of draining, the experience point loss becomes 100 and 10 (respectively) from that point on. Also at this point, the prey receives either the absent minded (roll%; 01-50) or short term memory loss quirks (51-100). After two more weeks, the prey gains the second quirk (no need to roll). After the Parasite is removed from the prey's presence, there is a 10% cumulative chance per week (per quirk) that the quirk will disappear.

This memory draining only makes the experiences and memories of the drained subjects slightly cloudy, and does not remove them totally. In this way, the creature is hard to notice. The cloudy memories may become noticeable to the prey, when they find minor details impossible to remember. For example, a fighter will remember his battles and who he fought the previous day, but if he tries to remember what weapons were used, the emblem on his opponent's shield, exactly what gems were looted, etc., he won't be able to. This effect is extreme in the prey, and less so in his traveling companions.

GMs, note that the experience loss should be hidden with the character's normal experience point awards, rather than drained in lump sums. However, the player should receive clues as to what is happing (i.e. when they can't remember specifics about previous encounters).

Exionic Parasites have one particular weakness, despite all of their sneakiness. While feeding on their prey, a Parasite's body temperature rises to nearly 120 degrees. Unfortunately, anyone with infravision may see

where the Parasite has recently been. This includes tracks, tree branches the Parasite clings to, and possibly even where the Parasite is standing.

Skills and talents, such as observation and sixth sense, may help a party discover the Parasite sooner. The Exionic Parasite knows this, and will use its advantage of distance and natural cover to the fullest advantage. (Remember, sixth sense is not as useful when the "abnormality" is behind the PC.)

If confronted, the Parasite (having learned all of its prey's languages) begs for mercy using whatever heart-twanging story it can contrive from the prey's memory. Deaths of siblings and parents, or early abuse and trauma are the most reported. If the plea is ignored, it attempts to make a run for it and hide within 100 yards. If still being tracked, it flees outright and moves on to find another adventuring party. If cornered, the Parasite may attack with its fists (1-6) or use its last remaining power to turn ethereal in an attempt to defend itself and flee.

When in ethereal form (which it can only attain once, for two consecutive rounds, in its entire lifetime) it can inflict 1-6 points of negative energy damage to creatures struck. After two rounds, it becomes corporeal (although still invisible) and automatically fatigued. If killed, the body is invisible and corporeal, and the general size of its last prey.

The Parasite's Fatigue Factor and Threshold of Pain are equal to its prey. On the Ethereal Plane, an Exionic Parasite is AC 8.

HABITAT/SOCIETY: Exionic Parasites are solitary creatures, and have only ever been encountered as such. Like traditional Parasites, they must feed on another creature to survive. They tend to be encountered mostly in the wilderness, although it is not unheard of them to be in more civilized areas. To the best scholarly knowledge, Exionic Parasites do not breed, and are somehow created by a psionic abnormality. This abnormality usually forms around adventuring parties in which the members are of greatly varying skill levels, or in which members have widely differing goals. For example, an Exionic Parasite was found near Arz by a rogue knight, who constantly complained about one of his traveling companions - a warrior that liked to hang out in the back of the party.

ECOLOGY: Exionic Parasites can survive in any climate where they have prey. If they are without this prey (i.e. not within 100 yards of prey) for more than 24 hours, they die. Thus, Parasites love adventurers on long walks through the wilderness.

FRAIM

YIELD	
Medicinal: Nil	
Spell Components: A piece of brain from an Exionic Parasite can be used in place of the Intellect Devourer brain as a component for the Fusti's Mnemonic Enhancer spell.	
Hide/Trophy Items: Nil	
Treasure: Nil	
Other: Nil	

Charity Hack with Celebrity Guests:

Wryneck's Wheelhouse!

Rated Four Stars on *ENWorld*
Best-selling Product at *RPG Now* in October

This HackMaster adventure is not for the tame of heart! It's got lots of loot packed into one of the biggest and baddest magic items around - provided players can live long enough to take possession of it.

This mysterious wagon is the perfect traveling base of operations for a party of PCs - or (and rather more likely) it could substitute for a rolling tomb. Things just get weirder once you get inside. Why does that fountain look like someone filled it with monster slobber, and what are all these cracked firkin' statues anyway?

Produced by Second Rat Games with permission from Kenzer and Company, Wryneck's Wheelhouse is sure to help even a mediocre GM add to his score of PC kills! With numerous original spells, new swag and new monsters, Wryneck's Wheelhouse promises an entertaining challenge for HackMaster players that don't mind a fight (or ducks).

All proceeds go directly to a military unit to assist them in purchasing equipment and additional training. Everyone who worked on this adventure donated their efforts to bring you an adventure that's everything you expect from HackMaster.

Written by David Reeder (HMGMA #OK-1-00620-02), author of the HackMaster adventure *White Doom Mountain*, as well as the Kingdoms of Kalamar supplement, *Secrets of the Alubelok Coast*. Also illustrated by a number of well-known industry artists (Doug Curtis, the Fraim Brothers, Erol Otus and others)!

You can see a few pages from the adventure here, so check it out and help support our troops.

(ENWorld Review of Wryneck's Wheelhouse)

Second Rat Games

Havens of Hack:
Aarakian Barnstormers
By Jay Rutley (HMGMA# CAN-1-00799-02)

Terrain: Temperate Plains or Hills (Farmland)
Total Party Levels: 12-20
Lair Hackfactor: 46
Defeat: 2,690 EP/**Retreat:** 1,345 EP

ADVENTURE HOOKS

1) The farmer is late to arrive in town with his harvest, and concerned citizens hire the party to go to the farm and see if he is okay.
2) The PCs need shelter and move into the farmhouse, unaware that anything is wrong…
3) Ever since the main hive was "cleansed," there have been occasional Aarakian (HoB v1, p8) sightings. The local Adventurer's Guild has a bounty (GPV = GM's option) on the creatures.

BACKGROUND

A few weeks ago, a group of local adventurers cleaned out a large Aarakian lair that had been causing the local area many problems. Due to injuries sustained during the great extermination, the group was unable to perform a complete sweep-and-clear of the tunnels before retreating to the nearest town for some healing and re-supply.

As such, some of the Aarakians managed to escape - including three Brood Watchers that smuggled out the egg of a Queen. The remnants of the hive eventually gathered in the hills and sought out an area to hatch the queen and start a new hive.

The small group of creatures eventually came upon a small farmstead isolated in the hills, away from any direct roads or trade routes. The Brood Watchers and Warriors easily overtook the unfortunate farming family and have begun construction of a new hive.

The new Queen was kept in the barn, out of the elements, while the Workers dug a new tunnel system. She recently hatched, and has just exited the larval stage, initiating the egg laying that will produce a larger hive.

The grounds are now infested with Aarakians, with the Queen and Brood Watchers in a small cave dug underneath the barn. Workers attempt to continue the tunnel network in the often-tilled soil. Warriors patrol the grounds on the lookout for intruders, and hunting for more food (the livestock and farmers having long since been devoured).

Progress on the tunnels has been limited as the soil in the area is deep and causes many cave-ins to occur. A small system of tunnels can be entered from inside the barn, but they only extend for a few hundred feet in most directions. Only one tunnel spirals downwards for about 500 feet before reaching the small cave where the Queen and Brood Watchers reside.

While in the general area of the lair, the GM should roll encounters on the following table. The Aarakians have killed most of the local fauna, and wandering monsters know enough to stay out of the area now. Results on the table may be modified as needed, depending upon where in the farmstead the PCs are at the time. A d10 should be rolled every 15 minutes that the party is in the hive, with a 10 resulting in an encounter. Note that any encounter alerts the Queen and sends Warriors to the area, with one Warrior arriving every 2d6 rounds.

Table 18-1: Aarakian Encounter

Roll (1d6)	Aarakians
1	1 Warrior
2	1 Worker
3-5	2 Workers
6	3 Workers

THE FARMHOUSE [+1 to encounter rolls]

Once a cozy little cottage nestled at the base of the hills, nothing resides in this ruin now except scuttling Aarakians. From the outside, little damage is evident except for the smashed doors. The closer one gets to the house, however, the more suspicious it appears. Odd tracks surround the area, farm implements are strewn about and large brown dried bloodstains lead to the barn.

An Easy (+40%) tracking skill check discovers these bloodstains, while a Very Difficult (-5%) identify animal by tracks check tells a character that the strange tracks might be some sort of insect tracks, only much larger.

Entering the farmhouse, it is evident that a battle occurred inside, for all of the furniture and belongings are destroyed. There is nothing of much value left inside (extremely thorough PCs will find some usable cooking utensils and cutlery if they dig through the mess; one item per 15 minutes of searching, eight items max).

THE FIELDS [-1 to all encounter rolls]

The crops in the field have gone to seed, and it is obvious that nobody has tried to harvest them. Aarakian workers are digging new tunnels under the fields, but the tilled earth tends to cave in, and has been halting their progress.

Any PC walking through the fields has a 10% chance per 5 minutes of causing a cave-in and falling 10 feet to a tunnel below (taking 1d6 points of damage). Although the cave-in blocks off the tunnels for the party, the GM should make an immediate check to see if there is an encounter (standard encounter roll without the -1 modifier).

THE BARN

The barn is eerily quiet, and devoid of any livestock. There are a few bins with feed (a three week supply for a single horse), and some worn and rough equipment: a pack saddle (worth 4 GP), small saddle bags (empty; 2 gp), a halter (3cp) and an ox yoke (broken, worth 2 cp in current condition). A large hole waits in the center of the dirt floor, and heads down into the Aarakian tunnel network.

THE AARAKIAN HIVE

One of the many tunnels (the only one that doesn't turn into a dead-end after a few hundred feet) leads to a small cavern in which the Aarakian Queen and Brood Watchers reside on a permanent basis. The cavern is about 40' by 40', with the Queen placed in the center of the room, the Brood Watchers flanking her and in front.

PCs will probably have trouble with this room if they have not killed any of the Aarakians already. Once the Queen is attacked, every

Aarakian (Workers too) rushes to her aid. The Warriors come from behind the party, while the Workers burrow in from any of the walls. The hive has not existed long enough to have any Queen Eggs or additional Workers webbed away as a contingency plan, so all Aarakians fight to the death.

TREASURE

The Queen's treasure pile (rescued from the original hive) is directly behind her. Most of the items are webbed, and from a Dwarven settlement that the original hive connected to long ago.

Inside the webbing is an old wooden chest with dwarven runes around the edges ("Property of Clan Deepstrike"), but the lock has long since been smashed apart. Within are ten platinum bars stamped with the rune of the dwarven clan, a cursed warhammer, a quiver of bolts, and a variety of loose coinage. Also inside is a small bag of gems.

Beside the webbed chest is another small webbed pile. Inside is a torn black robe wrapped around a Manual of Blood Golems. It belonged to the adventuring party that cleared out the initial hive. The wizard has since been resurrected and would be eager to buy back his book.

MONSTERS

Aarakian Brood Guard (3); HF 6 (2 each); MV 15"; AC 1; HD 5; hp 50, 48, 36; Attacks 2 (pinchers); Dmg 2-12; Size L; ML 13 (N/A); SA Webbing; SD Hive Morale; EP 1950 (650 each)

Aarakian Queen (Young) (1); HF 3; MV 0"; AC 10; HD 12; hp 45; Attacks 1; Dmg 0; Size G; ML 20; SA None, SD None; EP 1400

Aarakian Warrior (7); HF 14 (2 each); MV 15"; AC 3; HD 3+3; hp 31, 41, 41, 29, 29, 36, 35; Attacks 1 (bite); Dmg 2-16 (save vs poison for half); Size M; ML 12 (N/A); SA Webbing; SD Hive Morale; EP 1225 (175 each)

Aarakian Worker (23); HF 23 (1 each), MV 12", 6" Burrow; AC 5; HD 2, hp 29, 23, 25, 25, 30, 30, 29, 29, 23, 26, 26, 29, 28, 26, 24, 27, 28, 32, 29, 27, 34, 28, 29; Attacks 1 (bite); Dmg 1-8 (bite); Size M; ML 7 (N/A); SA Burrowing; SD Hive Morale; EP 805 (35 each)

Aarakian Barnstormers Monster and Treasure Roster

Encounter: Aarakian Brood Guard
Potential Yield:
- ❑ Slaying 50 hp Brood Watcher (EPV = 650)
- ❑ Slaying 48 hp Brood Watcher (EPV = 650)
- ❑ Slaying 36 hp Brood Watcher (EPV = 650)

Encounter: Aarakian Queen
Potential Yield:
- ❑ Slaying the Queen (EPV = 1400)

Encounter: Aarakian Warriors
Potential Yield:
- ❑ Slaying 41 hp Warrior (EPV = 175)
- ❑ Slaying 41 hp Warrior (EPV = 175)
- ❑ Slaying 36 hp Warrior (EPV = 175)
- ❑ Slaying 35 hp Warrior (EPV = 175)
- ❑ Slaying 31 hp Warrior (EPV = 175)
- ❑ Slaying 29 hp Warrior (EPV = 175)
- ❑ Slaying 29 hp Warrior (EPV = 175)

Encounter: Aarakian Workers
Potential Yield:
- ❑ Slaying 34 hp Worker (EPV = 35)
- ❑ Slaying 32 hp Worker (EPV = 35)
- ❑ Slaying 30 hp Worker (EPV = 35)
- ❑ Slaying 30 hp Worker (EPV = 35)
- ❑ Slaying 29 hp Worker (EPV = 35)
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- ❑ Slaying 24 hp Worker (EPV = 35)
- ❑ Slaying 23 hp Worker (EPV = 35)
- ❑ Slaying 23 hp Worker (EPV = 35)

Farmhouse
Potential Yield:
- ❑ Clay jug (GPV = 3 cp)
- ❑ Large pewter bowl (GPV = 7 sp)
- ❑ Iron kettle (3 gallon) (GPV = 3)
- ❑ Wooden mug (GPV = 1 cp)
- ❑ Wooden pitcher (GPV = 3 cp)
- ❑ Iron pot (1 pint) (GPV = 2 sp)
- ❑ Wooden spoon (GPV = 1 cp)
- ❑ Plain drinking horn (GPV = 5 cp)

Barn
Potential Yield:
- ❑ Feed bins (3) (GPV = 1 each)
- ❑ Horse feed (3 wk supply) (GPV = 4)
- ❑ Pack saddle (GPV = 4)
- ❑ Small saddle bags (GPV = 2)
- ❑ Halter (GPV = 3 cp)
- ❑ Broken ox yoke (GPV = 2 cp)

Aarakian Hive
Potential Yield:
- ❑ Old wooden chest (GPV = 5)
- ❑ Platinum bars (10) (GPV = 100 each)
- ❑ Warhammer -1, cursed (GPV = 2) (EPV = nil)
- ❑ Quiver (GPV = 2)
- ❑ Crossbow bolts +1 (11) (GPV = 100 each) (EPV = 50 each)
- ❑ 1,830 loose gold coins (GPV = 1,830)
- ❑ Loose hard silver coins (GPV = 530)
- ❑ Loose silver coins (GPV = 400)
- ❑ Loose copper coins (GPV = 340)
- ❑ Small cloth bag (GPV = 4 cp)
- ❑ Aquamarines (10 flawed, very small gems) (GPV = 10 each)
- ❑ Quartz (huge blue gem with minor inclusions) (GPV = 100)
- ❑ Chalcedony (flawed, small) (GPV = 10)
- ❑ Chrysoberyl (very small, flawed) (GPV = 10)
- ❑ Torn black robe (GPV = 1 sp)
- ❑ Manual of Blood Golems (GPV = 20,000) (EPV = 1,500)

Spirit Guide Class Package
By Joseph Tolman (HMGMA# UT-3-00439-02)

Building point cost: 20

Description: The spirit guide is a tribal religious personage who communes with the totem spirits that influence the world and guide each person who seeks to listen. He is also a healer of the spirit, mind and body. He can, through special rituals and medicines, commune with totem spirits, ancestral spirits and spirit messengers. He can help others to find and make contact with their own totem spirit guides to receive guidance in their own lives. Spirit guides also aid the balance of nature, seeking out those corruptions in the true order and aiding in its cleansing.

Spirit guides come mostly from primitive tribal societies, though it is possible that a few exist among more advanced societies. Spirit guides demonstrate an affinity with nature, not just with animals, but also with the plant life around them. They spend much of their time meditating in the quiet of undisturbed nature, seeking to attune their souls with the spirit of nature. Spirit guides tend to not be restricted by any specific profession, but are often warriors of nature, seeking to destroy that which is unnatural.

Preferred Classes: Barbarians, rangers, shamans and druids take this class at normal cost. Fighters, monks, clerics, zealots of nature gawds and divination specialists (specialist, double specialist or sole practitioner) can take this package with a 5 BP penalty.

Barred Classes: All other classes.

Role: The Spirit Guide is not just a spiritual leader amongst his own people; he is a defender of nature, an enemy to corruption, and champion of the true order of the world. He seeks to keep corruption from his lands, leading people to understand their true place in the order of nature. A spirit guide must always show reverence for nature, and pay proper respect for anything taken from nature to provide for his needs.

Skills: A spirit guide gains totem spirit lore (see new skill below), healing, herbalism and woodland lore with prerequisites at 51% and no initial cost.

Weapon Proficiencies: Spirit guides are bound by their primary class restrictions, but must choose the hand axe, knife and spear as soon as they are available.

Talents: May take animal companion even if not an elf. Animal must have Hit Dice less than 3+4, and should be of his totemic animal type where possible.

Equipment and Money: Since spirit guides are tribal in nature and come from a less technologically advanced culture, weapons and armor must be attainable by such a culture.

Special Boons: When initially created, a spirit guide rolls for his totem spirit on Table 18-2: Totem Animal Spirit. The sprit guide then receives the following boons at the appropriate levels.

1st Level: Can create a totem medicine pouch that gives a +1 to saves and a -1 to surprise rolls when worn. This pouch takes one day to make, and a spirit guide can have no more than one pouch plus one for every three levels of experience (regardless of his Honor standing). These pouches only last for one month and then must be remade. In order to make them, the sprit guide must collect several special herbs and spices, along with a piece of fur or skin "given" from the totem spirit of the person for whom the pouch is being made. The herbs and spices must be collected fresh and can take 2d6 hours to find. The fur (or skin, scales, etc.) is collected by seeking out a member of the spirit totem's kind and "asking" it for a bit of it as a gift. If the spirit guide is in Dishonor, the totem has a 25% chance (plus reaction adjustment from CHA and +1 per level of the guide), to give it. If he is in Honor, the base chance is 50%; if in Great Honor, the chance is 75%. If it is from the spirit guide's own totem spirit, he has a 100% chance of collecting it.

A 1st level spirit guide has the ability to speak with and understand members of his totem spirit's kind. He also gains the same ability as a ranger with respect to his totem animal. The spirit guide's totem animal will never attack him, unless warped, rabid or attacked by the spirit guide first. The spirit guide gains a +2 to influence other animals. Rangers who are also spirit guides gain an additional +2 to influence their totem animal, and a total of +3 for other animals.

In addition, the spirit guide has the ability to determine the mood of another person's animal companion after spending 1 minute holding its paw (or wing, or tail, etc.) in concentration.

2nd Level: A 2nd level spirit guide can, using specially prepared substances, induce a trance on himself to gain insight on any subject such as an enemy's character and motives, the direction he must travel on his quest, or where to find a captured ally. If he does not already have the proper herbs and spices to create the substance, he must spend 2d6 hours collecting them (GM's option on whether items are available in the area).

The spirit guide must also have something of the subject he wishes to gain insight on (such as a lock of hair, nail clipping, handkerchief, etc.). Hair or a nail clipping (or skin, tooth or bone, if possible) is preferred, though a personal object can be substituted (with a -10 to -25 penalty to the chance of learning something). The further removed from the subject or item, the more difficult it is to obtain the information.

The full ritual takes 6 hours to complete, but if the target is a sentient being, they are allowed a saving throw vs spell at -1 per 3 levels of the spirit shaman. Except as noted above, treat this ability as a Divination spell.

The spirit guide can also perform a healing or protective ritual. Again, if the spirit guide does not have the proper herbs, spices, he must spend 2d6 hours collecting them (GM's option on whether items are available). This ritual can heal 1 hit point per 3 levels of the spirit guide, plus 1 hit point per hour spent in the ritual. Alternatively, the ritual provides an extra saving throw against poisons per every 10 minutes spent in the ritual, or an extra saving throw against disease or mind control per hour spent in the ritual.

4th level: The spirit guide can create a spiritual sacrament that takes a full day to prepare. He can make enough sacraments for one person per his level. This sacrament gives a bonus to certain rolls for 24 hours after the ritual. The ritual consists of collecting the proper herbs and spices and such (see the time requirement to collect, in the level 2 ability above), making the sacrament, and then having each person partake of the sacrament and spend the evening in ritual dance. After the dance, each person collapses into a vision trance where they discuss their purpose with a nature spirit that

encourages them on it. The next day, each person that experienced the vision trance gains a +2 on certain to-hit rolls and saving throws, and a +5% bonus to certain skill rolls. These bonuses ONLY apply to rolls that progress the specific purpose the ritual was preformed for, which must be stated before the ritual is begun.

6th Level: The spirit guide can create a tribal totem pole. The spirit guide spends 24 hours in trance and meditation to determine which totem spirits most influence his tribe. The he spends the next month carving the totem pole from a 100+ year-old tree. Once completed, and set up in the tribal village or camp, the totem pole grants the tribe +1 to-hit and +2 to saving throws, as well as a -2 to surprise checks, whenever the tribal members are within 100 yards of the pole. If the totem pole is destroyed, each member of the tribe loses 25% of their base Honor and suffers a -1 to all die rolls until a new pole is created, vengeance is exacted upon those who destroyed it, or the gawds consider the tribe to be no more (destroyed).

If the gawds deem the tribe is destroyed, any surviving members of the now defunct tribe suffer another 25% loss of their base Honor. A tribe is usually only declared to be destroyed under certain circumstances, the first being that 90% or more of the tribe are dead. Second, if any survivors join a new tribe, or do not seek to re-establish the tribe within one year of the event, the tribe is considered destroyed. To seek to re-establish a tribe, a member must take a blood oath for vengeance upon the destroyers, and a blood oath to re-establish the tribe. This oath must be taken within three months of the tribe's initial destruction. If the oath is taken, it matters not to the gawds how long it takes to re-establish the tribe, though the death of the oath-taker indicates failure, and consigns its spirit to wander the area of its former tribal home forever.

8th level: As long as the spirit guide is in the Great Honor window, and within his tribal homeland, he may call upon his personal totem spirit's brethren for a specific purpose, once per month. This call summons a number of such animals equal to 1 HD per his level of the spirit guide, to aid him in his task. They remain for one hour per level of the spirit guide, or until the task is complete, whichever comes first. Once called, they arrive within 1d10 minutes.

Special Banes: The spirit guide is bound by several banes, as noted below.
- Must be of a neutral alignment.
- Must never kill an animal of his totem animal spirit, intentionally or not, or he loses all special boons until an appropriate atonement has been made (GM's choice). The only exception is if the animal is rabid, has been perverted, or is warped. If this is the case, the spirit guide must kill the animal and then cleanse the spirit of the animal through a daylong ritual.
- Must never kill any animal or destroy any plant life that exceeds what he needs to provide for himself, his family and his tribe. A 10-minute ritual must follow each death to pay respect to the spirit of the plant or animal that gave up its life so that he may live. If he kills animal or plant life wastefully, or fails to perform the ritual, he loses all special boons until an appropriate atonement has been made (GM's choice).

- Must perform special hour-long rituals each day of the spring and fall equinox, and the winter and summer solstice. If he fails to perform a ritual, he loses all special boons until an appropriate atonement has been made (GM's choice).
- Must never own more than he can carry, and may not own more than six magical items.

New Academia Skill:
Totem Spirit Lore

Relevant Ability: (Intelligence+Wisdom)/2
Cost: 2 BP
Universal: No (Must be a druid, shaman, or have the spirit guide package to take this skill)
Prerequisite: None
Mastery Die: 1d8
Course Cost: 50 gp
Difficulty: +10%

A character versed in the lore of totem spirits has come to understand aspects and their relationship to nature, himself, his tribe and his wurld. He can also understand the signs and portents that a totem spirit leaves, and can recognize a totem spirit if it appears. A successful skill check means the spirit guide has read the signs and portents of a totem spirit in the area (if any).

  GM's Option: Character may receive information similar to the Premonition spell.

Table 18-2: Totem Animal Spirit

Roll (1d100)	Animal	Roll (cont.)	Animal	Roll (cont.)	Animal
01	Badger	32-33	Fish	64-66	Polecat
02-03	Bat	34-35	Fox	67-68	Prairie Dog
04-05	Bear	36	Gator	69-70	Puma
06-07	Boar	37-38	Gecko	71-72	Python
08-09	Buffalo	39-40	Goose	73-75	Raccoon
10-11	Bull	41-42	Horse	76-78	Rat
12-14	Cat	43	Hyena	79-81	Raven
15	Cheetah	44	Jackal	82	Scorpion
16	Cobra	45	Jaguar	84	Shark
17-18	Coyote	46-47	Leopard	85-87	Spider
19-20	Crab	48	Lion	88-89	Snake
21	Crocodile	49-50	Lizard	90-92	Stag
22-23	Dog	51-53	Monkey	93-94	Turtle
24	Dolphin	54-57	Mouse	95	Whale
25-26	Dove	58-59	Otter	96-99	Wolf
27-28	Eagle	60-61	Owl	99-100	Choose one
29-31	Elk	62-63	Parrot		from the table

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TRAVELING CLERIC
Each use good for 1d8 points of healing

To redeem: Present to GameMaster. Authorized by HMA HQ. Limit one use of one coupon per player per game session. Not valid in conjunction with any other coupon. **EXPIRES JULY 31 2006.**

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IMPRESSIVE
PC gains +2 base Honor points

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PC gains 250 free gold pieces

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THEY CALL ME FLASH
PC dodges a single melee attack made against him

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DANGER! DANGER!
One NPC/creature rolls crits on 15-20 this round

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WHIM OF THE GAWDS
Random monster (of appropriate level)

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SLIPPERY SLOPE
PC must roll again and accept the new results

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HackJournal #18 coupon   GM#: _____
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BUMP ON THE NOGGIN!
Disruption causes loss of 200 ep to one character

To redeem: Announce use to players. Authorized by HMA HQ. Limit one use of one coupon per GM per gaming session. Not valid in conjunction with any other coupon. **EXPIRES JULY 31 2006.**

USES: ☐ ☐

Revised HackJournal Author and Editor Guidelines
By Mark Plemmons (HMGMA# IL-5-00005-01)

Having trouble editing or writing your HackJournal article (or other HackMaster submission)? Just look at these helpful guidelines to assist you through the Kenzer and Company publishing process.

HackMaster uses certain abbreviations that you should already be familiar with. They are as follows:

PHB	Player's Handbook
GMG	GameMaster's Guide
HoB	Hacklopedia of Beasts
PC	player character
NPC	non-player character
GM	GameMaster
HM	HackMaster
KCo	Kenzer and Company
SSG	Spellslinger's Guide
CG	Combatant's Guide
ZG	Zealot's Guide
GG	Griftmaster's Guide
GW	Garweeze Wurld
GWA	Garweeze Wurld Atlas
GWG	Garweeze Wurld Gazetteer

HACKMASTER-SPECIFIC TERMS

   Common words: Dawg (not dog), gawd (not god), hawg (not hog), wurld (not world, unless discussing "real world")
   Titles: Magic-user (not sorcerer, wizard, or mage; for example, "Mage" is a 16th or 17th level MU, while "Wizard" is an 11th-15th level MU)

ABBREVIATIONS

Common abbreviations may use all capital letters and no periods, or lower case letters and no periods, as noted below.

player character = PC   non-player character = NPC
GameMaster = GM

Armor Class = AC   Building Points = BP

experience points = EP   Hit Die/Hit Dice = HD
hit points = hp

Strength = S	Dexterity = D
Constitution = C	Intelligence = I
Wisdom = W	Charisma = Cha
Comeliness = Com	Honor = Hon

copper piece = cp	gold piece = gp
silver piece = sp	electrum piece = elp
hard silver piece = hsp	platinum piece = pp

It is acceptable to use these common HM abbreviations anywhere within the text. Class abbreviations are no longer used in current products, due to the expansion of available class books. Instead, the class is fully spelled out (magic-user, not MU).

Except when referring to PCs, NPCs or GMs, do not pluralize abbreviations. Write "500 gp" or "34 hp", not "500 gps" nor "34 hps". Coin amounts in text should be shown with a space between the number and the abbreviation for the type of coin, such as "1,000 gp" (not 1000gp, 1000 gps or 1,000 g.p.).

Book Abbreviations: The beginning of this document also discussed other abbreviations for books (such as PHB, GMG, HoB, SSG and GWG). Only use these abbreviations when referencing other books within a statistics block or other similar formula. The rest of the time, write them out.

Company Abbreviations: Never use the KCo or KenzerCo abbreviations within your text. Always write these out as Kenzer and Company.

CAPITALIZATION

Capitalize:

…**Abilities** (Strength, Dexterity, etc.) are always capitalized.
…**Spell or cantrip names** (Bless, Cure Light Wounds, a Fireball spell, etc.). Note that Astral Spell and Death Spell actually have the word "Spell" as part of the name. The HM PHB Appendix C title for a spell name supersedes the other Appendices; and this style guide supersedes Appendix C. [Note that "Body Heat Activation" (6th level magic-user spell) should NOT have "spell" in the title.]

…**Saving throw categories** (Apology, Breath Weapon, Death Magic, HackFrenzy, Poison, Paralyzation, etc.)

…**HackMaster monsters** (Aarnz Hound, Gnoll, Kobold, Hobgoblin, Ogre Mage, Orc, White Dragon, etc.). Groupings (dragons, goblins) and natural animals (bear, wolf) are exceptions to this rule. Natural animals are capitalized only within their own HoB entry.

…For rarer types of beasts, if there is a Common or Standard type of the monster, it is capitalized when used alone, thus Orc and Ogre (even though there are many types of those creatures). If there is no standard form, the name is NOT capitalized, thus skink or snake.

…**Specific magic items** (Ring of Fire Resistance, Potion of Flying, HackMaster +12, Battle Axe +1, Medium Shield +1, Chain Mail +1, etc.)

…**Specific level titles** (Arch-Mage, Wizard, Sorcerer, High Priest, Lord, etc.)

…**All things Hack** (HackClasses, HackMage, HacKleric, HackSassin, HackFighter, etc.)

…**Specific planes of existence** (Prime Material Plane, Astral or Ethereal Planes, Negative Material Plane, Demi-Plane of Shadow, Elemental Plane of Fire, Gehennah, Tartarus, etc.). Note Negative Material Plane and Positive Material Plane, NOT Negative Energy Plane nor Positive Energy Plane.

…**Names of topographical features with a proper noun** are all upper case. For example, in "the Kaldazar Mountains", both words are capitalized.

…**Titles that include a proper name and refer to a specific person.** For example, "After centuries of war, a king was chosen and the land united under King Grax. When the King died, his son vowed to retake the homeland."

…**Magic-user schools.** Capitalize the names of magic-user schools (Transmutation, Necromancy and so on) when discussing a magic-user school. For example, "The Necromancy school is a natural choice for any magic-user interested in the undead."

…**Other HackMaster terms** (Ability Score, Armor Class, Building Points, Fatique Factor, GameMaster, Hit Dice, Group Honor, Honor, Honor Die, NetherDeep, Spell Jack, TeraVerse, Virulence Factor, etc.). Note that "player character" is an exception to this rule, but "PC" and "GM" are not.

DO NOT Capitalize:

…**Character races** (human, elf, dwarf, gnome titan, grel, half-ogre, pixie fairy, etc.)

…**Character classes** (fighter, magic-user, druid, battle mage, assassin, etc.)

…**Alignments** (neutral good, chaotic evil, etc.)

…**Quirks or flaws** (accident prone, pyromaniac, etc.)

…**Skills** (haggle, weaponsmithing, basic armor repair, bargain sense, etc.). Dragon Speak and Evil Speak are the only exceptions to this rule.

…**Talents** (axe bonus, close to the earth)

…**Racial languages** (elven tongue, "speaks dwarven")

…**General classes of items** (+1 swords, +1 or better weapons, "various potions", magic rings, etc.)

…**General groupings of monster races** (dragons, giants, golems, etc.). For rarer types of beasts, if there is a Common or Standard type of the monster, it IS capitalized when used alone, thus Orc and Ogre (even though there are many types of those creatures). If there is no standard form, the name is NOT capitalized, thus skink or snake.

…**General planes of existence** (outer planes, inner planes, elemental planes)

…**Astral or ethereal as a descriptive term** ("astral form," "an ethereal being").

…**Names of topographical features that do not include a proper noun** are all lower case. For example, in "the Kaldazar Mountains" both words are capitalized, but in "the Kaldazar are high mountains" the word "mountains" is not capitalized.

…**Titles without a proper name and that do not refer to a specific person.** For example, "After centuries of war, a king was chosen and the land united under King Grax. When the King died, his son vowed to retake the homeland."

…**Other HackMaster terms** (ability check common tongue, fractional, hit point bonus, infravision, player character, reaction adjustment, ultravision, etc.). Note that "Ability Score check" and "PC" are exceptions to this rule, but "ability check" and "player character" are not.

HYPHENS

 Hyphenate:

…**Compound adjectives before nouns** ("the red-haired, 18-foot-tall Fire Giant").

…**Other HackMaster terms** (demi-gawd, demi-human, dual-class, half-elf, half-orc, half-ogre, multi-class, non-magical, non-player character, "to-hit roll")

Do Not Hyphenate:

…**Class and spell levels preceding a noun** (4th level thief, 1st level spell).
…**Before the suffix *like*** except after double-l endings (for example, "snakelike" and "spell-like").
…**Words beginning with sub** (subarid, subarctic, subtropical, subterranean, etc.)

SINGLE AND SEPARATE WORDS
Blowgun, crossbow, waraxe, warhammer, spellbook and spellslinger are each one word.

Battle axe, hand axe, long bow, short bow, morning star, great spear, bastard sword, broad sword, long sword, short sword, scale mail, chain mail, plate mail, spell caster and spell book are separate words.

ITALICS
No game terms are italicized. Only italicize the titles of books (such as the *Player's Handbook* and the *Garweeze Wurld Gazetteer*). You do not need to italicize their abbreviations (PHB, GMG and so on).

FRACTIONS
When writing a fraction, make sure that your word processor does not automatically turn the fraction into a tiny superscript. What appears on one machine may not appear at all on another. Auto-formatted fractions in Microsoft Word, for example, turn into small dashes when translated over to Quark.

NUMBERS
Numerals should be used for any measurement of distance, weight or time greater than ten. The spelled-out form of the number should be used for any expression of distance of ten or less. These are correct: 137 miles, seven pounds, ten days, 11 feet, five minutes, 24 hours, 13 ounces. Use commas for any number 1,000 or greater.

Numerals are always used for such things as: geometric angles (45 degrees) and expressions of temperature (45˚F), ability scores, ability score modifiers, skill mastery, building points, hit points, points of damage, amounts of currency, level references ("1st level," not "first level"), experience points, bonuses and penalties, dice designators (and say d%, not d100), multipliers, number of charges (in the context of a magic item that has charges) and number of times per day or other unit of time in a statistics block (written as 2/day, 3/day, etc.).

PASSIVE VOICE
You must **AVOID PASSIVE VOICE.** Forms of "be" and passive verbs have legitimate uses, but if an active verb can convey your meaning, use it!

Your computer's grammar checker detects most passive voice, but it is best to do a manual search as well. To do this, use the "find" feature and search for the following often-passive words. If you used them passively, try to eliminate them.
  - be, been, being (often seen with the words below)
  - have
  - was, were
  - will
  - would have (could have, should have)

Examples:
  Passive: The character will suffer 1d6+1 points of temporary Strength damage from the poison.
  Revised Active: The character suffers 1d6+1 points of temporary Strength damage from the poison.
  Revised Active: The poison deals 1d6+1 points of temporary Strength damage.

TENSE
Write in the present tense. Wherever possible, avoid using the future tense "will" to describe NPC or monster actions. For example, do not say "If the player characters open the door, the golem *will attack*." Instead, say "If the player characters open the door, the golem *attacks*."

USE THE MALE PRONOUN
"He" is the indefinite pronoun – eliminate "he or she", "he/she", "him or her", "himself or herself", etc. For example, "If his players are of 4th level or higher, the GM may add an additional 20 hit point bonus to this monster."

WORDS TO WATCH FOR
…"Affect" vs. "Effect". Almost all of the time, "effect" is a noun, while "affect" is a verb. It is possible to effect other usages of each, but that has an annoying affect, and is too pretentious even for Hard Eight. For example, "the jewel's light had a dazzling effect on the magic-user" while "the potion affects the fighter's Constitution score".
…"Discrete" means separate or distinct, while "discreet" means private.
…"Form" and "from" have a nasty habit of interchanging (the correct word should be obvious from context).

…"Horde" and "hoard". "Horde" is a group of people (such as the invading Mongol hordes). A "hoard" is a pile of treasure. Dragons do not "horde" groups of people, but they love to "hoard" large amounts of treasure.

…"Like" should usually be "such as" (when something is described as an example).

…"Loose" should often be "lose" (except, of course, when the term refers to something that is not tight).

…"Parlay" is betting or gambling, while "parley" means talking.

…"Viscous" is sticky or gooey, while "vicious" is savage and dangerous.

…"Who", "which", and "that". A phrase that reads "something-something-something WHICH" should usually read as "something-something-something THAT." Clauses referring to human beings, elves (etc.), or an animal with a proper name (Fido), should be "who" or "whom". There is no comma if the clause is essential to the meaning (such as "It was the man who helped us to the tower"), but use a comma if it is not. For clauses referring to inanimate objects, concepts, or animals without a proper name, use "that".

OTHER STYLE NOTES:
…Use a tab space to indent the second (and further) paragraphs under a header. The first paragraph immediately following a header should be left-justified.

…Use two spaces after each sentence.

…Use single-line spacing only.

…No double columns.

…Use only the Times New Roman font (10 pt or 12 pt). There is no need to make your document look "pretty." This standard font also avoids font confusion between different computers.

…It is helpful if you use all bold and capital letters for headers and size appropriately to make the difference in sections obvious. With the body of the text under the headers, just bold the leader text, don't capitalize it.

Avoid:
…placing commas between the last two items in a list. For example: "swords, axes, spears and staves." Exception: use the last comma if the list consists of long phrases or items including "and" or "or" such as "orange juice, ham and eggs, and milk."

…contractions (such as can't, don't, won't) outside of boxed text.

…excessive abbreviations.

…ending sentences with prepositions.

…jargon, pretentious language, slang, regional expressions and nonstandard or unAmerican English spellings (colour, etc.).

…wordy sentences. You can avoid wordiness by eliminating redundancies, unnecessary repetition of words and empty or inflated phrases. In short, simplify the sentence.

REFERENCING OTHER BOOKS

Referencing the *Garweeze Wurld Gazetteer*
While we generally frown on reprinting text, some Garweeze Wurld material may need to be reprinted, depending on the circumstance. For example, a book on Kal Dez must include all the details on Kal Dez from the *Garweeze Wurld Gazetteer*, plus the new material. While you might want to rewrite the original text in your own words, with additional detail, none of the actual information should be omitted.

For example, if a section of the *Garweeze Wurld Gazetteer* discussed a city having new, tall walls guarded by soldiers with longbows, your section should also say that. Do not simply say that the walls of this city were once destroyed and leave it at that! The GM should not have to flip back and forth between two books to get all the information he needs – include it all!

Referencing Class Books Within the Rules
With the addition of the HackMaster class books (SSG, CG, ZG, GG), PCs and NPCs have access to new classes, skills, quirks, spells and so on.

When using any items from a particular book, note each reference with "(SSG)", "(CG)", "(ZG)", or "(GG)". When such items are used, the writer should also note the best replacements from the PHB, if the GM does not have access to that class book.

HackMaster as a Brand
When using the words "HackMaster" or "Garweeze Wurld," be sure a specific concept, idea or product always follows them. For example: Garweeze Wurld campaign setting, *Garweeze Wurld Gazetteer*, or *HackMaster Player's Handbook*

Think of it like the brand name "Nike" or "Xerox." You can't buy a Nike, but you can buy a Nike shoe. You can't make a Xerox, but you can use a Xerox copier to make a photocopy. Likewise, a character cannot adventure in Garweeze Wurld, but they **can** adventure in the Garweeze Wurld campaign setting.

Avoid Questionable Content

HackMaster is intended to include humor and make for fun gaming. "Humor" does not mean bad puns and questionable taste. References to sex or a person's sexual preference should be carefully considered and are often best replaced with subtler humor. Remove any demeaning term referring to any race or religion (of planet Earth). The last thing we want is to offend or alienate any customer with reference to sex, religion, race or creed.

While certain areas of Aldrazar, and some religions, frequently engage in slavery, rape, prostitution, torture, etc, Kenzer and Company may disapprove this type of material if it seems excessive.

Bullets

One good way to make information easy for the GM to find is to incorporate it into a bulleted list. Place room and area features, as well as information and rumors known by NPCs (if any) in bulleted lists.

However, your bulleted lists should be no more than a tab and a hypen. Do not use fancy formatting that may not transfer over correctly.

NEW RULES

Do Not:

…Create optional rules. With the exception of material in the HackJournal, there are no optional rules in HackMaster! However, stating "The GM may rule…" is okay.

…reference any current or past Kenzer and Company comic books; i.e. "See KoDT 33, pg. 45 for more info" is right out.

…reference any 1E or 2E books, such as: "Monster Manual", "Monstrous Compendium", "Planescape", "Forgotten Realms Campaign Setting" and especially "AD&D", or "Advanced Dungeons & Dragons".

…use the term "exceptional Strength" (the old 18/73 or 18/00). HackMaster has fractional Ability Scores instead – they are listed in the same form (10/23 or 18/99) but work differently. In many cases, especially with magic, "18/100 Strength" ala 1e or 2e should be changed to a 19. Time to Hack! (NOTE: In HackMaster, an 18 Strength means +3 to hit and +6 to damage; a 19 Strength means +3 to hit and +7 to damage.)

…Use the word "prepared"; "memorized" is the correct term for magic-user spells.

Classes vs Packages…

Unless you have what seems to be a great design idea for a new class, think about using packages instead. These allow you to focus more on the actual details and "fluff" text, rather than worrying so much about class abilities and other statistics.

SPECIFIC RULES NOTES

New (HM) vs. Old (AD&D):

…The skill system is d100 based; clarify references that apply to a d20 proficiency system instead

…Magic-users of all types use the same spell list; clerics and druids have separate spell lists.

About Saving Throws:

…**Characters and creatures** make saving throws against: Paralyzation, Poison, Death Magic, Rod, Staff, Wand, Petrification, Polymorph, HackFrenzy, HackLust, Breath Weapon, Apology and Spells ("save vs. spell" or "save vs. spells" are both acceptable)

Items and objects make saving throws against: Acid, Crushing Blow, Normal Blow, Disintegration, Fall, Fireball (or breath), Magical Fire, Normal Fire, Magical Frost, Lightning Bolt and Electrical Discharge (Current)

A saving throw "versus" something should be versus one of the above categories. A save "against" something could have multiple categories. For example: a PC never makes a saving throw VERSUS fire – he'd probably make a save vs. spell, or save vs. breath weapon. However, these can be lumped together as a save "AGAINST" fire or heat effects.

"Save vs. fear" appears frequently: it should usually be "save vs. spell [or petrification, perhaps] or suffer the effects of a Fear spell" or "save vs. spell (fear)" to indicate that it is a fear effect.

Only items make a save VERSUS fire or VERSUS crushing blow – a creature would save vs. whatever was causing the fire [vs. spell, breath weapon, etc.].

Other Spell Notes:

…In text, it's "The battle mage hurls a Skipping Betty Fireball", not "The battle mage hurls a Fireball, Skipping Betty.:

…Note that Murgain's Muster Strength (2nd level magic-user spell) is different from the Strength spell (also 2nd level).

…There are Wizard Mark, Wizard Lock, Wizard Eye and Mage Lock spells [[so be careful with universal replaces of the words "mage" or "wizard"]].

…There is a difference between Cure Light Wounds, etc. and Heal Light Wounds, etc. There are also differences between the cleric and druid versions.

…Fireball spells are based on d4 for damage, not d6.

…There is a 5th level druid spell Wall of Fire as well as a 4th level magic-user spell Wall of Fire. Heat Metal is a second level druid spell only (magic-users and clerics each have a different third level spell called "White Hot Metal").

FINAL CHECKS

Before submitting anything, the writer MUST conduct an electronic grammar and spelling check on his work. After performing this check, the writer should read over his material again to ensure that everything is correct. You may also want to perform a manual "find" search for key words that often signify passive voice – even the best computer grammar checkers don't always detect it. It also results in a better product if you have a competent friend proofread your work before submitting it.

Additional Checks:

…About Tables: Don't be afraid to edit them! It's amazing what slips through (or happens when text is pulled into different programs). Check the information the table refers to, if at all possible, in text and in other tables.

…Double check the math and rules for specific examples.

…Check references for rule accuracy and page/chapter numbers.

…Double check your own work for any style guide issues (after it is written), and watch for:

  -Style: Ensure the tone is consistently Hacked-up.

  -Content: Make sure the document is complete; i.e. that it includes all of the material it was outlined to include.

  -Grammar: Basic English grammar and spelling rules apply even to HackMaster.

…Watch for footnotes that refer to text that no longer exists. For example, there is an asterisk ("*") in the text or table, but no "*The player dies," or other footnote anywhere.

…If a problem cannot be resolved, or a rule is significantly changed, call it out with the MS Word comment feature). Try to come up with a solution, then check with a supervisor to see if that works. If it doesn't, get him to suggest something else. Always leave your initials in the comments, so we know whom to ask.

SUBMITTING TO HACKJOURNAL

In order to submit an article to the HackJournal, you must first be a card carrying member of the HMA.

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 all the edits on your article are concluded.

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

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

Your work will be published as 10-pt Garamond font (9 pt minimum), in two 3-inch-wide columns per page with 0.5 spacing. (I suggest you write/view your article in Word, using this format.)

CATEGORIES
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**

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

…**All Things Magical** - magical items

…**Mage's Advantage** - magic-user spell articles, 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 Wurld: 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 Jo Zeke's use only)

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", "FAQ Master", "Players' Advantage", etc)
ARTICLE TITLE
BY [your name], [complete HMA number (for example, Jolly's is IL-10-00001-01)]

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]

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-ALOUND TEXT XXX

If you include any tables or 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

and this example...

XXX BEGIN TABLE XXX

Table XX-A: Dwarven Beard Length

XXX END TABLE XXX

TABLES
If your article has a large table, attach it to the post. Remember, your work will be published as 10-pt Garamond font (9 pt minimum), in two 3-inch-wide columns per page with 0.5 spacing. We can work with tables that stretch as wide as 6.5 inches, but no wider. If you have wider tables, you need to break them up into multiple tables.

FORUM POSTING LENGTH
The forums only allow a certain number of words per post. If your article is longer, attach it to the post. Put the descriptive information within the post.

SIGNING YOUR ARTICLE
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.

SENDING YOUR ARTICLE

Go to the **HackJournal Article Submission and Editing Forum.** Start a thread and post your article within. Only you (the author) will see your own threads. Editors will see all threads. (What does this mean to you? It means you'll always know exactly whats going on with your article!)

STAGES OF THE EDITING PROCESS

A group of selected HMA members are your editors. They have the ability to read everyone's articles and post replies (comments) to them.

It is the author's responsibility to carefully consider an editor's comments and make any necessary changes to the article. After changes have been made, the author must repost the revised article in the same thread. If an author disagrees with editorial comments, he should post his problems so that he and the editor(s) can discuss the article in that thread.

In any case, if an editor has comments/problems with your article, DO NOT argue with the editor. Discussions are fine – arguments are not. Furthermore, do not assume that other readers will be able to understand what you mean. If the editor is confused by something, you can be sure that some other reader will be confused as well. If an editor asks you to clarify something, be sure you also clarify it in your article, not just in a posted response to the editor.

Once at least three editors have posted (within that thread) that they approve the article, no more changes need to be made. The third editor to post approval should email HMA HQ and inform them that the article is ready for publication.

At this point, a HJ editor assigned by HMA HQ (or HMA HQ itself) will apply any style and grammar changes to your article. It will then be ready for publication. In the case of large grammatical changes, HMA HQ may ask the author to incorporate these changes and resubmit again.

Finally, HMA HQ will close the article thread, noting it has been chosen for publication.

"DEAD" HACKJOURNAL ARTICLES

If you already posted an article, and no editor has given a response in a few weeks, then post again in that thread with a reminder request for editors, so it will "bump" your article post back to the top of the list. If a few more weeks pass, with still no feedback, "bump" your article again. At this point, you may also email HMA HQ and ask for feedback. (Provide a link to that thread in your email – HMA HQ will respond in that thread or via email.)

If two or more editors post that an article is unsuitable, the author needs to revise the article until it is suitable (see "Stages of the Editing Process"). Otherwise, the article will simply languish in that forum. If the author disagrees with all feedback and does not want to revise, he should post a reply within that thread stating that he is withdrawing this article and asking that the thread be deleted. In the case of major disagreements, involved authors or editors may petition HMA HQ for a ruling.

Finally, if you sent an article a year or more ago using the previous submission system, it's quite possible that your article has disappeared. If this is the case, or if you have an article currently in the editing proccess, 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 netherealm of cyberspace, and post them as well.

LEGAL FORMS

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), 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 HQ at hma(at)kenzerco.com. Alternatively, you can print it, sign it and mail this to us at the following address.

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

SUBMITTING HM MANUSCRIPTS

This section covers submissions of large documents submitted for publication outside of the HackJournal.

Send each final chapter as a separate Word file, labeled with the chapter or appendix number, title, date you last worked on it (year/month/day) and your three initials (first/middle/last, as some freelancers have similar names). Be sure to use the underscore symbol instead of spaces, and keep your labels short (32 characters max, not counting the last period and abbreviation of file type, such as ".doc").

If working on a large text, keep an eye on your page count per chapter, assuming that 700-1,000 words fit on one page in the final product. A chapter that is less than 5,000 words does not really have enough material to be its own chapter. Find a way to fit it in somewhere else. Conversely, don't make your chapters too big, if you can help it. For example, a 45,000-word chapter is too big, and needs to be broken apart (breaking this into two chapters would be just fine).

Examples:
Ch00_Intro_051201_mwp.doc
Ch01_Races_051202_mwp.doc
Ch02_Classes_051202_mwp.doc
Ch03_Priors_051201_mwp.doc
Ch04_Equipment_051130_mwp.doc
Ch05_Rules_051130_mwp.doc
Ch06_Culture_051130_mwp.doc
AppA_NewMonsters_051201_mwp.doc
AppB_Glossary_051201_mwp.doc
BackCoverText_051204_mwp.doc

With any large submission, include a glossary of names, places, personages, characters, items, monsters, spells and other items specific to that adventure or supplement.

If you decide you want to try writing the Introduction and/or the Back Cover Text yourself, be sure to base these heavily on introductions and back cover text from our most recent HackMaster products.

Of course, you should send in all chapters together at once. If you are submitting by email, send your chapters together in a single .ZIP file.
If you are submitting by mail, send a hard copy, as well as a compact disc containing your files. (Do not ZIP your files if you are sending them on disc – a compact disc has plenty of space for your files, without ZIP compression.)

Remember, if your submission includes maps, you must include clear, readable hardcopies or electronic files (JPG or TIFF format, grayscale, 300 dpi) of each map when you send in your final submission.

While we do not expect your personal maps to be works of art, we need legible copies for our cartographer's reference.