Hack Journal

The Official Publication of the HackMaster Association

CREDITS

TABLE OF CONTENTS

WHAT IS THE HACKJOURNAL?

The HackJournal is a quarterly PDF fanzine written 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 4th Edition game system.

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Perception in Hackmaster – An Encounter Preparation Checklist and the Proper Use of the Five Senses

by Hendrik Härterich (HMA# D-1-01386-03)

The aim of this article is to improve the way encounters are handled. A matter that often causes some concern and usually endless discussions at gaming tables is the question of how perception, i.e. the use of the five senses, is handled in *HackMaster*. Sometimes it is the GM's error, sometimes the rules are deemed insufficient. This is the author's humble attempt to help avoid the first and improve on the understanding of the latter.

The Gamemaster's Task

Without the GM, the players know nothing, literally. It is the GM who must give the players the information they need in order to be able to react to the world, encounters, and ever present challenges. The GM must provide sensory input by describing it; he must translate the players' skill rolls etc. into information. In order to be able to do this, a GM must think in advance, and prepare well.

The Common Mistake

Often GMs will fumble by rolling random encounters on the fly, during the game. Sometimes this has surprisingly nice results. However, it regularly leads to small catastrophes. The GM will not have prepared sufficiently. An example: The party travelled across a great plain for some time. Two days ago they were fighting with some well prepared bandits in a tower, who saw them coming from afar. This was the last encounter the GM planned. Now, on the next gaming night, he wants to finish the party's journey over the plains fairly quickly and decides to "just" roll for random encounters. He comes up with a couple of Hill Giants. The GM is intent on a quick battle and the following happens...

GM: Roll for surprise.
Player 1: What?
Player 2: A "1"!!!?
GM: The party is surprised by some giants.
Player 1: How??? Were we ambushed?
GM: No, the giants were just travelling along like you and you are surprised because of the die roll.
Player 1: What were they obscured by a blade of grass? How come we did not see them coming from a mile away? We are in the middle of a flat plain surrounded by grass less than two feet high! You said so yourself that it was flat, no hills, and so forth and that is why the people in that tower could see us coming miles out!
GM: Well, I am playing by the rules and you are surprised!
Player 1: Um, I don't think you are. The rules for surprise are used only if the encounter is not noticed until very close. Otherwise sight, sound, smell and so on can give the location away.
GM: But there are no rules for how that works. So, you are surprised. Suck it up!
Player 1:… *mumbles angrily*

Obviously, this example is – I hope, nay, fervently pray – extreme, but I have seen too many dreadfully similar situations. While the GM in our example is not entirely correct – there are perfectly good rules, (albeit in bits and pieces all over the body of the *HackMaster*) on sensory detection – his gravest mistake was setting the whole situation up the wrong way. He gave the party information that his giant encounter was at odds with. Also, he was sorely negligent in applying common sense.

The Encounter Checklist

Before the actual encounter and before surprise may result, the characters have several chances to detect an encounter and thus possibly mitigate or even avoid a surprise situation.

There are several factors which help to determine the actual chances of surprise:

1) Set-Up and Situation

Is the encounter happenstance or intentional, i.e. does the "monster" (or, indeed, other party) encountering the intrepid heroes lay an ambush etc. or does the "meeting" occur out of the blue because of a simple crossing of paths? Is the situation the other way round, giving the party the chance to lay an ambush or prepares because of key background knowledge of its members?

2) Environment/Terrain/Weather

What is the terrain where the "meeting" occurs? Are there hills obscuring the line of sight, or is the party on a hill crest which provides an even better range of vision range?
What is the weather? Does it influence the detection chances (heavy rain, snowstorm, a clear sunny day,

hailstones clattering on the ground, other loud noises such as thunder)?
Are there other factors influencing detection (the normal noises of a bustling city, light sources like a torch in the night blinding the bearer to sighting things in the distance)? Is it night-time? High Noon?

3) Special Knowledge
Is there any special knowledge possessed by party members, such as general or class-based skills, which would improve the chance of detection? A druid or ranger will work well in their favoured environment, a thief will work well in a city, especially one he knows, etc. Does any party member possess racial talents (Keen Sight, Acute Sense of Smell)?

4) Party Precautions
Is the party very cautious, or are they distracted or even oblivious. Movement at the full or greater rate will increase the chances for surprise, which moving slowing at half movement, reduce the chances. Is the party engaged in discussions, even yelling at one another (which will not only increase the chance they are surprised, but reduce the possibility that their encounter "monster" will be so)?

5) Tactical
Are the party members arrayed in the formation that will affect detection (marching order, avant-garde function of a ranger used, thief in front searching, etc)?

6) Range of Sight
What is the range of sight of the party? Do members of the party possess infravision during the night? Is it spoiled in part or completely by light sources of the other party members? What is the range of their light sources? (*cf. Table 17B, p. 158 PHB etc.*)
What is the visibility range under the above conditions (*cf. Table 17A, p. 158 PHB etc.*)?

7) Help
Does the party have any help? Any special spells (Alarm), tools (a spyglass) or creatures (a dog with its keen hearing and sense of smell)? Do they have a horse with its great hearing, which reacts with fear to an unknown sound, providing warning to the party in advance?

Description, Description, Description
Thus a GM worth his salt should heed the following points of advice:
- set the scene, so that the players know with what they can work;
- take care not to describe the scene only when something is about to happen or he will effectively alert the party to danger;
- think well in advance, so that he is prepared. Random encounters especially need prior thinking and require envisioning of the scene; otherwise, it's just another boardgame-style encounter. If the GMs is intent only on the fight and is work-shy, he should play some other fluffy game, and not *HackMaster*.
- take care that a surprise roll will only occur when surprise is actually possible, after all means of detection have been examined and have failed; surprise must not occur when there was a successful detection;
- apply common sense!!!!!!
- be stringent in what he does and is bound to what he has described; only bad GMs need a bad description as an advantage over the players; good GMs rest in the knowledge that despite having giving the players a "fair and square" chance, he can kill them.

Detection of an Encounter
There are talents and racial abilities that **enhance** the senses, such as SIXTH SENSE and INFRAVISION. However these talents and racial abilities **only** enhance the senses, thus, only tell "how much or what kind of occurrence may be perceived". In most cases, they do not provide exact information – read the sections concerning infravision for example. What then is the general rule on "what exactly is perceived in a given situation"?

For this, the rules provide for:
- Anybody can detect noises as per the "Chance to Detect Noise by Race" (*chart 9B on p. 128 of the GMG*). This chance is 15% for a human. As an aside, interestingly enough, thieves start their Detect Noise ability with 15%, before they allocate any points. Only Thief-types may improve and advance past that initial percentage chance by virtue of their Detect Noise ability.
- Everyone can learn the Observation skill (cf. (1) *page 67 Griftmasters' Guide* and (2) *Boswell, Chuck, in: Focus on STP's: Clarifying the Skills, Talents, and Proficiencies of the Class Books, HackJournal No. 9, p.5 s*) and its use is permitted unskilled (cf. *p. 71 GMG*).

- In addition, all characters have the ability to actively detect secret or concealed doors or compartments. Some races, e.g. elves, can detect secret doors passively as well; anybody may passively detect a concealed door.
- There are additional racial talents, such as detecting slopes, unsafe floor, etc.

Other than the above skills and talents, there are few or no other means of perception available other than sound. Attribute checks are suggested as an alternative. However, these lead to lopsided results and may actually make some characters of the most unlikely classes (with regard to perception) the best in overall perception without even demanding a single BP to be spent on a skill. I see no sufficient reason why a Magic-User should be more perceptive than a thief or ranger, if a perception check would be solely INT-based; or if solely WIS-based for a cleric.

The skill Observation complements the Detect Noise class ability. The Observation skill description explicitly states that "this skill covers all senses", and gives a bonus of +10% to the thief-ability Find Traps. According to the rules non-thieves can detect noises, either by use of the "*Chance to Detect Noise by Race*" (*Table 9B, p. 128 GMG*) or by use of the observation skill. The plus for thieves remains, i.e. they do not need to spend building points or skill improvement efforts into increasing their ability to detect noise.

Yet, a self-respecting thief will learn observation, as indeed any character should, as to have ears like a lynx alone does not help in situations where good eyes are called for to detect. A thief who has observation is free to use detect noise instead of observation whenever a "detect noise situation" occurs. In a situation where more than sounds are to be interpreted, the thief would use observation.

CLARIFICATION: Unskilled Use of Observation

If unskilled in observation, the character (or NPC or, in fact, monster as well) will use observation untrained, i.e. [INT+WIS]/2; if a creature does not have attributes the default is 10%. As with any observation check, it is modified by the GM for the current circumstances and special abilities and talents (e.g., Astute Observation) of the person or creature trying to detect. A dog for example, will be great at sniffing things out and thus should receive the bonus of at least in the league of the Active Sense of Smell talent. For creatures, take special note of the descriptions in the *Hacklopedia of Beasts*.

CLARIFICATION: No Attribute Checks instead of Observation

Attribute checks are no longer permissible for employing the senses. This is solely handled (indirectly) via the untrained Observation check.

Do not forget Special Abilities and Talents
Certain races have special abilities and/or free talents, and anyone may have a talent directly or indirectly affecting the character's perceptive ability in a concrete situation. Examples are notably half-orcs with Active Sense of Smell <u>and</u> Acute Taste. Detecting Secret Doors and Concealed Doors as well as Detect Sloping or Unsafe Passages, etc., depend on race, cf. PHB; all other races that have no such special ability, and must seek actively unless otherwise stated in the rules and have a chance to detect Door/Slopes/Passage of a 1 on D6 this may be modified to be as low as 1 in 12.

Detection Ability may be Limited Under the Circumstances
Anybody impeded in his perception, for example by a helmet (for hearing noises or indeed also for seeing while the visor is closed) , will get an appropriate negative modifier on observations with the impeded sense. Also, the situation as outlined herein may entail further negative modifiers. After applying modifiers, the result may be that perception is nigh impossible.

Situation, Situation, Situation
This cannot be stressed enough: use common sense, sink into the situation, think of being there. The characters (and the encounter monsters as well!) are no miracle-workers and will only detect/perceive what can be observed in that situation.

A person will usually not detect anything in a loud market place in a heavy rain with thunderclaps and without line-of-sight due to number of people, stalls etc blocking such sight, etc.

On the flip side of the coin, sometimes even an almost brain-dead person will not fail to detect something. The dumbest idiot will not fail to see (and hear) the 250 giants trampling towards the party in a frenetic bull-rush on a bright and sunny day on a flat plain. Thus, in such cases there is no roll necessary and surprise can never occur.

Between those extremes, however... the above-mentioned rules, mitigated and/or sharpened by

common sense, will determine what the chances of a detection are.

Rule of Thumb
Please note that all the rules as they are and which I outline above remain in full force and effect, but bear in mind the clarifications.

Before using observation, characters should or may employ any other skills and talents as may be appropriate in a given situation, such as "Identify Animal by Tracks", etc. However, but for the special detection abilities of certain races, and only where stated explicitly, observation is never automatic.

Detection Checklist for Encounters
Finally, in the following you will find a list of what has to be figured into your – the GM's – thoughts when deciding whether an encounter calls for either a surprise check or to allow a detection effort prior to or in lieu of a surprise check.

Usually a successful detection, by whatever means, will avoid a surprise situation. Notwithstanding, the usual reaction checks, i.e. initiative rolls, will normally follow then.

As a rule, there will always be one side who tries to detect, and the other side who tries to avoid detection, be that actively or passively. Please note that situations are certainly possible were both parties stalk each other; in such cases, simply apply the following detection checklist twice to help you determine the chances of each. For simplicity's sake, I have called the party trying to detect the "Detector" and the party trying to avoid detection the "Avoider". For clarity's sake: either party can, of course, not only be PCs and NPCs but also be monsters or animals. The latter are handled as "aids in specific circumstances" or may cause "special avoidance difficulties."

1) Avoidance
Make sure that you let the Avoider explain to you exactly how he wants to avoid detection, what he does, how he uses the terrain, which of his abilities he wants to employ to facilitate his avoidance effort. Then ask yourself:

Avoidance checks: Has the Avoider successfully avoided detection (Hide in Shadows, Set Ambush Zone, etc.)? Remember, counter-rolls (Observation, etc.) – possibly modified (see below) – may still be called for if appropriate.

Special avoidance difficulties: Has the Avoider additional special difficulties with avoiding detection? For example: a large creature hiding behind a small pebble, sunlight gleaming on a helmet, anybody coughing nervously, flu or allergy causing a sneeze, a mule braying at an inopportune moment, lightning suddenly illuminating the nightscape and outlining the Avoider? A swarm of mosquitoes might plague the ambushing Avoider and cause stifled or not "yelps" of pain, etc. pp.

2) Detection
An analogue caveat applies for the Detector as applied for the Avoider: Make sure that you let the Detector explain to you exactly how observant he is, where he looks, on what he focuses, which of his abilities he wants to employ to facilitate his detection effort. Then ask yourself:

Temporal issue: Do not forget that nobody can possibly be observant all the time. The most observant guard will be less observant towards the end of his watch cycle. Even the most travel experienced and greatest hero will slack somewhat in his perceptiveness during a day-long march.. Hence, make sure that you have the Detector explain to you his general approach well before an encounter, as remarked on above, and ask how he will keep up his perceptiveness during a long stint on watch, an extended march, etc. pp.

Visibility: Do not forget to figure in visibility ranges (*Chapter 17, PHB, especially: Table 17A "Visibility Ranges"*).

Hindrances due to situational circumstances: Do the current circumstances (light and sight conditions, soundscape, blinded by the fireplace, headache from last nights party, etc.) effectively forbid detection? Or, are *modified* detection rolls (Observation, etc.) still called for if appropriate?

Aids in specific circumstances: Do specific circumstances (e.g., animals in the party of the Detectors) sense anything? For example, a dog in the party may sniff something and give challenge or a horse may neigh in mortal fear, both long before a human will have a chance to sense anything.

Special detection abilities: Does a Detector have special detection abilities (particular sense of smell, tremor-sense [Ankheg etc.], infra- or ultravision, echolocation [bat etc.], life sense [undead etc.]) or are spells in effect that help perception (detect magic, detect undead, detect invisible, etc)? Are detection rolls (possibly modified.) called for and/or appropriate?

Trained detection checks: Now, decide which of the 5 senses will allow for a trained detection effort in the concrete case. Are detection rolls (Observation, Detect Noise, racial special abilities, talents, etc.) called for and/or appropriate?

Untrained observation checks: In the absence of a trained detection ability, or skill and talent, have the Detector check untrained observation, if called for and/or appropriate under the circumstances.

A general note of caution: while it is correct that a detection may be impossible under given set of circumstances, and you may not care whether the players' accept of your calls, it is always preferable and your calls will be more readily accepted if you give the characters the slimmest chance of success instead of none at all.

Better to modify the detection checks to smithereens than to not allow a roll at all!

3) Surprise, surprise

If whatever detection checks were unsuccessful or no detection was possible under the circumstances, have the unaware party – potentially, both sides! – roll for SURPRISE!

C. MORENO '03

Player's Advantage:

Firing into Melee and Mayhem

by Jeff Hric (HMA# OH-1-00777-02)

The very idea of firing an arrow or other ranged weapon into a melee is, at best, a truly desperate act that is as likely to result in casualties to your allies as to your enemies. The recipients of this "friendly fire," if they live, tend to hold grudges against the reckless archer. Some repeat offenders have been found battered and unconscious in dark alleys, with their long bow stowed 'in a very uncomfortable place'. For these and several other glaringly obvious reasons firing into melee is shunned by any sensible archer.

However, there are times when desperate actions must be taken, and there are a select few that are trained for just such an emergency.

NEW WEAPON PROFICIENCY:

Precision Targeting
[1 BP]
The character with this proficiency is usually responsible for taking out enemy commanders, magic-users, and deserters once combat has been joined. They have attained the mental discipline necessary to focus on their target. This proficiency is available to any class allowed to employ missile weapons. A character may take a Precision Targeting proficiency in any single ranged weapon with which he is already proficient. All benefits provided by Precision Targeting apply only to the chosen weapon, though the proficiency can be taken for additional weapons.

A character with the Precision Targeting proficiency is able to negate his normal attack(s) to "draw a bead" on his target, assuming his concentration isn't disrupted. (This period of concentration is very similar to a spell caster casting a spell, and should be treated as such for purposes of armor class, and the possible disruption of the sniping attempt.) He will be able to attack with his next shot on segment 10 as if his target were one size category larger. Note: a character must spend the first nine segments of the round "drawing a bead" for each Precision Targeting attack, reducing the rate of fire by a full round.

Example: *Sir Kirk is locked in melee with a Minotaur, and the battle is not going his way. His companion, the ranger Burgdorf, decides to risk a long bow shot at the minotaur. Without the sniper proficiency Burgdorf looses his arrow on*
segment one, and has a one in three chance of hitting Sir Kirk (size M), and a two in three chance of hitting the minotaur (size L). With the sniper proficiency Burgdorf will spend the first five segments of the round "Drawing a bead" on the minotaur. On segment six he takes his first shot, but with a one in five chance of hitting Sir Kirk (size M), and a four in five chance of hitting the minotaur (considered size H for this shot). Burgdorf is far less likely to owe Sir Kirk an apology if he has the sniper proficiency.*

In the event the character's concentration is disrupted, all benefits of Precision Targeting are lost, though the disrupted character may choose to shoot anyway. Regardless of the missile weapon used, the effective rate of fire is always halved when this proficiency is applied.

Example: *Kelly, a Longbow specialist with three attacks per round would normally shoot on segment. 1,4, and 7 of round one, then again on segment 1,4,and 7 of round 2. When employing his Precision Targeting Proficiency, he concentrates on segment. 1, shoots on 4, and if he wants to continue the benefits he needs to concentrate again on segment 7 to shoot on segment 1 of round 2. Sergeant Billick, a heavy crossbowman would normally shoot on segment 1 of round one, with his second shot on segment 1 of round 2, with this proficiency the entirety of round one is spent drawing a bead on his target, and he shoots his first shot in round 2.* If it seems that slow weapons have disadvantage, they do more damage, so quit complaining.

GM's Note:
There are several common situations often encountered by PCs that would count as firing into melee, for purposes of determining actual target.

Examples of this include, but are not limited to, the following.
- A king surrounded by his guards while in public.
- A thief moving through a crowded courtyard.
- A commanding officer moving behind a line of pike men, giving orders.
- A magic user casting his spells while surrounded by guards.
- A deserter running through a wooded area. (The nearby trees act as possible targets. Size T for trees 2 inches or smaller in diameter, S for trees 2 to 8 inches diameter, M for trees 8 to 24 inches diameter or L for trees 24 inches diameter or larger.)

NEW COMBAT PROCEDURE SKILL:

Bigger Target
BP Cost: 1
Relevant Ability: Dexterity
Mastery Die: 1d4
Course Prerequisite: N
Course Cost: 225 gp
Course Difficulty: +5%]

This skill is most often employed by exceptionally loyal, or dedicated bodyguards of a nobleman or his family. If a guard knows or suspects a ranged attack is aimed at the person he is protecting, he can, with a successful skill check, raise his effective size category by one. Any subsequent missile attacks are now more likely to hit the bodyguard than the person under his protection. Unfortunately, any critical hits scored against a character with this skill will use his true size when determining critical location. A failed skill check results in no apparent change in the character's size. While a critical failure of this skill results in the apparent size category of the person under his protection going up by one. He has in effect given the attacker a better shot.

NEW TALENT:

Smaller Target
BP Cost: 10
Allowed Races: Any (Except Pixie Fairies)
A character with this talent appears one size category smaller when determining the target of a missile attack into a melee he is involved in. Any critical hits suffered from a missile weapon by this character calculate hit location from his smaller apparent size.

Editor's Note: This article supplements Christopher Stogdill's "Simplifying Friendly Fire" in HackJournal #21, and may be used with, or in place of, that article.

Treasure Acquisition Spells

by Andrew Wayne Franklin (HMA# OK-4-00193-01)

There are two major elements to the HackMaster game: combat and acquiring treasure. Many adventurers find it easier to kill all the foes holding treasure than to remove all the treasure from the dungeon, wilderness or town from which they found it.

Bardic Enterprises, LLC, a newly-formed adventuring and trading company operating throughout the multiverse, providing agent services to good-aligned adventurers (see Tony Moore's excellent article in Hackjournal #16 for details on agents), developed these spells so that its employees could better acquire valuable treasure and so that any treasure brought in by those employees could be made more portable.

These spells are all magic-user spells intended for use by generalists. Thus, any character of the magic-user group who acquires and can cast spells of those colleges them may use them. The named spells are, of course, copyrighted. As new spells, even if some characters already had the ideas (thus the rationale for brand naming only some of the spells), the spells are not available except by finding them in the course of the campaign and thus are not in the lists of spells automatically acquired upon advancing a level.

Le Matt's Artfinder (Divination)
Level: 5 (4 for Diviners)
Range: 60 yds+10 yds/lvl   **Components:** V,S,M
Duration: 2 rds/lvl   **Casting Time:** 4 seg.
Area of Effect: 10-ft.-wide path   **Saving Throw:** None

Le Matt is not a person, but rather an institution in a major metropolis known to have an extensive collection of valuable art. Given the lack of most adventurer's knowledge of art and the subsequent damage to artistic treasure that results from their childlike attempts to check behind the art for loot, Le Matt developed this spell so that artistic treasure would not be lost.

This spell is similar to the Find Treasure spell, save that it finds the valuable art objects based not just on material value, but on value of execution. Art objects within the path's area must be worth at least 30,000 gp in aggregate value to be noticed. The material components are a forked stick, which is pointed along the path and one of the following: an art critic with at least 51% in the Art Appreciation skills and 26% in

the Art Appraisal skills or a book on art with a page on which a compass rose is drawn. If the critic is present, the stick will move to over their head and point at the valuable art. If a blank page is used, the compass rose will glow as the stick points at the art object. This spell is considered a level 4 spell for Divination specialists and double specialists as to them, it's just another Find Treasure spell. It may be added to the list of Detective spells at the discretion of the GM.

Merge Gem Pile (Alteration)
Level: 3
Range: 10 yds   **Components:** V,S,M
Duration: Permanent   **Casting Time:** 4 seg.
Area of Effect: 10 x 10 ft. area   **Saving Throw:** Special

Merge Gem Pile is a spell based off the popular standard, Merge Coin Pile. Merge Gem Pile merges only loose gemstones that have been not cut by a gemcutter to increase their value (minor polishing and cleaning is acceptable). The user throws a single loose, uncut gemstone into the pile of gems and voila the gems are converted into gemstones of that type and value!

Like Merge Coin Pile, throwing a higher-value item into the pile will convert a large number of low-value units into a smaller number of more valuable units. A small-value gem thrown into a pile of larger value gems will, like Merge Coin Pile, increase the size of the pile. However, unlike the perfect conversion of Merge Coin Pile, converting low-value gems into high-value gems is not 100% efficient. All low-value gems will be converted into the value of the higher gem with the same size and quality, but any excess is lost.

For example, if there is a mixture of 10,500 gold pieces of worth of gems in the pile to be merged and a 5,000 gold piece gem is thrown in the pile, the pile will be converted into two 5000 gp gems plus the original 5000 gp gem thrown in. The excess 500 gp worth of gems will be lost. It is rumored that the Elemental Plane of Earth takes the excess gems in the conversion to higher-value gems as tribute. In addition to the gem used for merging the pile, a small rockhammer must be swung over the pile in order to activate the spell. The rockhammer, like the gem to be merged, is not consumed during casting.

10

Pool Gems (Alteration)

Level: 2
Range: 20 ft.   **Components:** V,S,M
Duration: 1 rd   **Casting Time:** 2 seg.
Area of Effect: 20-ft. radius   **Saving Throw:** Special

Pool Gems is a cousin to the Pool Gold spell. It tears gems away from other surfaces, or from their loose positions within the spell's radius, and makes them into a nice pile. An object with gems removed from it is disfigured. If gems are significant to the structural integrity of an object, such as a ring dominated by a large gemstone, they must make a save vs. crushing blow or be ruined by the force that is exerted to attract the gems.

Magic resistance does *not* protect the gear of magic-resistant characters as the gear is being targeted, not the character. However, the various means of stopping spells such as Minor Globe of Invulnerability, Anti-Magic Shell, etc., do prevent Pool Gems from working in those effective areas. The material component for the spell is either the beard hair from a dwarf or the saliva of a Dark Soultress or Succubus. The component is dropped in the area to be affected and is consumed in the casting.

Unseen Accountant (Conjuration/Divination)

Level: 4
Range: 0   **Components:** V,S,M
Duration: 2 hrs + 1 hr/lvl   **Casting Time:** 4 seg.
Area of Effect: 30-ft. radius   **Saving Throw:** None

An Unseen Accountant is the spirit of an accountant which accompanies the caster. Given the command to count objects of a particular type, it begins counting those objects. It is highly accurate in its count, with no more than a 2% error rate, even if counting a large pile of coins. The Unseen Accountant can, if a piece of paper and a ledger are located in the area of effect, write down the objects counted and the type (if the type is pointed out to it). Thus, it is quite common to have the Unseen Accountant count many objects and then write down the results. The Unseen Accountant can also write down the results of basic computations on treasure division, e.g. if we split these coins 4 ways, how many does each party member get? The Unseen Accountant has no ability to labor and no ability to think beyond the balance sheet. In addition to the basic material component for Unseen Servant, a lock of hair from the head of a professional accountant (Mathematics, Basic and Reading/Writing at 65% or better) are needed for the spell. The hair is consumed in the casting of the spell.

Unseen Weightlifter (Conjuration/Summoning):

Level: 3
Range: 0   **Components:** V,S,M
Duration: 4 hrs + 1 hr/lvl   **Casting Time:** 3 seg.
Area of Effect: 30-ft. radius   **Saving Throw:** None

Unseen Weightlifter is simply a stronger version of Unseen Servant. The Unseen Weightlifter has a Strength of 18/99 and thus easily opens door latches, pushes large objects, etc. An Unseen Weightlifter has no physical form, so it has no ability to carry objects which are not placed in properly closed containers (i.e. a pile of coins would slosh around but a closed backpack would not). An additional material component for the Unseen Weightlifter spell is a vial of sweat obtained from a porter or other strong manual laborer. The sweat is consumed in the casting of the spell.

GameMaster's Workshop:

101 Uses for a Dead Adventurer

by Peter Bowkett (HMA# UK-3-02054-05)

The GM can often overlook the opportunities presented by the death or near death of a player character, carried away with getting that shiny new skull on to their shields. However, a careful perusal of even mundane monsters can reveal a wealth of role-playing options, not to mention the chance to 'turn the screw' just a little more. Learn to enjoy the look on a player's face when freshly brought back from the brink of death he discovers that a Minor Death has been dispatched to correct the 'error', or that the often raised fighter now has a pack of common rats following him where ever he goes. Imagine when his freshly deceased and buried henchmen comes stumbling into camp and carries on with his job, completely oblivious to the fact that he is dead.

It is small moments like these that are at the core of HackMaster, but are oft overlooked in our haste to get on with the story. Here you will find a compilation of causes and creatures associated with death, and their effect on your PC's lives. There is a further combined roll table for GMs who do not want to roll a bucket of dice every time a player drops to the ground, along with several non-death encounter chances.

Table HJ24-A: Death

% chance	Event
variable	PC rises as a Poltergeist (% = total of ability scores/3)
2%	Ankou comes for the PC
5%	Become Avenging Spirit (if slain by Extra-Planar Being)
35%	Become Avenging Spirit (if slain by Aerial Servant)
10%	Become Revenant (if ability scores are good enough)
78%	Become Spectre (depending on crime)

Table HJ24-B: Near Death

% chance	Event
1%	Ankou comes for the PC
1%	Death Harvester sent
10%	Death's Minions sent

Table HJ24-C: Raised from Death

% chance	Event
1%	Death Harvester sent
5%	Ankou comes for the PC
10%	Followed by pack of Common Rats
10%	Death's Minions sent

Drinking unfiltered water
10% chance contains Throat Leeches.

Talking about Babblers
10% chance to summon Incoherent Babbler.

Wading through sewage
1% chance of Sewer Grub infestation per point of damage (open wound).

Table HJ24-D: Character Cheats Death (Near Death)

Roll d10,000	Event
0001	Ankou, Death Harvester and Death's Minions sent to fetch character
0002 - 0003	Ankou and Death Harvester sent
0004 - 0012	Ankou and Death's Minions sent
0013 - 0021	Death Harvester and Death's Minions sent
0022 - 0109	Ankou sent
0110 - 0200	Death Harvester sent
0201 - 1182	Death's Minions sent
1183 - 0000	No event

Table HJ24-E: Character Cheats Death (Raised, Reincarnated, etc.)

Roll d10,000	Event
0001	Ankou, Death Harvester and Death's Minions sent. Rats begin to follow.
0002 - 0006	Ankou and Death's Minions sent. Rats begin to follow.
0007	Ankou and Death Harvester sent. Rats begin to follow.
0008 - 0051	Ankou and Death's Minions sent
0052 - 0054	Ankou and Death Harvester sent
0055 - 0060	Ankou sent and Rats begin to follow
0061 - 0500	Ankou sent
0501	Death Harvester and Death's Minions sent. Rats begin to follow
0502 - 0511	Death Harvester and Death's Minions sent
0512 - 0583	Death's Minions sent. Rats begin to follow
0584 - 1484	Death's Minions sent
1485 - 1490	Death Harvester sent. Rats begin to follow
1491 - 1580	Death Harvester sent
1581 - 2450	Rats begin to follow
2451 - 0000	No event

Table HJ24-F: Character Dies (Not Raised)

Roll d10,000	Event
0001 - 0020	Ankou comes for body, rises as Revenant (if qualified)
0021 - 0071	Ankou comes for body, rises as Spectre or Poltergeist (if qualified)
0072 - 0178	Ankou comes for body, rises as Spectre (if qualified)
0179 - 0200	Ankou comes for body
0201 - 1181	Rise as Revenant (if qualified), or Soul wanders lost in the void
1182 - 6182	Rise as Spectre or Poltergeist (if qualified), or Soul wanders lost in the void
6183 - 8980	Rise as Spectre (if qualified), or Soul goes to its just reward
8981 - 9491	Soul wanders lost in the void
9492 - 0000	Soul goes to its just reward

Cramming for Conquest – Methods to Enhance Learning

by Keith McCormic (HMA# BR-3-01603-03)

In the HackMaster game, learning can be a difficult process, especially for the perennially unintelligent fighters in the group. Of course, in some ways this is natural and Darwinian. On the other hand, skills and studying are such an integral part of the game that magic-users are naturally encouraged to develop new methods to enhance the mind's ability to comprehend and retain challenging material. As a result, a number of methods, both mundane and arcane, are appearing in the halls of the world's most famous centers of learning.

MUNDANE METHODS

Table HJ24-G: Mundane Learning Enhancements

Item	Cost	Availability		
		Hi	Med	Lo
Aardenswort	1 sp/dose	40	20	10
Coffee	1 gp/day	40	25	5
Notebook	5 gp	70	50	20
Notetaker	5 gp/day	50	30	15
Pragath Tea	2 gp/day	35	20	10
Raagean Slip	10 gp/dose	20	10	5

Aardenswort: This common herb is mixed with tobacco and smoked to gain clarity of thought and to enhance focus. It grown throughout temperate regions, especially in areas where farmland and forests are mingled together, as the herb requires shade to grow. Successfully smoking Aardenswort three times a day for the duration of training grants a 2d6+1% bonus to learning attempts for skills or spells. Aardenswort does not stack with Raagean Slip.

Smoking Aardenswort takes about a turn (10 minutes). When a character smokes, he must succeed at a system shock check to continue. After succeeding 2d4 times, the character need not check for future attempts. Every day of smoking Aardenswort reduces the characters overall life expectancy by 0.25%, about three months for a human or perhaps two-and-a-half years for an elf! Worse still, while smoking and for a week after, the character is 5% more likely to contract a respiratory ailment, provided at least a 1% chance exists. GMs should also apply any smoking penalties from the article Pipes & Pipeweed of Garweeze Wurld in HackJournal #13, pages 9 to 17.

Coffee: Coffee is a strong, but relatively safe stimulant. It is grown in tropical areas, often high in the mountains where temperatures are mildly cool year round. It is usually only highly available in such areas or in major cosmopolitan cities. Drinking coffee from time to time while training grants a 2d4+4% bonus to the character's chance to learn skills or spells. Coffee will not stack with Pragath Tea.

Drinking coffee also reduces his fatigue factor by one on the following day, because he'll probably stay up too late that night. This problem goes away after a month of regular consumption. Coffee also adds 1% to the character's chance to contract disease, provided there is at least a 1% chance. Consuming coffee with Aardenswort or Raagean Slip for a week or more can cause a number of problems: twitching (15% chance - treat as the Nervous Tic flaw, lasting 1d4 weeks), gastric distress (20% chance - -1 to hit for 1 week), and/or exhaustion (15% chance – character cannot adventure or train at all the following week).

Notebook: This is a cheap, worn-out book, usually riddled with palimpsests and ripped pages that a character can use to jot down notes, provided he can read and write and has writing implements, usually a charcoal pencil. The character needs a separate book for each class, but the used books can be traded back to the seller for a 10-50% discount on the purchase of a new notebook.

Characters with at least a 51% mastery in a reading/writing skill automatically gains a 1d6+4% bonus to his learning chance for any skill class in which he uses a notebook. Characters with 50% or less can gain this benefit if they succeed at two average reading/writing checks. The notes must be taken in a language that the character can read & write in order for him to gain any benefit. If a character retains his old notebooks, the next time he takes a class in the same skill, he can apply a 5% bonus to his learning chance for each notebook he has for that subject, up to a maximum bonus of 15%. This bonus stacks with the use of a new notebook, but if other students find out about his notebook collection, the character loses one temporal Honor.

Notetaker: A notetaker is a trained scribe, often another student, who will use a notebook for the character and will read back the notes after class. Characters who are illiterate or have a poor

reading/writing skill might opt for a notetaker instead. Using a notetaker grants a 5% bonus to the chance to learn a skill. A separate notetaker is needed for each class. Note that a character can use BOTH a notebook and a notetaker, though the maximum total bonus is only 13%, not 15%. Also, about 60% of instructors will not allow unenrolled notetakers, so the character may need to pay to enroll the notetaker.

Pragath Tea: Pragath is a mild stimulant that is usually consumed in tea form. It is often given to soldiers standing watch as the effects are less harsh than coffee. Pragath itself is inexpensive, but nigh-undrinkable, so most of the cost comes from the spices or liqueurs that are added to the draught to allow consumption. Drinking Pragath Tea regularly while studying grants a bonus of 1d4+6% to your character's chance to learn a skill or a spell. Pragath doesn't stack with Coffee. Drinking Pragath without taste buffering is terribly unpleasant and distracting, so it actually causes a 5% penalty to learning!

Raagean Slip: Raagean Slip is a mildly psychedelic berry that is usually used by clerics to treat catatonia. It can be grown in any warm temperate area, so it is common around the Raakoran Islands, hence the name. The dried berries are soaked in hot water and separated from the seeds, a process that takes about an hour to complete. The resulting mush is eaten, often on toasted bread, to enhance sensory input visceral memory. Eating small amounts of Raagean Slip twice a day during training grants a 10+1d6% bonus to skill and spell learning attempts.

Each week of taking Raagean Slip carries a risk of dependency equal to 1% plus a cumulative 1% for each week of use. This risk never goes down. It just compounds throughout the character's lifetime. Characters who become dependent must purchase and consume at least one dose per day or risk becoming catatonic. For every day he goes without, the addicted character suffers a cumulative –1 to wisdom and charisma. When one of these attributes reaches zero, the character is afflicted with catatonia as per the rules in the GMG. Taking two doses in a day will undo a day without Raagean Slip.

Raagean slip stacks with all of the above methods, though combining it with Pragath or Aardenswort is potentially even more dangerous. The stimulant effects add 5% to the risk of dependency and can cause unwanted permanent side effects. For every week that a character mixes these herbs, there is a

15% chance that he develops one of the quirks or flaws listed in Table HJ24-H: Intemperance Effects.

Table HJ24-H: Intemperance Effects

Roll d100	Quirk or Flaw
01	Accident Prone
02-05	Agoraphobia
06-10	Attention Deficit Disorder
11-12	Bardic Tendencies
13-15	Close Talker
16-17	Death Wish
18-20	Delusional (Major)
21-30	Delusional (Minor)
31-33	Enabler
34-35	Expanded Personal Space
36-44	Flashbacks
45-46	Glutton
47-50	Gullible
51-52	Identity Paranoia
53-57	Impotence/Frigid
58-65	Inappropriate Sense of Humor
66-67	Low Threshold for Pain
68-70	Migraines
71-73	Nervous Tic
74-85	Poor Impulse Control
86-87	Short Term Memory Loss
88-90	Sleep Chatter
91-95	Suspicious Mannerism
96-100	Whisperer

MAGICAL METHODS

Table HJ24-I: Magical Learning Enhancements

Item	Cost	EPV	Availability		
			Hi	Med	Lo
Caaldan's Curious Quill	1,500 gp	300	5	3	2
Crimson Cow	500 gp	100	5	3	1
Highland Brew	2,000 gp/6	400	7	4	2
Skolvaar's Skypen	5,500 gp	1,000	3	2	1
Thinking Cap	60,000 gp	3,000	Special – Must be found		

Caaldan's Curious Quill: Caaldan's Curious Quill is simply a feather-topped ink pen that never runs out of ink. When used to take notes in a notebook, the quill grants a 2% bonus to the character's learn chance simply because he isn't distracted by managing his ink supply. Most of these Quills write in black, water-soluble ink, though some write in blue, red, or

green ink (10% chance). A few examples with waterproof ink exist, but these cost at least ten times as much.

Crimson Cow: Crimson Cow is a foul-tasting, invigorating potion named after the inn (owned by a retired magic-user) in Abos that first served the drink. A draught of Crimson Cow will allow a character better than normal recall of events in his life from the last 1d6+2 days for a period of 1d6+6 hours. This effect also grants the character a chance to reroll one failed attempt to learn a single spell or skill if consumed within one day of the failure. Manufacture of Crimson Cow is rumored to require the brain of a Mind Flayer or the ichor of an Intellect Devourer.

Highland Brew: Highland Brew is a bubbly, sweet, fruity-tasting potion first developed high in the Praxter Mountains to help dwarven battlemages study their spells in times of war. This stimulating, neon-green concoction has since spread throughout the Eder Soult, becoming popular at wizards' academies and major universities. Highland Brew comes in a small wooden box, containing six one-pint bottles. Instructions are printed (often in Kuraat) on the inside of the lid. All six bottles must be consumed in a four-hour period for the potion to assist learning. Consuming less than six will give the same side effects, but no benefits.

The first benefit of consuming all six bottles is the temporary gift of wakefulness. For the next twelve hours, the character functions as if he has gotten a full night's sleep, allowing a sleep-deprived spellcaster to memorize his spells. Indeed, the character cannot sleep at all until this duration expires. Secondly, for the next twelve hours, the character gains an extra memorization slot for each spell level he can cast. This doesn't increase the number of spells he can cast, it just improves his flexibility. Finally, the potion grants a 25% bonus to learning skills or spells, spell research, or spell-cracking checks that occur during the twelve-hour window. Thus, a character who concludes a skill class or finishes work on a spell during this window will gain this hefty benefit.

The downside of Highland Brew is twofold. First, the character will fall asleep twelve hours after drinking the last bottle. If less than the full six-bottle dose is consumed, the character will fall asleep four hours after his last sip. This sleep lasts 8+1d8 hours and is so deep and intense that only imminent risk of death such as drowning or the loss of 50% or more of his

hit points will wake the character. While awake, he suffers a –1 to all his ability scores and will fall asleep again as soon as the danger passes. Once the full duration expires, the character will wake normally with no ill effects. The second downside to Highland Brew is that any character taking even a single sip possesses the Death Wish quirk from the time he first drinks until he passes out from exhaustion. Such characters are prone to extreme-sports-like behavior, such as riding horses up trees and head-butting mountain goats.

Skolvaar's Skypen: Skolvaar's Skypen is a modified version of the popular Caaldan's Curious Quill. Like the Quill, it never runs out of ink, though it can write in 1d4+1 different colors, a significant enhancement. Unlike the Quill, Skolvaar's Skypen will write on its own, so long as the user remains within 6' of it. If it is held tip-first to a writing surface and its command word is spoken, the Skypen will automatically record the user's thoughts, flipping pages if necessary, until the writing surface is filled or the character grasps the quill again. The Skypen writes in the character's native tongue, using a clear, easily-readable text that grants a +10% to reading/writing checks. It also draws diagrams or drawings to illustrate the text with 90% accuracy. Characters who use a Skypen to take notes in class gain a 20% bonus to learn skills, provided they can read the notes afterwards. Those with a 51% or better reading/writing in their native tongue are assumed to be able to read the notes automatically. Skypens cannot transcribe spells. There are no known examples of Skypens with waterproof ink. Such pens might sell for a hundred times the base cost!

Thinking Cap: The Thinking Cap appears as some form of magical headgear that is worn atop a character's head while he is studying. The hats often look a bit ridiculous, so they sap a point of base Honor from a character for each week of use. Also, these hats just won't stay in place during a stiff breeze, combat, or other strenuous activity. Regardless of precautions, the hat will always fall off the character's head under these circumstances, costing him a point of base honor (and possibly the cap!) if he forgets to take it off beforehand.

These valuable magical hats increase the character's ability to connect his thoughts and memories and also to form new associative neural pathways. Wearing a Thinking Cap affects a character's Intelligence while the hat is worn, as indicated by Table HJ24-J: Intelligence Modifiers. If a character wears a Thinking

Cap throughout a skill class or the study of a spell, he also gains a 20% bonus to his learn check, above and beyond the learning chance from his temporary Intelligence! Note that the hat cannot increase the maximum number of spells a caster can learn because the effect is temporary.

Table HJ24-J: Intelligence Modifiers

Normal INT	Modifier to INT
1-4	+7*
5-7	+6*
8-9	+5
10-12	+4
13-15	+3
16-17	+2
18-19	+1
20-22	-1*
23-25	-2*

* +5% chance of dependency

Unfortunately, these hats can also have unintended consequences for those who abuse them. For each week that a hat is worn, the character risks becoming addicted to the hat, or rather to his altered mental state. After the first month of use, there is a 2% cumulative chance, per week, that the character will seek to wear the hat at all times and will risk anything to keep it (or another Thinking Cap) in his possession.

For each week spent not wearing the hat while engaging in non-scholarly pursuits, like adventuring, the character's risk decreases by a like amount. This chance is modified by the character's Wisdom, so a character with a 14 Wisdom is in no danger for the first eleven weeks of use. Dependent characters who fall into dishonor because of wearing the hat will become NPCs, pursuing scholarly vocations in order to avoid dislodging the hat from their heads.
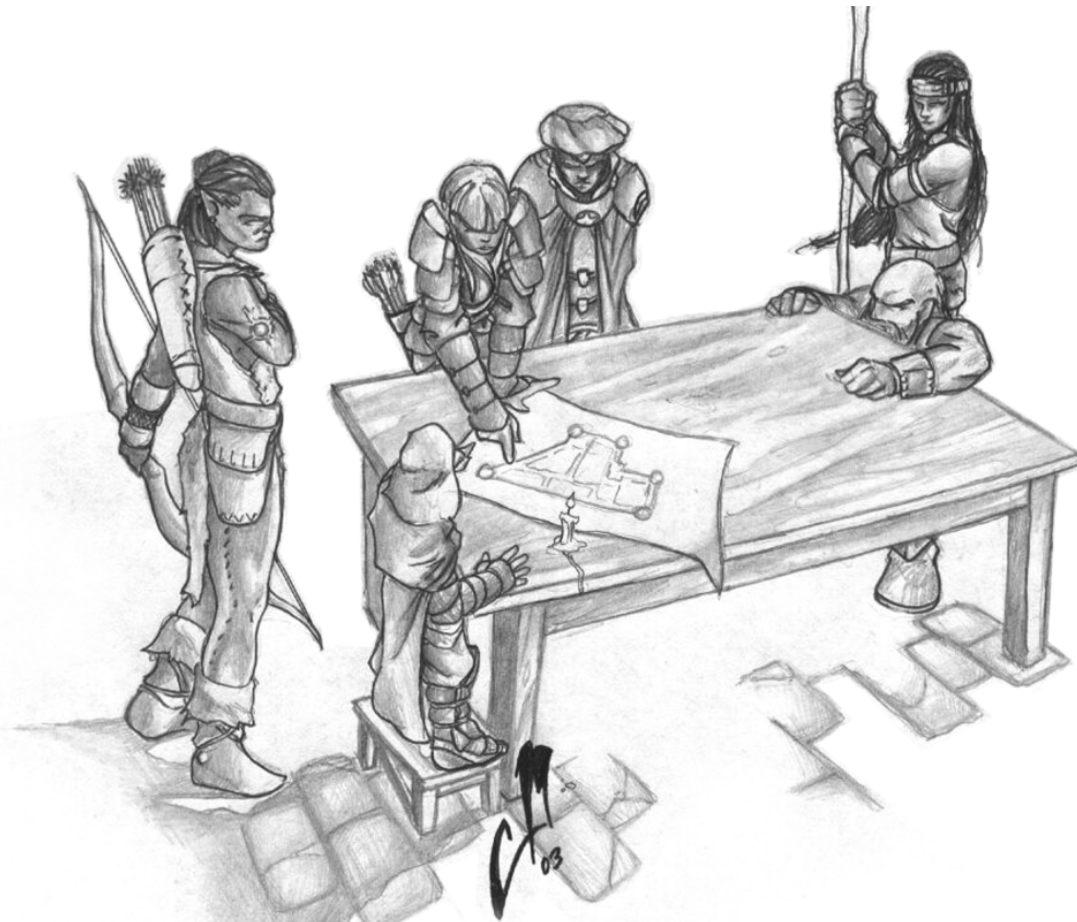
From the Cubicle of the Chancellor:

HackMastering Svimohzia - the Ancient Isle

by Mark Plemmons (HMA# IL-8-00005-01),
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If you're playing a HackMaster game in the *Kingdoms of Kalamar* campaign setting, you may naturally wish to use the Svimohzia supplement in your game. To aid in this, we've created this d20 to HackMaster conversion document. Of course, not all d20 rules can be (or should be) converted directly to HackMaster. Only those rules that follow are to be considered official HackMaster, tournament-sanctioned, material. Ignore all other d20 rules from this sourcebook (however, the GM may convert any d20 rules for his own unsanctioned HackMaster campaign). Finally, note that some conversions may share little more than the names of the original d20 rules. They are specific to the HackMaster system, and should not be compared to the D&D rules (it would be like comparing apples and oranges, as they say).

Chapter One: Races and Regions

Only the sil-karg (half-hobgoblins) are an official HM player character race at this time. The sil-karg rules at the end of this article take precedence over those previously published in HackJournal #21.
Feats are a core d20 mechanic and are not available to HackMaster characters.

Chapter Two: Classes and Paths

"Prestige" classes are not a function of the HackMaster game. After all, the core classes offer more than enough challenges and possibilities to keep any player active and interested for at least a single lifetime. On occasion, however, a character may wish to take a "package." A character does not need to take a package; it is the player's option. If you wish to do so, choose one just after Step 9 of character creation, but before rolling for priors and particulars (see the details on character creation in the *HackMaster Player's Handbook*.) Only single-classed characters can take one of the packages noted here. The quirks, flaws or talents listed for each package are included, and do not earn/cost any additional BP. Race restrictions for listed talents are waived, but any proficiency slots required (such as for the Improved Backstab proficiency) are not free and must be used as normal.

Disciple of Zhulurahn (28 BP): Use the Fighting Monk package from the *Zealot's Guide* with the Attack Bonus talent (PHB), Vigor talent (ZG), and an alignment of lawful neutral.
Meldiz Savage (13 BP): Use the Savage package from the *Combatant's Guide*, with the HackFrenzy quirk, Attack Bonus talent (PHB) and the Tough Hide talent (PHB).
Primal Warrior (10 BP): Use the Animalist class from the *Adventurer's Guide to Pixie Fairies* with the Balance Bonus talent (PHB).
Savannah Stalker (2 BP): Use the Thief class and allow the Wilderness Warrior package from the *Combatant's Guide* (normally restricted to fighters), with the Enmity toward Gnoll quirk and the Sixth Sense talent (PHB).
Sedizehn (4 BP): Use the Assassin class from the *Player's Handbook* with the Burglar package from the *Griftmaster's Guide*, with the Sadistic quirk (PHB), Blind Fighting talent (PHB), and Improved Backstab proficiency (GG).

Chapter Three: Weapons, Equipment and Magic
Note: These HackMaster tables add to or replace the D&D tables in *Svimohzia: the Ancient Isle*.

Table 3-2H: New Weapons

Weapon	Cost	Weight	Size	Dmg Type	Speed Factor	T	S	M	L	H	G	Base Availability		
												Hi	Med	Lo
Chopper	15 gp	3 lb.	M	H	0	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	70	55
Patuk-Gron-Mabuk	5 gp	6 lb.	M	P	2	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	55	45	25
Shovimzar	12 gp	4 lb.	L	P/C	4	1d12	1d10	1d8	1d6	1d5	1d4	70	60	45
Wheznar	12 gp	4 lb.	L	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	60	45	30
Throwing Irons*	4 gp	1 lb.	T	P	-1	1d6-1	1d6-1	1d6	1d6-1	1d6-2	1d6-3	40	20	5

*Range as dagger (ROF 2, Range S 10, M 20, L 30)

Weapon	Cost	Type	ROF	T	S	M	L	H	G	S	M	L	Hi	Med	Lo
		Dmg								Range (yards)			Base Availability		
Blowgun			2							10	20	30	90	85	80
Barbed dart	1 sp	P	2	1d6-1	1d6-1	1d6-2	1d6-4	1	1	10	20	30	95	90	85
Needle	2 cp	P	2	1	1	1	1	1	1	10	20	30	95	90	85
Darts, War Blowgun (10)	5 gp	P	2	1d6-2	1d6-2	1d6-2	1d6-4	1d6-4	1	8	16	24	75	55	25

ARMOR

Table 3-3H: Armor

Type	Cost	AC	HP	Weight	Bulk	Base Availability			Maintenance
						Hi	Med	Low	Adj.
Brigandine, gold	2,100 gp	9	5	70 lbs.	fairly	GM's discretion			x1/3
Brigandine, silver	700 gp	8	6	35 lbs.	fairly	GM's discretion			x1/2
Brigandine, bronze	80 gp	7	6	35 lbs.	fairly	GM's discretion			-3 days
Brigandine	120 gp	6	6	35 lbs.	fairly	90	85	90	
Brigandine, elven steel	160 gp	6	7	17.5 lbs.	fairly	GM's discretion			x8
Brigandine, fine steel	180 gp	6	7	31.5 lbs.	fairly	GM's discretion			x2
Brigandine, iron	120 gp	6	6	44 lbs.	fairly	GM's discretion			-1 day
Brigandine, adamantite	60,000 gp	5	9	26 lbs.	fairly	GM's discretion			x12
Brigandine, dwarven iron	12,000 gp	5	8	44 lbs.	fairly	GM's discretion			x20
Brigandine, mithril	6,000 gp	4	7	23 lbs.	fairly	GM's discretion			x10
Chain mail, dark elven	700 gp	5	9	20 lbs.	non	GM's discretion			x8
Cord	35 gp	8	2	15 lbs.	fairly	50	30	10	
Field plate, dwarven iron	400,000 gp	1	26**	75 lbs.	bulky	GM's discretion			x20
Full plate, dwarven iron	600,000-1,000,000 gp	0	38**	52.5 lbs.	bulky	GM's discretion			x20
Halfling cord	50 gp	7	2	10 lbs.	non	30	20	5	
Half-Plate, dwarven iron	300,000 gp	2	20	62.5 lbs.	bulky	GM's discretion			x20
Lamellar, gold	1,800 gp	9	6	60 lbs.	fairly	GM's discretion			x1/3
Lamellar, silver	600 gp	8	7	30 lbs.	fairly	GM's discretion			x1/2
Lamellar, bronze	213 gp	7	7	30 lbs.	fairly	GM's discretion			-3 days
Lamellar, wood	365 gp	7	3	30 lbs.	fairly	40	20	10	
Lamellar	320 gp	6	7	30 lbs.	fairly	60	30	10	
Lamellar, elven steel	640 gp	6	8	15 lbs.	fairly	GM's discretion			x8
Lamellar, fine steel	480 gp	6	8	27 lbs.	fairly	GM's discretion			x2
Lamellar, iron	320 gp	6	7	30 lbs.	fairly	GM's discretion			-1 day
Lamellar, adamantite	160,000 gp	5	10	22.5 lbs.	fairly	GM's discretion			x12
Lamellar, dwarven iron	32,000 gp	5	9	37.5 lbs.	fairly	GM's discretion			x20
Lamellar, mithril	16,000 gp	4	8	20 lbs.	fairly	GM's discretion			x10
Plate mail, dwarven iron	200,000 gp	2	14	62.5 lbs.	bulky	GM's discretion			x20
Splint mail, wood	300 gp	5	5	45 lbs.	bulky	45	25	10	
Wooden breastplate	25 gp	8	2	20 lbs.	bulky	45	35	15	

** This armor absorbs 2 hit points per die.

Table 3-3-1H: Armor Hit Point Regression

Type	AC	HP	-1	0	1	2	3	4	5	6	7	8	9
							Armor Class						
Brigandine, gold	9	5	-	-	-	-	-	-	-	-	-	-	5
Brigandine, silver	8	6	-	-	-	-	-	-	-	-	-	6	1
Brigandine, bronze	7	6	-	-	-	-	-	-	-	-	6	2	1
Brigandine	6	6	-	-	-	-	-	-	-	6	4	2	1
Brigandine, elven steel	6	7	-	-	-	-	-	-	-	7	5	3	2
Brigandine, fine steel	6	7	-	-	-	-	-	-	-	7	5	3	2
Brigandine, iron	6	6	-	-	-	-	-	-	-	6	4	2	1
Brigandine, adamantite	5	9	-	-	-	-	-	-	9	9	7	5	4
Brigandine, dwarven iron	5	8	-	-	-	-	-	-	8	8	8	4	3
Brigandine, mithril	4	7	-	-	-	-	-	7	7	7	5	3	2
Chain mail, dark elven	5	9	-	-	-	-	-	-	9	7	5	3	2
Cord	8	2	-	-	-	-	-	-	-	-	-	2	1
Field plate, dwarven iron	1	26**	-	-	26**	26**	14	12	10	8	6	4	3
Full plate, dwarven iron	0	38**	-	38**	38**	26**	14	12	10	8	6	4	3
Half-Plate, dwarven iron	2	20	-	-	-	20	20	14	12	10	6	4	3
Lamellar, gold	9	6	-	-	-	-	-	-	-	-	-	-	6
Lamellar, silver	8	7	-	-	-	-	-	-	-	-	-	7	1
Lamellar, bronze	7	7	-	-	-	-	-	-	-	-	7	2	1
Lamellar, wood	7	3	-	-	-	-	-	-	-	-	3	2	1
Lamellar	6	7	-	-	-	-	-	-	-	7	4	2	1
Lamellar, elven steel	6	8	-	-	-	-	-	-	-	8	5	3	2
Lamellar, fine steel	6	8	-	-	-	-	-	-	-	8	5	3	2
Lamellar, iron	6	7	-	-	-	-	-	-	-	7	4	2	1
Lamellar, adamantite	5	10	-	-	-	-	-	-	10	10	7	5	4
Lamellar, dwarven iron	5	9	-	-	-	-	-	-	9	9	6	4	3
Lamellar, mithril	4	8	-	-	-	-	-	8	8	8	5	3	2
Plate mail, dwarven iron	2	14	-	-	-	14	14	12	10	8	6	4	3
Splint mail, wood	5	5	-	-	-	-	-	-	5	4	3	2	1
Wooden breastplate	8	2	-	-	-	-	-	-	-	-	-	2	1

** Absorbs 2 hit points per die.

MUSICAL INSTRUMENTS

Table 3-5H: Musical Instruments

Item	Weight (lbs.)	Cost	Base Availability		
			Hi	Med	Lo
Bagpipes, Svimohzish	10	30 gp	65	55	30
Didgeridoo	4	20 gp	65	40	20
Meznar	1	20 gp	80	70	60
Mezwar	7	8 gp	60	40	20
Nemarzen	3	8 gp	55	35	15
Seryf	1	24 gp	70	50	30
Thelarr	3	4 gp	80	60	50
Zemvar	5	40 gp	80	50	20

SPECIAL ITEMS

Akdren-Thall (Drug)
Delivery: Ingested
Benefit: +4 Str for 2d10 minutes/0 (must FAIL a saving throw vs. Poison to gain benefit)
Side Effects: After the drug wears off, the user is fatigued for one hour.
Addiction: Low. Along with the standard saving throw vs. Poison to gain the Str bonus, a first time or non-addicted user must also make a second saving throw vs. Poison with a +5 bonus or become addicted. If addicted, the character must succeed at this same save every day or suffer a -1d2 point penalty to the character's Wisdom. If an addicted user stops using this drug for more than 10 days, apply a cumulative –5 penalty to the saving throw vs. Poison. An addicted user trying to give up the drug must make two successful saving throws in a row, or remain addicted.

Jilipsi Snuff (Drug)
Delivery: Inhaled
Damage: Dazed and -1d4 Wis for d3 rounds, +4 Int for 1 hour/-1d2 Con for 1 hour
Addiction: Low. A first-time or non-addicted user must make a saving throw vs. Poison with a +5 bonus or become addicted. If addicted, the character must succeed at this same save every day or suffer a -1d2 point penalty to

the character's Dexterity and Wisdom. If an addicted user stops using this drug for more than 10 days, apply a cumulative –5 penalty to the saving throw vs. Poison. An addicted user trying to give up the drug must make two successful saving throws in a row, or remain addicted.

Kahranak-gott (Poison)
Delivery: Ingested
Damage: -3d6 Con/-3d6 Con

Table 3-6H: Special Items

Item	Cost	Availability		
		Hi	Med	Lo
Akdren-Thall	15 gp	50	25	4
Blackleaf	10 gp	70	50	30
Curaxa	100 gp	65	45	25
Hishmanwhi	250 gp	30	20	10
Jilipsi Snuff	60 gp	60	40	2
Kahrankak-gott	300 gp	30	20	10
Orc Bone Juice	100-500 gp	25	15	5
Papyrus (per sheet)	8 sp	80	75	70
Perfume, Liquid Spice	12+ gp	60	40	20
Pithgaris	1 sp	85	65	45
Satum's Bane	16 gp	40	20	10

MOUNTS

Horse, Highland Dancer: HF 1, EP 35, Int 2, AL N, AC 6, MV 12"walk/24"trot/36"canter/48"gallop, HD 2, hp 29, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 7, ToP 14, Crit BSL: Def AC +1, FF 6

Zamulbah: HF 3, EP 130, Int 1, AL N, AC 7, MV 9" walk, HD 5+5, hp 47, #AT 3, D 1d8/1d6/1d6 (horns/hoof/hoof), SA nil, SD nil, Lang: none, ML 15, ToP 23, Crit BSL: Def AC +1, FF 7

Table 3-7H: Mounts

Item	Cost	HF	Base Availability		
			Hi	Med	Low
Horse, Highland Dancer	350 gp	1	60	40	20
Zamulbah	8,400 gp	3	45	25	5

NEW SPELLS

Air Barrage (Evocation)
Level: Cleric 5, MU 6, Zealots (with Air sphere) 4
Sphere: Air
Range: 10 yds. + 10 yds./lvl **Components:** V, S
Duration: Instantaneous **Casting Time:** 5 seg.
Area of Effect: 20 ft. cone **Saving Throw:** Half

This spell creates a mass of invisible 6-inch diameter spheres of air that spring forth from the caster's exhaling mouth and deal 1d4 points of damage per caster level (maximum 10d4) to every creature within the area. Unattended objects take no damage, but the force of the air barrage automatically extinguishes candles, torches, and similar unprotected flames in its spread. It also causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per

caster level to extinguish those lights.
Small-sized or smaller creatures are knocked prone, or if flying are knocked back d6 x 10 feet. Medium creatures on the ground are unmoved, but if flying are knocked back d6 x 5 feet. Large or greater creatures, and creatures of any size that succeed at their saving throw, are unmoved.

Animate Vine (Alteration)
Level: Cleric 3, Druid 2
Sphere: Plant
Range: 30 yds.   **Components:** V, S
Duration: 1 rd./level   **Casting Time:** 3 segments
Area of Effect: 10 ft./level **Saving Throw:** None

This spell enables the caster to give a vine a semblance of intelligence, attacking whomever or whatever the cleric designates. Slithering movement is 15 feet per round. The vine can constrict a creature or object like a Constrictor Snake (HOB VII p84).

Cheetah's Speed and Cheetah's Speed, Mass
See the Cheetah Speed spell in the *Player's Handbook*.

Cluo's Curse (Necromancy)
Level: Magic-user 8
Range: Touch   **Components:** V, S
Duration: Permanent   **Casting Time:** 8 seg.
Area of Effect: 1 creature **Saving Throw:** Yes

The wizard Cluo's fear of vampires led him to create this spell, which was soon taken up by certain evil spellcasters against the forces of good, much to Cluo's chagrin. As such, evil magic-users often refer to this spell as Cluo's Folly.

Cluo's Curse bestows a -4 penalty to Strength, Dexterity and Charisma (reducing the usual benefits to melee attack rolls, melee damage rolls and other uses of the ability modifiers). Cluo's Curse cannot be dispelled, but it can be removed with a Break Hex, Divine Miracle, Limited Wish or Wish spell.

Command Plants, Lesser and Control Plants, Lesser
Ignore these spells.

Elephant's Overrun and Elephant's Overrun, Mass
Use the following spell.

Elephant's Overrun (Alteration)
Level: Cleric 2, Druid 2, Magic-user 3
Sphere: Combat
Range: Touch   **Components:** V, S, M
Duration: 1 rd./level   **Casting Time:** 3 seg.
Area of Effect: 1 creature/lvl **Saving Throw:** Yes

The target creature becomes more adept at Shield Bash attacks, and is significantly more skilled at running into foes and knocking them down. The spell grants a +20% bonus to Improved Charge skill checks and Shield Bash skill checks, as well as a +4 to the to-hit roll for Shield Bash attempts. The material component is a small piece of ivory from an elephant for spellslingers, or the character's holy symbol for divine casters.

Lozhen's Breath (Conjuration)
Level: Druid 2, Magic-user 4
Sphere: Air
Range: 10 yds./level   **Components:** V, S, M
Duration: 5 rds./level   **Casting Time:** 3 segments
Area of Effect: 20-ft. radius **Saving Throw:** Special

A cloud of ash-filled smoke, like that from the volcanic Lozhen Mountains, billows out from a chosen point. The particle-filled smoke obscures vision, giving a +3 AC modifier due to concealment. A character that breathes this heavy smoke must make a saving throw vs. Poison with a –1 per round spent inside the cloud, or spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of temporary damage (per punching and wrestling rules). A moderate wind (11+ mph) disperses the smoke in 4 rounds, and a strong wind (21+ mph) disperses the fog in 1 round.

The material component for this spell is a pinch of ash. Lozhen's Breath does not function underwater. Because Lozhen refers to the mountains, Lozhen's Breath does not require a spell license.

Mushu's Falling Foot (Evocation)
Level: Magic-user 3
Range: 30 yds.   **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 3 segments
Area of Effect: 5 ft x 10 ft. **Saving Throw:** None

Mushu's Falling Foot creates a Large magic foot that lands on an opponent, dealing 1d6 points of damage per two caster levels (maximum 10d6) to every creature beneath it, before vanishing. The material component is a boot or other piece of footwear.

Spellslingers who often use this spell refer to the victims as having been "stomped!"

Nauseate (Necromancy)
Level: Cleric 1, Magic-user 1
Sphere: Harming
Range: 5 yds./level **Components:** V, S
Duration: 1d4 rounds **Casting Time:** 2 segments.
Area of Effect: 1 living creature with 5 HD or less
Saving Throw: Yes

The affected creature becomes nauseated. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is to move half their base movement rate in a round. Creatures with 6 or more Hit Dice are immune to this effect. The verbal component must be a disgusting word.

Nemesis (Illusion/Phantasm)
Level: Magic-user 8
Range: Touch **Components:** V, S, M
Duration: Instantaneous **Casting Time:** 12 hours
Area of Effect: 1 duplicate creature
Saving Throw: None

Nemesis creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from earth. It appears to be the same as the original, but with a sinister look of evil intent evident on its face.

The nemesis has only one-half of the real creature's levels or Hit Dice (and the appropriate hit abilities for a creature of that level or HD). The caster cannot create a nemesis of a creature whose Hit Dice or levels exceed twice his caster level. The spell is cast over a rough earth form, and some piece of the creature to be duplicated (hair, nail or the like) must be placed inside the earth. Additionally, the spell requires powdered jade worth 1,000 gp per HD of the nemesis to be created. The character must possess a functional magical laboratory to complete the nemesis.

Once created, the nemesis is no longer under command of the creator. The nemesis' only goal is to seek out the original and slay the original. Should it encounter the original, the nemesis attempts to touch or make eye contact with him. If the nemesis succeeds in this, the original must save vs. Magic or die. If the original succeeds in his save, he instead takes 5d6 points of damage +1 point per caster level.

Once its task is complete, or if reduced to 0 hit points or otherwise destroyed, it crumbles into a small pile of its original components. Only a complex process requiring at least 24 hours, 100 gp per hit point, and a fully-equipped magical laboratory can repair damage to a nemesis.

A nemesis has no ability to become more powerful. It cannot increase in level or abilities. If two duplicates of the same creature are made, they attempt to seek and kill each other, rather than the original.

Onahu's Cloak of Courage (Enchantment/Charm)
Level: Cleric 6

**Sphere**: Charm
Range: 20 ft. **Components:** V, S, M
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect : 1 creature/lvl **Saving Throw:** None

An ethereal glowing cloak appears on the target's back, bolstering its attitude and improving its abilities. The affected creature receives a +2 bonus on saving throws vs. charm and fear effects, a +10% bonus on skill checks with a single skill (chosen by the caster) and a +2 bonus on rolls to-hit and weapon damage rolls. The material component is a small piece of cloth stitched with golden thread.
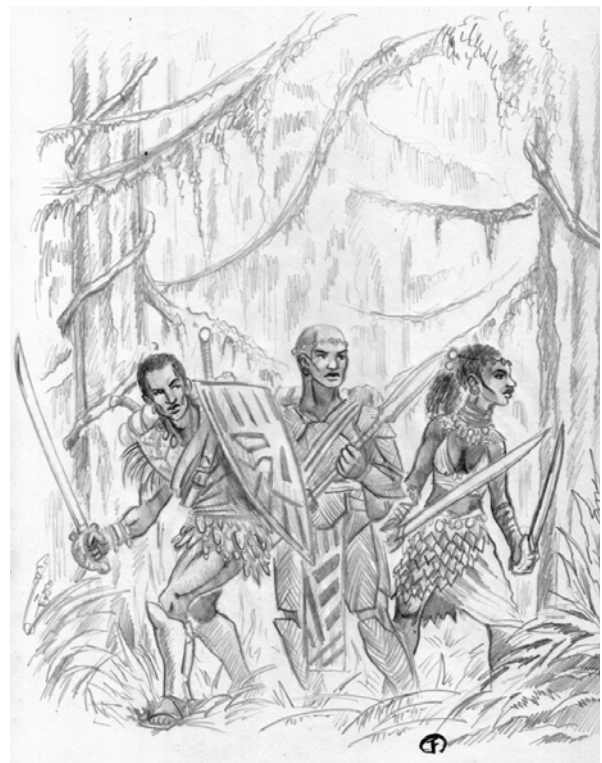
Primal's Brachiation and Primal's Brachiation, Mass

Use the following spell.

Primal's Brachiation (Alteration)
Level: Cleric 1, Druid 1, Magic-user 2
Sphere: Animal
Range: Touch   **Components:** V, S, M
Duration: 1 rd./level   **Casting Time:** 2 segments
Area of Effect: 1 creature/lvl **Saving Throw:** Yes

The target creature becomes more adept at climbing and swinging, just as an ape or monkey from the Vohven Jungle. The spell grants a +40% bonus to the creature's climbing ability (according to GMG Table 9C) and +20% to checks related to swinging through trees or from ropes/vines. The term "primal" refers to ape-like creatures, not a magic-user's name, and so Primal's Brachiation does not require a spell license.

Spittle Splash (Conjuration)
Level: Cleric 2
Sphere: Animal
Range: 25 ft. + 5 ft./2 levels **Components:** V, S
Duration: Instantaneous   **Casting Time:** 2 segments
Area of Effect: 1 spit missile **Saving Throw:** Special

From the caster's mouth comes a nasty orb of sticky, horrible smelling expectorate (like the spittle of the green ape of the Vohven Jungle) at the target. Roll an attack. The caster must hit the target's AC against touch attacks to succeed. Any living creature struck by the substance suffers a -2 penalty to attacks and saves, and a –10% to skill checks until the spittle is washed off (with at least 1 pint of water). The target may also suffer a loss of Honor, depending on the situation and any onlookers.

Touch of the Dark One (Necromancy)
Level: Cleric 5
Sphere: Sun (reversed)
Range: 60 yds.+10 yds./lvl **Components:** S
Duration: Special   **Casting Time:** 6 segments
Area of Effect: 1 creature/lvl **Saving Throw:** Negates

The caster calls upon the power of the Dark One to blind a group of opponents, who must all be within 30 ft. of each other. Opponents in the area who fail a saving throw vs. Spell are blind, only able to see a grayness before their eyes. Only a Dispel Magic or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. Spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

The somatic component is a gesture resembling a poke to the eye. This power is most commonly found among the clerics of the Dark One (Mravroshkha-Khielshor to hobgoblins, or Zhanvim to the Svimohz).

Trailblaze (Evocation)
Level: Druid 1
Sphere: Travel
Range: Touch   **Components:** V, S
Duration: Permanent   **Casting Time:** 3 segments
Area of Effect: 3 + 3/level trail markers
Saving Throw: None

The spell allows the caster to inscribe a visible trail marker, which is a single character consisting of a vertical, angled, or horizontal slash. When cast, he receives three trail markers plus three per caster level, no two of which may be placed more than 30 ft apart, and each of which must fit within 1 sq. ft. A *trailblaze* spell enables him to place the trail marker upon any substance (usually a tree, but even stone or metal) without harm to the material upon which it is placed. The trail marker cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

Transport Via Column (Alteration)
Level: Cleric 6
Sphere: Earth
Range: Touch   **Components:** V, S
Duration: Special   **Casting Time:** 4 segments
Area of Effect: Special   **Saving Throw:** None

Thanks to an ancient Svimohz cleric of the Founder (with a fear of the wilderness outside of Monam-Ahnozh), the caster or other touched willing creature can enter any stone column and pass any distance to a second column of the same kind in a single round, regardless of the distance between the two. However, both the entry and destination column must be crafted from the same type of stone (granite or marble, for example). If uncertain of the location of a particular destination column, the caster need merely designate direction ("a column in the north end of this city") or distance ("a column 200 miles west of here"), and the transport via column spell moves the caster as close as possible to the desired location. The caster may also indicate a particular destination column (the third column from the left at the Temple of the Arts in Bet Kalamar, for instance). The caster

can bring along objects as long as their weight does not exceed his maximum encumbrance.

There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar column from 1 to 100 miles away from the desired destination column. If a particular destination column is desired, but the column has been destroyed, the spell fails and the caster must come forth from the entrance column within 24 hours. The destruction of an occupied column means that the caster must make a saving throw vs. Death Magic. Failure ejects the corpse and all carried objects from the column.

This spell will not function with statues, unless they currently act as a column by actively supporting a structure, and the caster can never travel through a golem or other creature, even if it currently supports a structure.

Vohven Vipers (Conjuration/Summoning)
Level: Druid 3
Sphere: Animal
Range: 25 ft.+5 ft./lvl   **Components:** V, S
Duration: 1 rd./lvl   **Casting Time:** 1 round
Effect: 1 tiny viper/lvl   **Saving Throw:** None

When uttering the Vohven Vipers spell, the caster calls forth a Tiny venomous snake. The snakes must be summoned so that each one is adjacent to at least one other snake (that is, the snake must fill one contiguous area). The caster may summon the snakes so that they share the area of other creatures. Each snake attacks the nearest creature, and the caster cannot command the snakes to follow his orders. They do not remain stationary, and they pursue creatures that flee. Use Snake, Venomous in Hacklopedia of Beasts VII p85, and then shrink them to Tiny by decreasing Hit Dice by 4 hp and giving them a -15% EP adjustment.

Wall of Bronze (Evocation)
Level: Magic-user 4
Range: 5 yds./level   **Components:** V, S, M
Duration: Permanent   **Casting Time:** 4 segments
Area of Effect: 5 sq. ft./level   **Saving Throw:** None

The caster causes a flat, vertical bronze wall to spring into being. This wall can be used to seal off a passage or close a breach, for the Wall of Bronze inserts itself into any surrounding nonliving material if its area is sufficient to do so. The Wall of Bronze is one-quarter-inch thick per level of experience of the spellcaster. The magic-user is able to create a bronze wall of up to 5 square feet per experience level; thus, a 9th level magic-user can create a Wall of Bronze with an area of 45 square feet. The magic-user can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 25 Strength and 300 pounds mass – each pound over 300 or Strength point over 25 alters the chance by 2% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. Petrification. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and Gargantuan creatures.

A wall of bronze is subject to perforation and other natural phenomena but, unlike a Wall of Iron, it is not subject to rust. A small piece of sheet bronze, plus a bronze ingot worth 3 sp are the material components.

Wall of Vines (Conjuration/Summoning)
Level: Druid 3
Sphere: Plant
Range: 80 yds.   **Components:** V, S, M
Duration: 1 turn/level   **Casting Time:** 1 round
Area of Effect: One 10-ft. cube/lvl
Saving Throw: None

A Wall of Vines spell creates a barrier of very tough, pliable vines at least twice the thickness of a human finger. Any creature forced into or attempting to move through a Wall of Vines becomes entangled as with the Entangle spell.

The druid can double the wall's area by halving its thickness. This has no effect on the entangling ability of the wall, but any creature attempting to move through the wall takes that much less time to force its way through the barrier.   A Wall of Vines can be breached by slow work with hacking or slashing weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Fire burns it away in 10 minutes. The material component is a handful of vine seeds or a small piece of vine at least three inches long.

Half-Hobgoblins at a Glance (revised)

THE UPSIDE
Racial Bonuses:
  Infravision enables half-hobgoblins to see up to 60' in darkness.
Initial Languages: Hobgoblin, common (Merchant's Tongue), goblin, one human language, dwarf
Talents: Good Immune System and High Tolerance (GG)
Allowable Multi-Classes:
  Fighter/cleric, bounty hunter/cleric, fighter/thief, bounty hunter/thief, or fighter/assassin
Attribute Modifiers:
  Sil-karg gain/suffer the following bonuses/penalties: +1 Constitution, -1 Intelligence (Kargi) OR
  +1 Dexterity, -1 Wisdom, -1 Comeliness (other)
Building Point Bonus: 8
Additional Talents Which May be Purchased:
  Active Sense of Smell, Acute Alertness, Ambidextrous, Attack Bonus, Blind Fighting, Damage Bonus, Dense Skin, Endurance, Hit Point Bonus; CG/GG/ZG: as humans; SSG: Blind Casting, Martial Tradition
THE DOWNSIDE
  - In human, hobgoblin and dwarven societies, half-hobgoblins suffer a -1 reaction roll penalty
  - In elf and gnome societies, sil-karg suffer a -4 reaction roll penalty
MISCELLANEOUS
  – Movement rate: 12
  – Social Class Modifier: -10% on PHB Table 4F
  – Birth Roll Modifiers: +15% on PHB Table 4G;
  – -20% on PHB Table 4H

* The number of languages a half-hobgoblin can learn is limited by his Intelligence (see PHB Table 1D) and by the Building Points/training he devotes to languages.

Table HJ24-K: Sil-karg Ability Prerequisites

STR	M/F	INT	M/F
MIN	3/3	MIN	3/3
MAX	18/17	MAX	18/18
DEX		**WIS**	
MIN	5/5	MIN	3/3
MAX	18/18	MAX	18/18
CON		**CHA**	
MIN	7/7	MIN	3/3
MAX	18/18	MAX	18/18
		COM	
		MIN	3/3
		MAX	15/15

Table HJ24-L: Sil-karg Level Limitations

	Half-hobgoblin*
Cleric	U
Chosen	U[1]
Druid	11
Shaman	10
Zealot[2]	U[2]

Fighter	U
Barbarian	U
Berserker	U
Bounty Hunter	12
Cavalier	no
Holy Knight	no
Dark Knight	14
Gladiator	16
Knight Errant	no
Monk	no
Paladin	no
Pirate	15
Ranger	13
Samurai	no
Soldier	9
Swashbuckler	no
Magic-user	6
Abjurer	no
Battle Mage	9
Blood Mage	8
Conjurer	no
Diviner	no
Elementalist	9
Enchanter	no
Illusionist	no
Invoker	no
Necromancer	no
Painted Mage	no
Transmuter	no
Wild Mage	8
Thief	U
Acrobat	U[3]
Assassin	13
Bard	no
Brigand	14
Charlatan	no
Infiltrator	15
Minstrel	no
Ninja	no
Pirate	U
Yakuza	no

*Level limit +2 for sil-karg that are not multi-classed.
[1] Chosen ones become/advance in their class indefinitely at the whim of their patron Gawd.
[2] See race restrictions per Zealot type.
[3] Unavailable to half-Kargi (Krangi/other only).

Table HJ24-M: Sil-karg Thief Racial Adjustment

PP	OL	FT	RT	MS	HS	DN	CW	RL
+5	-5	0	-5	+5	+5	0	0	+5

Table HJ24-N: Sil-karg Age and Aging Effects

Starting Base	Starting Variable	Maximum Age
15	1d4	110+2d20
Middle Age	**Old Age**	**Venerable**
55	80	110

Table HJ24-O: Sil-karg Height and Weight

Base Ht.	Ht. Modifier	Base Wt.	Wt. Mod.
M/F	M & F	M/F	M & F
58/54	2d10	140/100	7d10

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If struck, critical hit severity reduced by 1d6

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USES: ☐

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HA!
Roll again and accept the new results

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USES: ☐

HackJournal #24 coupon   GM#: _____
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Entire party subject to encumbrance audit

To redeem: Announce use to players. Authorized by HMA HQ.
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Not valid in conjunction with any other coupon.

USES: ☐

HackJournal #24 coupon   GM#: _____
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-20% Experience point deficit for this session

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USES: ☐

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LAZYBONES
-50 fractional points to Strength

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Not valid in conjunction with any other coupon.

USES: ☐