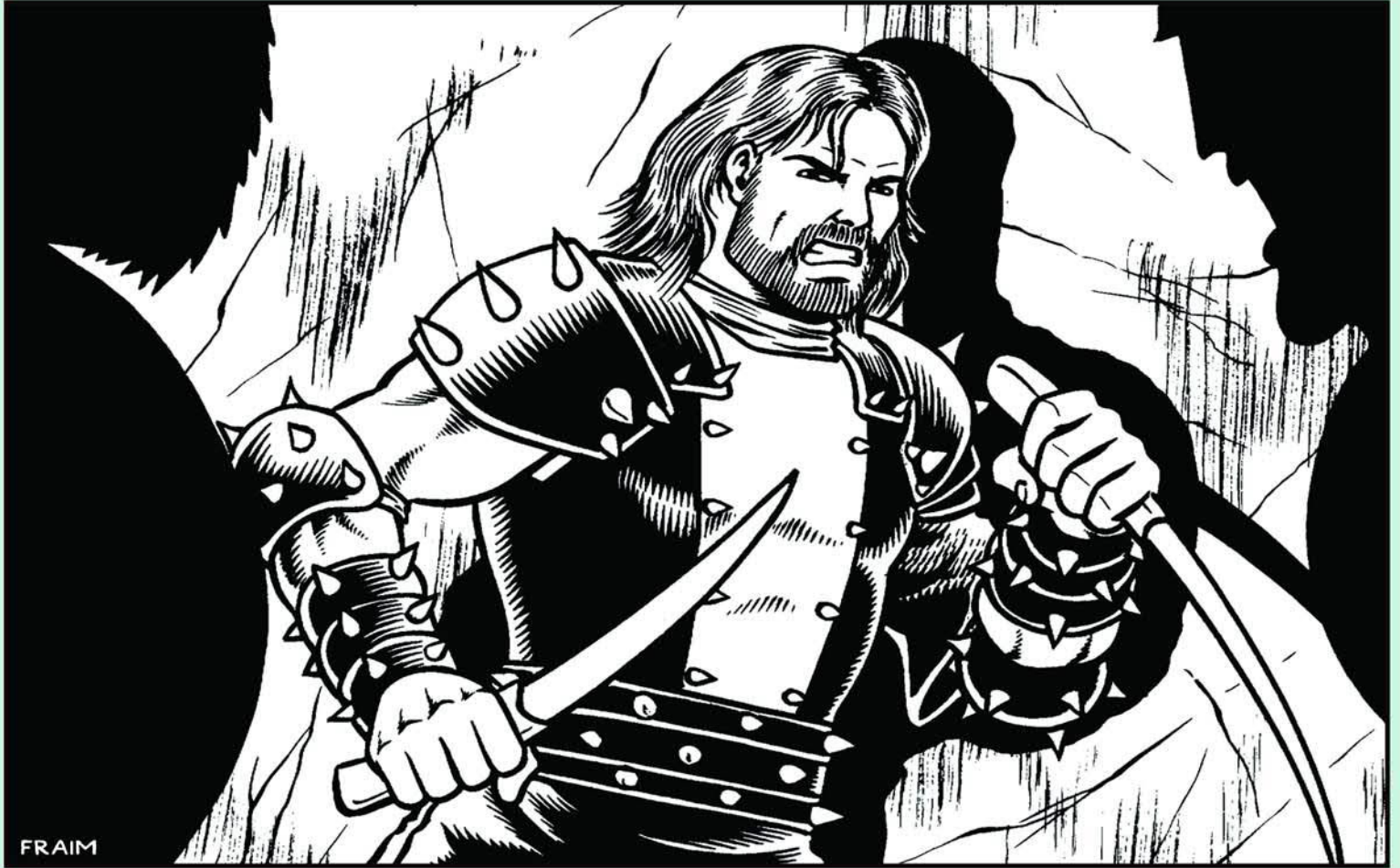


FOURTH EDITION

HACKMASTER®



HackJournal Issue #25 Spring - 2008

Welcome to the newest edition of HackJournal, the HackMaster fanzine written by Players and GameMasters around the world! Whether you profess to be the greatest fighter, magic-user, cleric or thief, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- The new Zealot of Athena player character class
- A look at some new equipment – the quiver – along with two magical versions
- The Village Name Generator gives new names with an Olde World feel
- A 14-page article on Tilan Island's University of the Arcane including new spells, talents and NPCs
- The thoroughly detailed HackJournal index containing issues 1-25
- Special HackJournal coupons found only in this issue!

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ABOUT THE HACKJOURNAL

The HackJournal is a PDF supplement 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. Each issue's game content contains GM's option material for the HackMaster 4th edition game system.

HackJournal is published quarterly. HMA members may submit articles for publication in future issues of HackJournal by posting on the official Submission and Editing forum of the Kenzer and Company website. Electronic and e-mail submissions are required as we cannot take responsibility for the care and feeding of any postal workers or transcriptionists.

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PLAYER'S ADVANTAGE:

Zealot of Athena

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

ZEALOT OF ATHENA, GAWDESS OF WISDOM & COMBAT

TITLE: Atheniators

ALIGNMENT: Lawful Good

ABILITY REQUIREMENTS: Strength 11+, Intelligence 11+, Wisdom 16+, Charisma 12+

PRIME REQUISITE: Wisdom, Intelligence

HIT DIE TYPE: d8

TO-HIT PROGRESSION: Fighter

SAVING THROW TABLES: Cleric

BUILDING POINT BONUS: 4

SPELLJACKING: No

SPELL SPHERES: Animal 2, Charm 3, Combat 6, Creation 2, Devotional 4, Divination 6, Healing 2, Warding 6, Plant - Special (Zealots of Athena may use the Plant Sphere to Level three, but only in regard to the Olive tree, its fruit and wood and within 1 mile of their dedicated shrine).

TURN/COMMAND UNDEAD: As Cleric -2 Levels

WEAPON OF CHOICE: Spear

WEAPONS PERMITTED: Javelin or Spear

ARMOR PERMITTED: Any Helm and/or Shield Only

ALLOWED RACES: Any

STPs: Gain Grace Under Pressure Talent at no cost, Gain Shield Specialization or Advanced Weapon And Shield Style at no cost and may train in the other when Proficiency slots allow, may purchase Spear Bonus Talent regardless of Race, the purchase of any Academia skill nets 2 rolls of the Mastery Die and related Honor die.

OTHER REQUIREMENTS: Zealots of Athena must dedicate themselves to a single Temple, Shrine or Holy Site, they may only receive new 6th level spells (or higher) or Commune at that site, at 10th level and above, with the permission of their High Priest, they may found a new Holy Site at their own cost, to which they must dedicate themselves. Zealots of Athena attached to adventuring parties or military units, are expected to keep a faithful written record of their travels which is presented to the temple at the end of their journey so that others may benefit from their experiences. Zealots of Athena may not have any friendly relations with the Clerics of any other deity, and may not adventure in the same party as them. Hostile relations are allowed.

SYMBOL: Owl, Olive Tree.

HOLY SYMBOL: Medallion with Owl motif or miniature Owl figurine.

RESTRICTIONS: May not ride horses. Any Zealot who harms or allows to be harmed an Owl (any) or Olive Tree will lose all special abilities until they return to their home temple and atone. Athena is a maiden Gawdess and her zealots, male and female, are expected to be equally chaste. Atheniators will not attack first in any given conflict, but must attempt to negotiate a peaceful settlement, nor can they be on the side of an invader in wars between nations, however, once negotiation has failed they are ferocious warriors in defense of their cause.

BACKGROUND: Temples to Athena are renowned as centers of great learning and many sponsor Universities, Libraries or Kobars. The worship of Athena has begun to rise again, especially amongst adventurers as Athena is seen as a protector of heroes, and her worship is seen to lack the jingoistic imperialism that Benyar worship tends to foster. All Clergy of Athena wear simple togas and sandals.

ZEALOT'S RELATIONSHIP TO STANDARD CLERICS: Strained, the recent appearance of Zealots amongst the regular clergy of Athena has caused a schism amongst the priesthood, the main group, mainly the established hierarchy and academics, see the Zealots as misguided at best and as heretics at the worst, while the younger clergy and military wing supports the Zealots as a sign as a resurgence of Athena's power.

SPECIAL POWERS: Soothing Word. At 3rd level a Zealot receives a Talking Owl as a companion and advisor. Starting at 5th level the Zealot can perform an Unstoppable Strike, hitting a target automatically, as long as the target can be hit (no impossible shots) 1x/week, 2x/week at 10th, 3x/week at 15th and 4x/week at 20th.

HOLY DAYS: The first week of spring is a time of celebration, involving games and competitions, fairs and a parade (The Gifts of Athena).

RITUALS

ALL FOLLOWERS: The Gifts of Athena, the spring festival of Athena involves a parade where each follower displays their gift to the Gawdess, these gifts must be of exceptional quality and are placed in a sacred vault.

ZEALOTS: As all followers, plus at least once a year the Zealot must present a literary work to the temple or an associated place of learning, in a ceremony, usually conducted on the anniversary of his acceptance into the Temple, the rarer the gift the greater the (Temporal) honor earned from this gift (from 1 to 10 points), plus for each additional gift per year the Zealot gains an additional point of (Temporal) honor (Each additional gift must be a combined value of at least 1,000 gp, and only the first gift in a given month earns Honor), a potential of 24 points of Temporal Honor per year.

FRACTIONAL STAT INCREASES: STR: d8, DEX: d6, CON: d4, INT: d12, WIS: d20, CHR: d10, COM: d4.

PLAYER'S ADVANTAGE:**Quivering with Delight**

by Joe Reimers (HMA# IN-03-00395-02)

Amazingly, the common quiver didn't make it into the existing Hackmaster publications. This article seeks to address that.

QUIVER, BASIC

AVAILABILITY: 95/85/75

BASE COST: 8 sp

WEIGHT: 1 lb.

A normal quiver is made of leather and/or sturdy cloth (such as canvas) reinforced such that arrows will not puncture through readily. Most quivers are designed to be strapped to the back or side for easy access to arrows. A normal quiver can hold up to 20 normal (flight or sheaf) arrows.

Obviously, quivers can be custom-made to cater to the needs of the individual archer. Some affix Honor tokens to their quivers, or compartmentalize them, or make them more distinctive. Indeed, many bow specialists and archers view their quivers as vehicles for personal expression, and will spend substantially more coin to have quivers made to their specifications.

QUIVER, PERSONALIZED

AVAILABILITY: 80/70/60

BASE COST: 4 gp

WEIGHT: varies

PRODUCTION TIME: 1d3 days (base)

Personalized quivers start with the base weight and capacity of basic quivers. The following modifiers apply (subject to GM discretion, of course). Note that this is not an exhaustive list of modifications, but merely a sampling.

INCREASED CAPACITY: 1.5x cost, 0.5 lbs per 10 arrow capacity increase.

SIDE POCKETS: 5sp per pocket, weight increase is negligible. Each pocket can only carry up to 0.5 lbs, however. There is an upward limit of 2 + (1 per 20 arrow capacity) pockets on a quiver. So, a standard quiver with pockets could hold 3 pockets, while a double-capacity quiver could hold 4.

CLOSED TOP: 2 gp; 0.25 lb weight increase. The advantage to a closed top is that it provides protection from water and other elements (particularly useful for flame arrows), as well as making sure arrows don't fall out when the archer takes a spill. The drawback is that opening the quiver takes 1-4 seg-

ments (similar to Magic-users readying spell components). All closed quivers can be left open, however.

FALSE BOTTOM: 15 gp; 0.1 lb weight increase. The cost isn't for materials, it's for knowing how to disguise the false bottom so it's not obvious. The larger the capacity of the hidden compartment, the easier it is to find.

SADDLE ADAPTATION: 2 gp, negligible weight increase. This adaptation lets a quiver be affixed to a saddle, and is of particular use to horse-mounted archers.

EXOTIC MATERIALS: 25 gp (labor) plus material costs, if applicable. The use of exotic materials (monster hides, for instance) has the same effect as the use of the same material for a spell book (improved saving throws, increased Honor, etc.)

One such customized quiver is actually fairly common among certain military mounted archer units. They routinely start with a triple-capacity quiver (1.5x cost = 6 gp) with a saddle adaptation (2 gp) and 2 pockets in which they carry spare bowstrings, fletching, etc (1 gp). This quiver is partitioned down the middle so different arrow types can be kept distinct. Each half of the quiver has a separate quick-release cover to protect the arrows from the elements (4 gp). The covers are quickly and easily secured so they don't get in the way during combat. The insignia of the unit or the army's standard is stitched or embroidered into the middle of the quiver, where a pocket could normally be (1 gp), except certain commanders, whose standards or insigniae are more ornate and made of copper or a similar metal (3 gp.) Thus, the per-unit cost of such a quiver would be 14 gp.

For some people, even these customizations are not enough. Indeed, some enterprising souls have hired gnomish tinkers to develop quivers that sharpen the arrowheads as they are being drawn from the quiver or ring a small bell when the quiver is nearly out of arrows. Some have even used magic to enhance their quivers even further.

D'Lar's Quiver of Ignition (EPV 700, GPV 2500)

This quiver is a particularly ornate black leather quiver (20 arrow capacity) adorned with leather "flames." Under normal circumstances, it is simply a remarkably durable quiver (save at +2, immune to all fire damage.) If arrows are prepped as flame arrows (either constructed as flaming arrows or normal arrows prepared so they will burn), upon being pulled out of the quiver, the arrow will self-ignite, but will not burn the arrows in the quiver. Furthermore, the burning arrow poses no threat to the archer or the bow, provided the arrow is fired within ten segments of being drawn.



D'Lar's Quiver of Long-Range Bombardment (EPV 7500, GPV 75,000)

Only one of these quivers is known to exist, although a small number of copycats might be out there as well. This exotic quiver appears as a normal quiver, but with collapsable and adjustable supports, as well as small dials indicating degrees altitude and azimuth.

When set up on the ground, the owner can place a lit, flaming arrow quiver-first inside it. The quiver will then launch the arrow 200 to 400 yards in a high arc, where it will explode as an 8d6 fireball. The quiver can launch one such arrow per two rounds. Targetting up the quiver correctly requires the shooter to succeed in a difficult (-65%) Complex Geometric Estimation check. Success indicates that the quiver is set to deliver its ordnance to the correct general area. Failure indicates that the estimate is off by 1 yard (in a random direction) per percentage point missed. Characters experienced in the use of ranged indirect siege weapons (catapults, trebuchets, etc) only suffer a 45% penalty to this check. If the shooter can see where the arrow hit (that is, line of sight is not obstructed) or a spotter can see where the arrow hit and can communicate this information, each shot reduces the CGE penalty by 5% (cumulative.) If the shooter cannot see where the arrow hit, each adjustment only improves the check by 2% (cumulative, since the shooter can still see the general trajectory.)

Once a target has been acquired successfully or the shooter chooses not to make any further adjustments, the player should roll a d10. The GM should then consult the Grenade-Like Missile Miss Table on page 99 of the *GameMaster's Guide*, and treat rolls of 9-10 as direct hits. Each miss will be 1d10 yards from the target in the direction specified on the table. There is no way to improve the likelihood of a direct hit other than Great (or Dis-) Honor: in any event, the DEX missile adjustment does not apply.

For gameplay purposes, this quiver has no associated Proficiency, but launching an arrow does constitute an attack for purposes of Invisibility, Sanctuary and related spells. If the arrow is obstructed in flight, it explodes as an 8d6 fireball on contact. Obviously, using this quiver indoors is unwise! In general, the shooter will need at least 400-600 yards of vertical clearance.

Other magical quivers have been rumored to exist as well. Some are rumored to coat arrows with poison upon being removed from the quiver; others are said never to run empty. One is even rumored to be a Type I Megacapacity Storage Device! These rumors have not been confirmed, sadly.

GAMEMASTER'S WORKSHOP:

Village Name Generator

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

This Village Name Generator is the first of an irregular series of articles from members of the UK HMA, designed to bring an Olde Wurd flavor to HackMaster campaigns everywhere.

Using These Tables:

Roll on Table I, then roll once on each table indicated (eg: A+B+C), if the name generated sounds too 'Clunky' try adding an 'e' or 's' between the words or removing a letter (especially if the first word ends with the same letter the next word starts with), or even swapping the words around.

There is a 10% chance that any village within a mile of another village will have the same name with the addition of or changing of a Prefix (A) or Suffix (D) (eg: Smithby, Smithby Wells, and Little Smithby could all be within 3 miles of each other).

If the Village Generates a 'Lench' (Table C) there is a 50% chance that the closest 1d6 villages within 5 miles will also be 'Lenches' (eg: Church Lench, Abbott's Lench, and Crown Lench).

SAMPLES OF NAME GENERATION:

1. **A+C** = Smith+By = Smithby
2. **C+C+D** = Field+Ham+Vale = Fieldham Vale
3. **C+C+D** = Acre+by+Bottom = Byacre Bottom or Bottomby Acre
4. **A+C+D** = Auld+Wych+Cross = Auldwych Cross or Oldwiche Cross
5. **B+C+D** = Holt+Thorn+Upon = Holthorn Upon Sea
6. **C+C** = Ford+Try = Tryford
7. **A+B** = First Name+Wood = Peterswood or Peterwood
8. **C+C+D** = Acre+Worth+On+Heath = Acresworth-on-the-Heath
9. **A+C+D** = Saint+Field+Well = St.Johnsfield Wells
10. **B+C+D** = Barn+Borough+Under = Barnburgh Under Hill
11. **Unusual (C+B)** = Side + Park = Sidepark or Parkside
12. **A+C** = King+Port = Kingsport

Other Names Generated: Gilliot's Grove, Stoneburn Abbey, Wheatwych, Littlemarsh-on-the-Sand.

Table HJ25-I: Name Combination

Roll (1d20)	Result
1-2	A+B
3-4	A+B+C
5-6	A+B+C+D
7-8	B+C
9-10	B+C+D
11-12	C+C
13-14	C+C+D
15-16	A+C
17-18	A+C+D
19-20	Unusual Combination (GM's Choice)

Table HJ25-A: Prefix

Roll (1d20)	Prefix
1	Fair
2	Cold
3	(Use Sub-Table A1-Direction)
4	Dark
5	(Use Sub-Table A2-True Name)
6	(Use Sub-Table A3-Title)
7	New
8	Old/Olde/Auld
9	(Use Sub-Table A4-Size)
10	(Use Sub-Table A5-Colour)
11	All/Al
12	Bright
13	(Use Sub-Table A6-Profession)
14	Far
15	Fresh
16	Great
17	Hard
18	Saint/Martyr (+Name)
19	(Use Sub-Table A7-Season)
20	GM's Choice

Sub-Table HJ25-A1: Direction

Roll (1d10)	Direction
1	North
2	South
3	East
4	West
5	Upper/Up
6	Lower
7	Down
8	High/Higher
9	Middle
10	Nether

Sub-Table HJ25-A2: True Name

Roll (1d6)	True Name
1-2	Common First Name
3-4	Common Surname
5-6	Unusual Name

Sub-Table HJ25-A3: Title

Roll (1d10)	Title
1	Abbot/Abbotts
2	Bishop(s)
3	King(s)
4	Friar(s)
5	Monk(s)
6	Priest(s)
7	Queen(s)
8	Prior(s)
9-10	Other (GM's Choice)

Sub-Table HJ25-A4: Size

Roll (1d4)	Size
1	Little
2	Broad
3	Long
4	Low

Sub-Table HJ25-A5: Color

Roll (1d8)	Color
1	Black/Pitch
2	White
3	Blue
4	Dun
5	Green
6	Red
7	Scarlet
8	Other (GM's Choice)

Sub-Table HJ25-A6: Profession

Roll (1d10)	Profession
1	Butler(s)
2-5	Smith(s)
6	Bowman(s)
7	Drover(s)
8	Shepherd(s)
9-10	Other (GM's Choice)

Sub-Table HJ25-A7: Seasons

Roll (1d4)	Season
1	Spring
2	Summer
3	Autumn/Fall
4	Winter



Table HJ25-B: Nouns

Roll (d%)	Noun
01-05	(Use Sub-Table B1-Animals)
06-10	(Use Sub-Table B2-Plants)
11-15	Sea/Water/Mere/Mer/River
16-17	Hill/Tor
18-20	Church/Kirk/Temple
21-22	Salt/Droit
23-25	Farm/Farn/Croft
26	Maid(s)
27-28	Fort/Castle
29-32	Stone/Clay/Lime/Flint
33	Bank
34-35	Ball/Bally
36	Bar
37	Barn
38-39	Barrow/Cairn
40	Heath
41	Bed
42	Cart
43-45	House/Manor/Holm
46-47	Cliff/Edge
48	Crown
49-50	Crystal/Glass
51-55	(Use Sub-Table B3-Weapon)
56	Drum
57	Horn
58	Feather
59	Fin
60	Hack
61-65	Three/Four/Five
66-67	Wood/Forest
68	Harp
69	Grave
70	Hat
71	Ingle
72	Holt
73	Inch
74	Bell
75	Beacon
76	Iron
77-78	Hunt/Hunter(s)
79	Honey
80	Market
81	Park
82	Quarry
83	Row
84	Saddle
85-86	Paddock/Pad
87	Bride
88	Slaughter
89	Sand
90	Silver
91	Stoke
92	War
93	Battle
94	Wheat
95	Wick/Wyck
96	Wool
97	Yarn
98-00	Other or GM's Choice

Sub-Table HJ25-B1: Animals

Roll (3d10)	Animal
3	Fox
4	Hart
5	Frog/Toad
6	Swan
7	Hare
8	Hawk
9	Heron
10	Lamb
11	Bear
12	Boar/Swine
13	Cat
14	Dog/Hound
15	Cock/Hen
16	Horse
17	Man
18	Ram
19	Crow
20	Dove
21	Ewe
22	Fish
23	Foul
24	Duck
25	Eagle
26	Mole
27	Rook
28	Raven
29	Robin
30	Stag

Sub-Table HJ25-B2: Plants

Roll (1d20)	Plant
1	Ash
2	Oak
3	Birch
4	Beech
5	Berry
6	Apple
7	Willow
8	Elm
9	Fern
10	Ivy
11	Hay
12	Hazel
13	Maple
14	Moss
15	Nut
16	Orchard
17	Reed
18	Rose
19	Rye
20	Other (GM's Choice)



Sub-Table HJ25-B3: Weapons

Roll (1d6)	True Name
1-3	Bow
4	Dart
5	Hook
6	Other (GM's Choice)

Table HJ25-C: Endings

Roll (d%)	Ending
01-02	Leigh
03-06	Borne/Bourne
07-08	Bridge
09-10	Ford
11-12	Wood
13-14	Chester
15-16	Bury
17-18	Thorpe
19-20	Thorne
21-22	Ham
23-24	Lench
25-26	By
27-28	Worth
29-30	Isle
31-36	Marsh/March
37-38	Haven
39-42	Wych/Wich
43-46	Ditch/Dyke
47-50	Mount/Ridge
51-52	Ton
53-54	Burn
55-58	Borough/Burgh
59-60	Cote
61-62	Side
63-64	Port
65-66	Foot
67-72	Moor/Mor/More
73-76	Stone/Shot
77-78	Dale
79-80	Acre
81-82	Tyre
83-84	Grove
85-86	Field
87-90	Try/Tree
91-92	Gate
93-94	View
95-96	Sound
97-98	Shire
99-00	Other (GM's Choice)

Table HJ25-D: Suffixes

Roll (d20)	Suffix
1-2	Upon (+Body of Water)
3-4	By/By the (+Roll on B)
5	On/On the (+Roll on B)
6	In/In the (+Roll on B)
7-8	Under (+Roll on B)
9-10	Spa/Well
11	End
12-13	Green/Round
14	Down
15	Bottom
16	Common
17	Corner
18	Mill
19	Vale
20	Cross



THE WAYLANDS (location #16):

Tilan, Island of Magic - University of the Arcane

by Benjamin "Wacky" Sharef (HMA #MI-01-00434-02)

Magic...

It is what powers the very soul of a wizard. A limitless imagination couldn't even begin to grasp the mighty contents held within. To wield such awesome might is to briefly touch the power of the very gods themselves. Unlocking the arcane's most hidden secrets is the desire of every magic-user who still draws breath—and even the desire of some who have long since ceased to breathe.

It is this deep, never-ending search for greater knowledge that led to the creation of one of the most influential schools of magicdom to be forged in Aldrazar. That desire, that need, is what birthed the nation of Tilan and keeps its university alive with new ideas about ancient powers.

Magic influences everything that happens on the Isle of Tilan. The creations of mages have altered the natural fish in the seas to yield larger catches, the enchantments of wizards have created a transportation system like no other to whisk citizens across the nation in the blink of an eye, and the search for greater magic continues here the same as it always has.

This need is what created the University of Tilan. The University has been going strong for over 600 years. Its presence is what keeps foreigners returning to the Island year upon year. If it wasn't for the Academy, there wouldn't be any reason to set foot on this lonely Isle... other than the fish.

THE PROUD CAMPUS HISTORY

Settled along the eastern side of the Island's southernmost peninsula it has sat, its history stretching backwards in time to be reminisced by so many...

The first settlers to the island were nothing more than poor mariners who were stranded after a sudden fierce storm. Their descendants grew up on the Island, taking up the proud tradition of fishing as a means to support themselves—and being that their parents knew of no other trade to teach. These new fishermen learned the ways of the waters surrounding the coast and came to love the island as their native home.

After the decades grew into centuries and generation followed generation, new residents soon joined those who already called this place home. They were wizards banished here by wafers—zealots of Par'Kryus—who threw their enchanted galleon across the Yuttin Channel. Once they'd realized that they were stranded, influence was quickly

gained by felling some of the local monsters with a few well-placed fireballs. It didn't take long for the caucus to seize power and spread their influence across the Island. After a few decades, coupled with a few spell mishaps, they felt the need to create a center of learning so that their children could grow and nurture their knowledge. And so, the University was forged to create a safe haven for those learning the craft, as well as a refuge for those needing to refine what they'd learned through experience.

Since the mages of old were free from superstitious common folk who would vex and scorn them, they researched magic theorems that would develop new magical breakthroughs. The populace appreciated the protection offered by the wizards and the wizards much enjoyed the attention that was so often given to adventuring fighters. This mutual existence benefited everyone well, and created the environment necessary for a University of Tilan to take shape and reach its full potential.

It has such influential prestige about itself that many mages flock from around the far corners of Aldrazar just to attend a few semesters here. Yet, the college is a very hard school to get into.

ORIENTATION

College life can only be described in two parts: it's the greatest four years of your life; or at least it was for the first four. Education is the most fundamental thing for a wizard. In order to succeed in the profession, a person must study diligently for their entire life. This intense studying starts at a very early age—no older than 15 years if the caster is human. Such long durations of education put great stress on parents who often pay for their children's schooling. Parents have often remind them of this fact creating a never-ending need to do better than anyone else at the school (despite the fact their parents are telling their children the very same thing). "You know how many fish I had to catch to put you through school?" is often expressed by Tilan parents.

Before any of that can begin, however, a student must first apply to the university and be submitted. There are three levels of submission to the university: Apprentice, Supplements, and Skill-Courses. Apprentices are any students of magic that have yet to master the first level spell. They can only cast cantrips—and that is still a difficult thing for them to do. Any student wishing to improve their grasp of the arcane and work on reaching that first level applies for this method of studying.

The test for an apprentice level submission is simple; the student must show up on the appropriate date and display useful uses of the maximum number of cantrips that they can cast for a single day. Students are then given a mock scenario and several scrolls containing various cantrips that they can use to overcome a problem. This can be as simple

as having to figure out the best way to distract a guarddawg or as complex as overcoming a powerful fighter specialized in his weapon while armed with a few measly cantrips.

These tests are used to determine the applicant's intelligence. Any applicant capable of casting the spells provided (and possessing an Intelligence greater than 15) will be accepted into the school.

The Supplements' Test is for higher leveled applicants; actually it is for leveled applicants. Anyone who has reached first level or higher and needs instruction to aid them in unlocking the higher echelons of magic can come and seek guidance at the University. To do this, however, they must pass the Supplements' test.

The Supplements' Test is similar to the Apprentice level testing in that the University faculty (usually just their teaching assistants) gauge how intelligent an applicant really is. They are given a couple of first level scrolls and asked to "attack" illusions to see how well they do in combat as well as a few miscellaneous spell scrolls to overcome common obstacles they might face in day to day life (getting an unseen servant to move a tray of food into and out of a room for

guest without having to command it more than once). These tests are given almost daily and many applicants apply for the coveted spaces in the graduate classes.

Unfortunately, not everyone that meets the required intelligence prerequisite is accepted. In such cases, students may request an "approval assessment" to have their submission reconsidered. In such a case the applicant will be given a quest to fulfill within a set amount of time. This can vary based on what sections of the Supplements' Test the student failed, but usually deals with what the instructor for the exam needs. TAs are notorious for sending out adventurers to find some exotic spell component that they need for making a potion or scroll that they themselves are too busy to obtain. Applicants are allowed to be aided by allies but must be the ones in charge of the expedition or risk losing their chance at admission. (Some adventuring groups have been known to get upset about having the party's wizard boss them around during such endeavors.) Applicants are watched via a crystal ball and must first sign a waiver allowing such scrying to take place.



Individuals wishing to apply for courses to improve skills need only sign up for them and be put on a waiting list. There is no test to rank intelligence for these courses. Regardless of the class of the character anyone may come to the school to improve skill levels. While all knowledge and language based skills are available at the University, the GM should still roll for the availability on Table 14I of the HMGMG. This reflects how many open seats there are available for any class.

LIFE AT THE UNIVERSITY

Any day at the University follows a similar pattern. At the first signs of dawn, apprentices wake to ready themselves for the day. As students who've yet to master first level spells, they attend the earliest courses (since they cannot yet cast the Light spell). This also helps to save money on lamp oil. Some of these students have been at the university for a very long time and have set patterns that are almost like clockwork (the maximum starting age for a human wizard is 35, after all).

Classes continue for such students until noon, when there is an hour break for lunch. After a quick meal of fried fish, the students head out to the surrounding countryside to search for common spell components as well as practice using their spells in the field (both literally and figuratively).

Once the apprentices have left the school, the classrooms are then freed for the graduates to attend classes. These students of various levels attend classes dedicated to advance spell theorems as well as spell theory application.

Graduate students are expected to demonstrate how the new dweomers they have learned can be best used to their fullest potential. Graduate students are graded on how well they perform. The spells that a wizard learns at each new level are assumed to those taught during those courses.

Graduate classes end at dusk; the apprentices return to the University and drop off the components they've gathered earlier in the day. Such components are then examined by Teaching Assistants for quality and consistency. All students are free to their own activities—such as fraternities, study dates, or lacrosse practice—and are expected to be in the dorms by no later than three hours past the final bell. While there is no punishment for staying up past curfew, students are groggy the next day and it shows in their spell casting (memorization of spells beyond the fourth level is impossible without a full night's sleep).

With all the harsh rigors when dealing with such a stern environment, some people might question why anyone would willingly want to attend classes at the university.

UNIVERSITY RESOURCES

There are many advantages for taking classes at the University of Tilan. Besides the simple act of acquiring knowledge, the academy offers many benefits to those who attend class here. Students who attend classes are open to a wide field of resources that they can—and often do—use to increase their power and prestige. Even if someone isn't a graduate of the campus, they can rent most resources with few or no restrictions.

PRESTIGE

Anyone who has graduated from the university carries a great deal of credibility. Many employers the world over seek out those who have studied at Tilan. It is because of this notoriety that anyone who has graduated from the school (studied as an apprentice or attained at least three levels from the collage) gains a +4 reaction bonus from anyone seeking the services of a wizard.

Furthermore, those who have learned the foundations of magic at the school (apprenticed there) gains a +5 bonus to their base Honor score at character creation (see Talents section). This further shows the prestige of having learned at one of the world's foremost centers for the arcane. Bragging rights go a long way.

TUTORING

It's not easy mastering higher levels of skills and techniques. Spending hours upon hours lurking over a dusty tome in hopes of understanding what the author meant is not the same as having someone there to demonstrate the principle for you. For a fee, characters can get tutoring to help aid them in whatever field of study they need help with. This will increase the chance for success when they complete their studies, as indicated on Table HJ25-E: Tutoring.



Table HJ25-E: Tutoring

Subject	Cost	Benefit
Potion Brewing ¹	300 GP	Gives +10% to brew potion.
Scroll Scribing ¹	250 GP	Gives +25% to scribe scroll.
Skill Learning ²	500 GP	Increases chance to learn a new skill by 5%.
Spell Mastery ¹	1,500 GP	Increases chance to learn a new spell by 15%.
Spell Research ³	5,000GP	Increases chance of successful spell research by 20%

¹Applies only once to one particular type of item or spell. To gain same benefits again the cost must be paid for each time. Benefit is not cumulative.

²Skill learning bonus may be taken multiple times for each roll for the chance to learn to a maximum +50% at 2,500 GP.

³The wizard who helps research the spell also gets a copy of said spell, even if it is to be copy-righted. It is assumed that they know enough about it to have reversed engineer its properties without any need for spellcracking.

RESEARCH RENTALS

A highly stocked top of the line wizardry lab is but a feeble dream to most prestidigitators. This is a sad fact considering that the development of new spells is something that even they can do at their low level. The cost for a fully furnished lab is around 10,000 gp. This is well beyond the means of all but the wealthiest of adventurers.

Renting lab time for research is possible, and much more thrifty. To rent a lab, all a wizard has to do is pay a 100 gp for a safety deposit and then pay another 100 gp per level of the spell (the greater amount of money that a character pays reflects the greater use of tools and equipment that must be expended during said research). At the end of the spell's development, the player should roll to see if they've succeeded. If the player rolls higher than 96 on the d100 then it is assumed they failed catastrophically and there was an explosion in the lab (from which they barely survived, but made a full recovery). The deposit is then lost. Otherwise, whether they've failed or not the safety deposit is returned to them.

The cost of spell-lab rental can be negated entirely under specific conditions. If the creator is a graduate of the school—having acquired at least one level or apprenticed at the University—and if the spell in question will become a named spell with the school receiving full ownership of the copy-right, then costs for research will be waived. The character still must pay the 100 gp for the safety deposit. The spell will then go to the school's library where it is free for any student who has graduated to copy into their spell books. This is a good way for low level, poorer students to work on producing new magical incantations.

Potions and other magical items may be researched using lab rentals. Divide the EP value of each item by 2 to determine the lab rental fees. A Potion of Fire Resistance would cost 125 gp for lab time (250 / 2 = 125) and a staff of the magi would cost 2,500 gp for its lab rental (5,000 / 2 = 2,500). There is no option for waiving such charges with items created in the lab.

Sometimes its better just to buy a lab of your own.

Table HJ25-F: Library Costs

Level	Minimum Total	Size*	Minimum in School*
1st	5,000 gp	65 ft	1,250 gp
2nd	6,000 gp	73 ft	1,500 gp
3rd	8,000 gp	89 ft	2,000 gp
4th	12,000 gp	121 ft	3,000 gp
5th	20,000 gp	185 ft	5,000 gp
6th	36,000 gp	313 ft	9,000 gp
7th	68,000 gp	569 ft	17,000 gp
8th	132,000 gp	1,081 ft	33,000 gp
9th	260,000 gp	2,105 ft	65,000 gp

*Minimum School listings are for libraries specified for specialist schools (i.e. necromancy or divination) and cannot be used for research outside their intended field.

Library costs supplied by D. M. Zwerg

LIBRARY RESEARCH

Like a wizard's lab, a wizard's library is an essential tool for any practitioner of the arcane. Acquiring the various tomes takes many years and many more coins. The exact cost can vary depending of the demands for such literature in some places but the overall costs for a library that one can research spells up to ninth level in runs 260,000 gp.

The cost for a lesser library that can research spells is listed on Table HJ25-F: Library Costs.

For wizards that cannot afford this cost, renting time from the university's own library is a much more realistic solution. The cost to rent reference time is 100 gp per level of the spell being researched. If the spell research is unsuccessful, a wizard needn't pay the cost for the library twice; it is assumed that they've taken good enough notes to attempt the procedure again.

Since so many students use the books for their own studies, not all of the tomes needed for research will be available constantly. Like renting laboratory time, using the university's library doubles the duration for spell research. If both a

lab time and reference materials are rented, then the time for spell development is quadrupled.

The sheer value of the university's library is another consideration. For purposes of calculating the bonus for reference materials (see page 81 of the SSG), assume the library has a value of 350,000 gp. This alone offers a great boon to arcane research and makes the college's annals a fevered place of arcane breakthroughs.

LORE RESEARCH

The university library offers a second bonus to those whom seek wisdom. The library can be used to increase the chance of a successfully asked question by an Identify, Legend Lore, Commune, Contact Other Plane, or the special knowledge powers of zealots of the Feeble Gawd, Camaxtli or Oghma.

By spending time in the library, referencing materials and comparing past events to one another, the researcher can increase the chance of a successful question. The chance is increased by +2% per day beyond the base time required spent seeking the answer. This is cumulative with any other bonus they might have. Since the library is in constant use the base time to research such questions is double; this only applies to the base time required, not the bonus generated.

There is no cost for researching lore.

REFINED CRAFTSMANSHIP

Over the centuries, many have wrought such fine works as swords, armor and mechanical devices. The more successful of these craftsmen have, over time, compiled their understanding of such trades. Here within the university's library, many of those much sought after books can be found. When wizards go to enchant an item with magical abilities they want such goods to have a strong mundane base. Many travel here just to try and improve the quality of their wares.

This can have two basic effects: First, it can improve the chance to successfully craft the desired item. Normally, the chance for success would be modified by how difficult it is to create said item (see page 71, Table 6E in the *GameMaster's Guide* for further details). By spending a week in the library studying the subject, a character has a percentile chance equal to their Wisdom to see if they've garnered some useful information. Success will improve the Skill Difficulty Modifier one category in their favor. This is a very useful way to create items of superior quality. Possessing such items makes a character using them eligible for the wearing expensive equipment honor bonus (see Table 4C on page 58 of the *GameMaster's Guide*).

The second benefit of this is an increase to non-material based skills. These skills include things like storytelling, music, jokes, poetry, and even thieving skill checks. How it works is that the character researches an area that they'd perform in and learns more about it. Once they know past

history, local traditions, and common practices, they gain a +20% chance to successfully perform their craft. It's much easier to write about how the leaves turn a brilliant red like a rose in the earliest days of autumn, than to write the same imagery in a poem and send it to someone whose trees turn yellow in the fall.

For thieving skills, the bonus applies only to skills involving mechanical devices (such as Find Traps, Remove Traps, and Open Locks.) The thief in question must first know who and when said device was installed. The common traps being used 25 years ago aren't the same as 50 and a dwarf doesn't install the same mechanism as a gnome. Should they succeed in making a percentile-based Intelligence check, then they are entitled to a +10% to used the chosen skill in such a dwelling. (GMs may decide that any traps were installed later than the building's original construction and that the bonus doesn't apply.)

In all cases of researching crafts here, the bonus only applies to one type of skill check, and then only once. If a dwarven blacksmith wanted to make an exquisite set of full plate armor and succeed in researching it, the same bonus would not apply to a set of field plate. A thief who wanted to know more about a particular model of lock to be picked wouldn't receive the same bonus for a different model, even if only a slight variation had been made. Each must be researched separately and time and again for additional uses.

There is a surcharge of 25 gp to research craftsmen techniques in the library. This is to cut down on large crowds of persons noisily scampering about as students work on studying their craft.

HAPPENINGS ON CAMPUS

There are many occurrences that take place at the University. It is the center of commerce, politics and any new activities that take place on the Island. Because of this, there are many things that can entice players to come for an extended visit. The GM is recommended to be aware of skills such as glean information, mingling, idle gossip and diplomacy. These will often come up characters of classes besides wizardry trying to interact with the faculty at the campus (see *HackJournal #19*, Tilan: Dragon's Eye View for further details).

Below are the most common social events that take place at the academy. Mentioned as well are the possible adventure hooks and motivations for characters of all classes to be involved with campus life.

LACROSSE

The biggest sport at the university has to be lacrosse. Ever since Aliron Praetox (see *HackJournal #5*: NPCs The Kindly, the Beastly and the Hott?!? for details) took the cup a decade ago there has been a massive increase in interest for the sport. Now hundreds from all over the Island gath-

er together whenever a game takes place. Because of this, the university is a hot spot of activities on such days.

Thieves abound in the crowd trying to pickpocket anyone who looks even remotely wealthy. This has caused the development of new spells to try and thwart such larcenous attempts (see New Spells section). The cost of such is a little too much for most persons, and the battlemages warn individuals to be on guard during such events.

Businessmen, as well as politicians, love to meet during lacrosse events. It is a place where both parties may relax and enjoy themselves in a pleasant environment. Business is typically dealt with during half-time and finalized at the end of the game. Many spies are employed to sit in the crowds and learn what transactions and edicts take place. Since scrying is illegal, besides being detectable, good old-fashioned eavesdropping is still quite popular.

The lacrosse games are also a great place to be seen. Adventurers looking for NPCs who are interested in hiring a merry band to seek out a long lost fabled relic often go to the game. Whether or not they're hired, they at least get to watch a sporting event.

FRATERNITIES

Fraternities offer much in the way of social interaction for young wizards. Many such groups abound on campus and are tolerated by the faculty. Though originally distained by the professors, it was put forth by the Sunrondu—a mystical organization that promotes social interactions for wizards (see page 65 of the *Spellslinger's Guide*)—that it was a good idea for such groups to exist at the university so wizards wouldn't become so distant from one another.

This has led virtually every mystical organization to have a sponsored fraternity at the academy. Wizards can come and peruse the various groups to see which, if any, are right for them. If they decide to join one, they must go through hazing. This often involves a bizarre adventure somewhere on the island.

Adventurers are often hired by young, underpowered sorcerers desperate to get into a fraternity. The magic-users often have no money to pay for such services and instead promise to invite the adventurers to parties held at the frat-houses later on (remember, this is college). Since it's a good way to get drunk cheap, some do agree to these terms.

Rumors also abound and characters can glean much needed information at such events.

EXPEDITIONS

The organs of monsters hold many secrets. These can be used to create power arcane items or enhance a spell caster's potential (see Appendix B of the *Spellslinger's Guide*). Because of this, many low level casters need exotic specimens from the island's interior.

Unfortunately, there are no maps of any reliable source to locate such creates. Because of this, the lower level mages' chances of returning on such a trek are very low. Fortune-hunting individuals are then called upon to locate and retrieve the desired specimen. The young wizard often supplies the party with the most likely location for such an encounter.

The group often agrees to go for full rights to the treasure plus some magical service in the future. Identifying items is often promised.

UNIVERSITY MAP

The University Map (on the following page) shows the ground floor of the college. The upper levels are left to the imagination and whims of the GameMaster as they can be readily changed with magic. Though this is rarely, if ever, done it is still quite possible. The only items that are guaranteed to stay in place are the stairwells, as well as levitation and featherfall towers. Typically, any changes made take eight hours to perform.

NEW SPELLS

The following spells are examples of those having been researched at the University with the copyright being held by the academy. They are free for any student to learn and may be learned by outside wizards. All spells have the prefix of "UT's" to show that they are owned by the University of Tilan. Non-graduates of Tilan must pay the appropriate copyright cost for spell as listed in the *Spellslinger's Guide* (page 80)

UT's Pouch of Protection

(ABJURATION)

LEVEL: I

RANGE: Touch

COMPONENTS: V, S, M

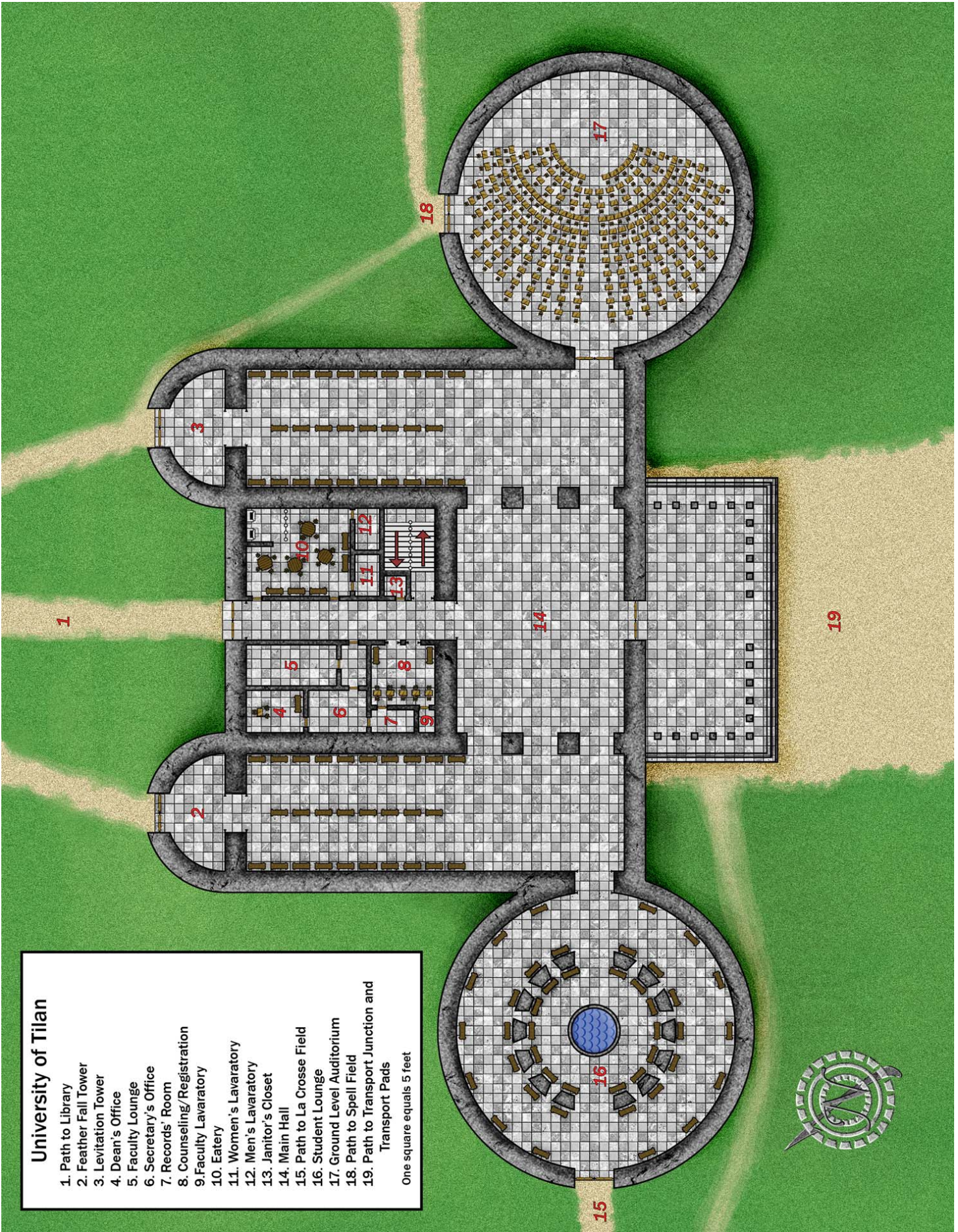
DURATION: 3 turns + 1 turn/level

CASTING TIME: 1 round

AREA OF EFFECT: 1 belt pouch or small sack

SAVING THROW: None

This spell gives a container the ability to thwart pickpocket attempts against it. For each level of the caster, a cumulative -5% penalty is placed against any would be thief to a maximum penalty of -50%. The material components are special silver and gold threads that must be woven into the fabric of the pouch to be protected. They cost 1,000 gp and are not consumed in the casting.



- University of Tilan**
1. Path to Library
 2. Feather Fall Tower
 3. Levitation Tower
 4. Dean's Office
 5. Faculty Lounge
 6. Secretary's Office
 7. Records' Room
 8. Counseling/Registration
 9. Faculty Lavatory
 10. Eatery
 11. Women's Lavatory
 12. Men's Lavatory
 13. Janitor's Closet
 14. Main Hall
 15. Path to La Crosse Field
 16. Student Lounge
 17. Ground Level Auditorium
 18. Path to Spell Field
 19. Path to Transport Junction and Transport Pads
- One square equals 5 feet

UT's Short Range Blink

(ALTERATION)

LEVEL: 2**RANGE:** 0**COMPONENTS:** V, S**DURATION:** One round**CASTING TIME:** 1**AREA OF EFFECT:** Caster**SAVING THROW:** None

This spell is a minor variant of the third level wizard spell Blink. It functions identically to the spell description in the *HackMaster's Player's Handbook* with one difference: it only works once. After the caster has blinked he will no longer be under the effects of the spell and receive any benefits.

Though this dweomer is thought by many to be a waste of spell book pages, it does have one important use. Low level wizards can use it to activate the transit pads over the Isle of Tilan to move about (see *HackJournal #19*, Tilan: Dragon's Eye View for more details). This has made the spell very popular.

It is argued by some that the spell level could have been lowered to just a 1st level spell, but was hastily created so that a group of young wizards could go to a party that was being held in Whispery Down at the end of the week. Corners were cut, but the spell worked, and the young theurgists were said to have gotten quite drunk that night.

NEW TALENTS

There are many new talents to be had for those who grew up on the Island. The following reflect some of the possible influences of growing up on Tilan.

ALMA MATER: (2)**[ANY SPELLSLINGER CLASS]**

This character attended school at the University of Tilan and is where they gained first level in those hallowed halls. Any such character with this talent gains a +5 to base starting honor and a +4 reaction bonus to those seeking to employ wizards as well as several benefits from the University's library.

Any character that graduated from the Academy is unfortunately burdened by various scrolls and paperwork sent by the university. These tell of reunions, fundraisers, and other administrative hassles that shall plague the former student for the rest of their (un)natural life. You just can't escape such things by failing to leave a forwarding address; they're wizards. They'll scry you down....

NATURAL BORN SAILOR: (4)**[ANY]**

Characters with this talent grew up sailing around the Island and are not phased by its temperamental currents. As such they are not penalized with having to make either the weather sense or map sense skill checks when piloting a vessel around the Isle. They still must make a seamanship skill check to pilot the craft, but don't suffer the normal -30% penalties associated with the waters around Tilan (see *HackJournal #19*, Tilan: Dragon's Eye View for more details).

PRODIGY: (1+)**[ANY BUT PIXIE-FAIRY]**

Characters with this talent are exceptionally gifted in their chosen field. They subtract 1 year from their starting age. It may be taken several times over to lower their starting age to as little as the basic starting age of their race (see table 4A in the *Player's Handbook*). Characters who take this talent enough times to lower their starting age to its base gain a +0.25 multiplier to their Fame score when dealing with individuals in their chosen profession. This is caused by news spreading about how gifted they are.

SEASONED SAILOR BONUS: (2)**[ANY]**

This bonus reflects how much time a character has spent piloting boats and other vessels earlier in their lives. They have a natural knack for it, rarely succumbing to any hardships while piloting sea craft. A character with this talent has a +5% bonus to all of their seamanship skill checks.

VARSITY LACROSSE: (5)**[ANY SPELLSLINGER WITH ALMA MATER TALENT]**

During their time spent at U of T, this character managed to make the varsity lacrosse team. Due to all of the hardships faced during practice, they've walked away with an innate +1 bonus to attacks with a staff sling. This also offers a +1 bonus to reaction checks from anyone who's a fan of the sport. GO SCREAMING MANDRAKES!!!

THE FACULTY

The following is for GM eyes only and should not, under any circumstances, be read by a player—but since players are known for looking at things they shouldn't GMs are encouraged to change the magical items listed at NPCs disposal.

All faculty members teach the highest levels of magic theorem. They also each run a different branch of government. Listed is a brief description of each character as well as statistics and basic skills. If you don't wish to use them, feel free not to. It just might be as simple as the players can never get an appointment with any of the characters and must deal with their assistants—your NPCs.

HEADMISTRESS, DRUSILLA WYSTAN, HUMAN FEMALE BATTLEMAGE**ALIGNMENT:** Lawful Neutral**STR:** 13/46 (23/00)**DEX:** 13/98**CON:** 14/56**INT:** 18/98**WIS:** 14/01**CHA:** 16/21**COM:** 10/79**HON:** OPTIMAL**LEVEL:** 20**HP:** 85**AC:** -3**+H:** +9**+D:** +16**DEX BONUS:** -1**R/AT ADJUST:** +1

NOTABLE POSSESSIONS: Chain Mail +5, War Hammer +4, Bracers of Cloud Giant Strength, class ring from her graduation

NOTABLE STPs: Acrobatic skill suite, administration (112%), alma mater, arcane lore (83%), blind fighting, civil administration (106%), diplomacy (77%), graceful entrance/exit (90%), leadership basic (78%), martial training (footman's mace), military: battle sense (97%), spellcraft (85%), varsity lacrosse

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): Ages at twice normal rate

BACKGROUND: Headmistress Wystan is an oddity for her profession; she is an eighty-year old battlemage, and looks the part. Unlike other battlemages who aged twice as quickly, Drusilla has managed to keep her aging in check thanks to the Potions of Longevity granted to her in part by the Frostbound Drake.

The headmistress has run the school for over forty years now and is not yet slowing down. She enjoys watching the lacrosse games and reminiscing about her time spent playing the sport in her youth. Anyone who is near her during a match is often drawn into a long, one-sided conversation about the sport and how it used to be better "way back when".

This does not mean by any account that Drusilla Wystan is starting to become senile. She is as sharp as ever and quite capable at sundering the most adamant of opponents using her War Hammer and Bracers of Cloud Giant Strength. The Headmistress is rarely, if ever, seen without either item.

DEAN OF ABJURATION, RANDOLPH SHIELDWOLF, HUMAN MALE ABJURER**ALIGNMENT:** Neutral Good**STR:** 9/18**DEX:** 14/12**CON:** 12/02**INT:** 16/89**WIS:** 14/23**CHA:** 13/56**COM:** 10/89**HON:** Average**LEVEL:** 18**HP:** 63**AC:** -10**+H:** +5**+D:** +4**DEX BONUS:** -1**R/AT ADJUST:** +1/+2

NOTABLE POSSESSIONS: Quarterstaff +5, Bracers of Defense: AC 2, Ring of Protection +6, Cloak of Protection +5, family banner on his tabard worn over his robes.

NOTABLE STPs: Administration (89%), alma mater, arcane lore (93%), construction: defense works (80%), construction: hasty defense works (78%), diplomacy (73%), leadership basic (78%), military: battle sense (97%), spellcraft (85%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): delusions of grandeur, paranoid

BACKGROUND: Randolph Shieldwolf is the eldest son from a long family of abjurers. They have been in charge of the defense of the Island scarcely longer than Headmistress Wystan's been dean of the academy. Due to the pressures of holding up his family's legacy, Randolph has become a touch paranoid about foreigners. Unless someone has grown up on the Island--or at the very least studied at the University--then they are not to be trusted.

The only redeeming factor in his paranoia is his belief that the school's screening process for new students weeds out any possible chance having a rogue agent slip threw the net. Despite this belief, Shieldwolf still has the greatest amount of magical protection of any teacher on campus. And he intends to keep it that way.

**DEAN OF ALTERATION, EMIRUS FLASHBLADE,
PIXIE-FAIRY MALE, METAMORPHER****ALIGNMENT:** Chaotic Good**STR:** 5/67**DEX:** 19/28**CON:** 9/26**INT:** 17/23**WIS:** 12/87**CHA:** 13/95**COM:** 15/42**HON:** Optimal**LEVEL:** 17**HP:** 32**AC:** -6**+H:** +1**+D:** -1**DEX BONUS:** -4**R/AT ADJUST:** +5

NOTABLE POSSESSIONS: Petite Rapier +3 (carved of moon crystal; see page 46 of the *Adventurer's Guide to Pixie-Fairies*), Bracers of Defense: AC 2, Ring of Protection +2, Wand of Size Alteration, Wand of Polymorphing, giant bumblebee mount (see page 52 of the *Adventurer's Guide to Pixie-Fairies*)

NOTABLE STPs: Acrobatic skill suite, ambidextrous, administration (78%), arcane lore (57%), fairy kind martial arts, diplomacy (43%), riding: airborne (77%), spellcraft (65%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): psychotic aversion to necromancers, psychotic aversion to grel, temper

BACKGROUND: Emirus is the only pixie-fairy to hold a position as a dean in seventy-three years. This fact is not lost on him at all and he works hard at setting a good example for his fey students to follow.

Emirus' only problem is that there is a grel among the school's deans. The grel who heads up the necromancy department taunts Emirus at every turn. It is almost impossible for her not to get under his skin when they are in the same room. Many heated debates have been started between the two, by her simply looking at him and licking her lips.

**DEAN OF CONJURATION AND SUMMONING,
REMUS DRAGONBLOOD, HUMAN MALE CONJURER****ALIGNMENT:** Chaotic Neutral**STR:** 11/34**DEX:** 12/23**CON:** 16/68**INT:** 20/42**WIS:** 13/52**CHA:** 16/63**COM:** 15/54**HON:** Optimal**LEVEL:** 20**HP:** 85**AC:** 0**+H:** +4**+D:** +3**DEX BONUS:** 0**R/AT ADJUST:** 0

NOTABLE POSSESSIONS: Robe of the Archmagi (grey), Ring of Protection +3, Cloak of Protection +2, Short Bow +5, various Arrows of Dragon Slaying, Protection Scroll: Protection from Dragon Breath (x4)

NOTABLE STPs: Administration (98%), anatomy: basic (78%), anatomy: specific, dragon (125%), arcane lore (107%), dragon speak (79%), martial tradition (short bow), spellcraft (105%)

BACKGROUND: Long back in the annals of history, an adventurer learned that when an individual bathes in dragon blood, their own life is extended for many years. The recipient fails to age one year for each age category of the dragon. Many adventurers have exploited this phenomenon, but none so much as Remus Dragonblood.

Remus's history is unknown to any at the academy. He is an expert on dragons and on conjuration, however. Using his magical talents he has been succoring new batches of dragon blood for a good number of centuries, looking no older than twenty-five. Some even believe that he was one of the first wizards to set foot on the Island. Whatever the truth, Dragonblood has secured his power over the ages and is now the dean of Conjuration at the University of Tilan.

Frostbound is entirely unhappy with the presence of this wizard on "his isle" and voices that fact loudly and often. Remus never bathes in dragon's blood while on the Island to avoid violating magical creature's rights. Still, the dragon of White Drake Mountain remains displeased.

DEAN OF DIVINATION, BARTHOLOMEW THE SCRIVENER, MALE HUMAN DIVINER**ALIGNMENT:** True Neutral**STR:** 10/67**DEX:** 12/27**CON:** 8/27**INT:** 21/63**WIS:** 17/85**CHA:** 18/56**COM:** 12/12**HON:** Average**LEVEL:** 19**HP:** 39**AC:** 4**+H:** 0**+D:** 0**DEX BONUS:** +0**R/AT ADJUST:** +0**NOTABLE POSSESSIONS:** Ring of Protection +6, Crystal Ball with telepathy**NOTABLE STPs:** Administration (101%), arcane lore (100%), gather information (87%), modern languages: common, dwarven, elven, gnomish, and halfling (all at 100%), reading/writing (all languages at 107%), skilled liar (70%), speed-reading (96%), spellcraft (99%),**BACKGROUND:** Bartholomew's story is of the poor scribe who did good. He came from a family of scribes, but his family never earned much money. As a child he learned of a plot against Tilan from a faraway nation by comparing various, seemingly unrelated notes together. Once the plot was brought to the attention of the then headmaster, Bartholomew was enrolled in the college as an apprentice and quickly graduated with flying colors.

Now, years later, he has risen to Dean of Divinations, processing massive amounts of information each and everyday. Such documents are handed to him in various languages to keep hostiles guessing what he is reading at any moment. He is a close friend to the Dean of Illusions whom he aids in spreading false rumors to Tilan's enemies.

DEAN OF ENCHANTMENTS AND CHARMS, AGNES PILLOWDOWN, FEMALE HUMAN ENCHANTER**ALIGNMENT:** Neutral Evil**STR:** 11/85**DEX:** 12/47**CON:** 13/23**INT:** 18/89**WIS:** 13/58**CHA:** 18/24**COM:** 20/89**HON:** Average**LEVEL:** 19**HP:** 66**AC:** 5**+H:** +0**+D:** +0**DEX BONUS:** +0**R/AT ADJUST:** +0**NOTABLE POSSESSIONS:** Ioun Stones: clear spindle, dusty rose prism (x3), iridescent spindle, lavender & green ellipsoid, pearly white spindle (x3), vibrant purple prism (x2); Necklace of Adaptation**NOTABLE STPs:** Acrobatic skill suite, ambidextrous, administration (78%), arcane lore (57%), diplomacy (43%), riding: airborne (77%), spellcraft (65%)**BACKGROUND:** Agnes Pillowdown is the head of enchanting and charming individuals at the university. Since charming spells are illegal when cast on an unwilling target, her teachings focus mainly on the enchantment of objects. She is also the only dean who has Ioun Stones orbiting around her constantly.

She is in her mid-forties, but a woman of exceptional beauty, often seen in Whispery Down. It is not uncommon for her to be found in the wee hours of the night in the academy's library since her Necklace of Adaptation removes her need for sleep.

DEAN OF EVOCATION, THE FROSTBOUND DRAKE, VENERABLE WHITE DRAGON

HF: 99

EP: 18,772

CLIMATE/TERRAIN: Summit of White Drake Mountain

FREQUENCY: Unique

ORGANIZATION: Dean of Evocations

ACTIVITY CYCLE: Afternoon Classes

DIET: Special (rumored to be tardy students)

INTELLIGENCE: 12

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: G (160' long)

MOVEMENT: 12", 40" Fly (C), 12" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

AC: -5

NO. OF ATTACKS: 3+

DAMAGE/ATTACK: d6+10/d6+10/2d8+10

SPECIAL ATTACKS: Spells, Breath weapon

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: 30%

HIT DICE: 11

HON: Optimal

HP: 1,210

+H: +0

+D: +10

NOTABLE POSSESSIONS: Bracelets of Spell Storing (x2), Gem of Insight (used), Ioun Stone: scarlet & blue sphere (x3), Tome of Clear Thought (used), various scrolls of icer spells

NOTABLE STPs: Administration (78%), arcane lore (67%), dragon speak (106%), magic identification (at 60%), modern languages: common, elven, orc (none under 67%), reading/writing (all previous at 55%), spellcraft (65%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): greedy, dislikes warm climates & seasons

BACKGROUND: The Frostbound Drake is by far the eldest resident on the Isle of Tilan. His lair is at the peak of White Drake Mountain where only the very top thirty feet remain snowcapped year-round; hence the name "Frostbound". Only during the winter months does the dragon come out from his den.

Ever since the bargain was struck with the wizards all those years ago, Frostbound has been a major influence on the lives of the inhabitants on Tilan. As the years past, the University was built, and the dragon started to take notice. Some of the students went to the drake to see if they could

improve their knowledge of icer magic. As time passed, Frostbound let it be made known that he wanted to become a dean to increase his influence; the greed of a dragon knows no bounds.

Ever since he's had students come to his lair and learn of icer magics. He receives his pay by demanding "tribute" from his pupils—in reality, the university officials actually give the coin to students first before they arrive at the lair to make the dragon feel more, well, dragony. He is chaotic evil, after all.

Frostbound's intelligence is exceedingly high for a white dragon of any age category, but this is no mistake. He has three scarlet and blue Ioun Stones, which increase Intelligence, embedded in his hide along with a Gem of Insight. Like many dragons, as he aged, gems became fused with his scales—improving his armor class. Many years ago Frostbound also obtained and read a Tome of Clear Thought which again increased his Intelligence. This has all added to his knowledge and power.

There are two unique magic items in Frostbound's lair. They are Bracelets of Spell Storing. Each Bracelet acts as a Ring of Spell Storing with the exception that it may have any spell of a particular level cast into it. The Bracelet worn on Frostbound's left front claw can store 3 first level spells while the one worn on his right claw can store 2 second level spells and 1 third. This puts him on par with a fifth level magic-user as far as spell capacity goes for each day. The Bracelets can change shape to fit anyone as small as a pixie-fairy or as large as an ogre; Frostbound wears them each on a single claw, the way a wizard wears a ring.



**DEAN OF ILLUSIONS, DEREK DARKDIAMOND,
MALE GNOME ILLUSIONIST, DOUBLE SPECIALIST****ALIGNMENT:** Chaotic Good**STR:** 9/12**DEX:** 17/56**CON:** 13/34**INT:** 22/47**WIS:** 6/02**CHA:** 18/56**COM:** 12/98**HON:** Optimal**LEVEL:** 18**HP:** 64**AC:** 0**+H:** +0**+D:** -1**DEX BONUS:** -3**R/AT ADJUST:** +4

NOTABLE POSSESSIONS: Bracers AC 3, Brazier of Fire Elemental Summoning, Ring of Invisibility, Dust of Illusion, Autognomes (see page 104 of the *Hackmaster: Hackjammer* supplement), Wand of Illusion

NOTABLE STPs: Administration (78%), arcane lore (67%), engineering (102%), modern languages: common, gnome, kobold (none under 67%), reading/writing (all previous at 65%), spellcraft (65%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): absent minded

BACKGROUND: The son of a gnome illusionist and a space faring minoi gnome from some strange, far-off world, Derek DarkDiamond has always been a bit of an oddity for the school. He is undoubtedly intelligent but his lack of wisdom also becomes quite apparent when dealing with times of great danger. He's been known to hire a band of adventures and send them off on some dangerous quest for a rare item only to have half the party come back quiet annoyed with him. He has always well equipped such parties for any such danger, but usually writes the directions to the magic items in gnomish when he sends out a merry band of elves.

If that weren't odd enough, the illusionist is the proud owner of a Brazier of Fire Elemental Summoning. This is not weird save for the fact that he wears the item on his head (rendering it a -3 AC to called shots). Despite any protests people have lodged over the years, he refuses to take it off.

As head of the Department of Illusions, DarkDiamond sends misinformation to any foreign influence that might want to do Tilan harm. Since this is a matter of the utmost importance he spends large amounts of time away from the school. Rather than have a teaching assistant cover for him during lectures, he often sends one of his Autognomes disguised as himself to do the job via some Dust of Illusion. Some even say he hasn't taught a class in several years, but the truth is unknown.

**DEAN OF NECROMANCY, MAR'TULLA, FEMALE
GREL PAINTED MAGE****ALIGNMENT:** Lawful Evil**STR:** 15/56**DEX:** 15/31**CON:** 14/23**INT:** 16/72**WIS:** 12/31**CHA:** 10/89**COM:** 13/78**HON:** Average**LEVEL:** 13**HP:** 72**AC:** -5**+H:** +1**+D:** +3**DEX BONUS:** -2**R/AT ADJUST:** +2

NOTABLE POSSESSIONS: Power Rune of Obfuskin (see page 60 of the *Adventurer's Guide to Pixie-Fairies*), Bag of Hefty Capacity, Potion of Undead Control: skeletons, Potion of Undead Control: zombies, Ring of Regeneration, Ring of Undead Utilities

NOTABLE STPs: Administration (78%), anatomy, basic (67%), anatomy, pixie-fairy (125%), arcane lore (87%), art appreciation subset: painting (50%), artistic ability: tattooing (89%), modern languages: common, grel, pixie-fairy (none under 67%), reading/writing: common and grel (48%), spellcraft (85%), spell tattooing (120%), spirit lore (92%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): inappropriate sense of humor

BACKGROUND: Mar'tulla is a proud grel warrior who heads up the Department of Necromancy. Few know that she is not a necromancer, but instead a painted mage. Long ago she acquired a Power Rune that hides any and all of her tattoos at will. Because of this, she managed to take down many opponents in mage duels with powerful spells and her casting time during segment 0. To maintain this illusion she carries the spell components for her most commonly used spells.

Mar'tulla's presence at the school is not entirely welcomed. Emirus, the Dean of Alteration, is a pixie-fairy. There is no doubt in his mind that Mar'tulla has eaten a pixie-fairy at least once in her lifetime despite not having any visible tattoos. To his credit he hasn't attacked her as of yet, but should he ever learn of how she acquired her power rune who knows what may happen.

DEAN OF GENERAL MAGICS (MAGIC-USERS), PARTHALIS, MALE ELVEN MAGIC-USER

ALIGNMENT: Neutral Good

STR: 11/67

DEX: 18/78

CON: 11/52

INT: 17/56

WIS: 15/78

CHA: 18/89

COM: 12/32

HON: Optimal

LEVEL: 14

HP: 67

AC: -8

+H: +0

+D: +0

DEX BONUS: -4

R/AT ADJUST: +4/+5

NOTABLE POSSESSIONS: Ring of Hefty Spell Casting, Ring of Protection +4, elven chain mail, Cloak of Protection +5

NOTABLE STPs: Administration (78%), arcane lore (80%), modern languages: common, elven, dwarven (none under 62%), reading/writing: all previous (78%), spellcraft (92%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): arrogant

BACKGROUND: Parthalis is the instructor of general magic practices, as well as holding the highest judicial position in the nation. Being such a high official, Parthalis' personality has taken on a bit of a judgmental demeanor. If anyone performs even the slightest misdemeanor in his presence, the elven mage notifies them of it at once and asks them to cease and desist. Since he is not a member of Tilan's National Guard, he can't actually make an arrest.

Parthalis is a well armed individual being able to cast spells unhampered by his elven chain mail. It is hard to hit him in combat and only Randolph Shieldwolf has a better armor class.

DEAN OF PHYSICAL EDUCATION, BERTHA HORNBLOCKER, FEMALE DWARVEN BATTLEMAGE

ALIGNMENT: Lawful Neutral

STR: 18/99

DEX: 12/43

CON: 15/12

INT: 16/09

WIS: 11/78

CHA: 8/00

COM: 10/10

HON: Optimal

LEVEL: 17

HP: 92

AC: -2

+H: +8

+D: +11

DEX BONUS: +0

R/AT ADJUST: +0

NOTABLE POSSESSIONS: Battle Axe +5, Boots of Speed, +5 Chain Mail

NOTABLE STPs: Administration (102%), alma mater, arcane lore (53%), blind fighting, diplomacy (77%), graceful entrance/exit (90%), leadership basic (88%), martial training (battleaxe), military: battle sense (106%), modern languages: common, dwarven, elven (all at 56%), reading/writing: common, dwarven (54%), spellcraft (45%)

WEAKNESSES (INCLUDING QUIRKS AND FLAWS): Hacklust

BACKGROUND: No other dean is feared as much as Bertha Hornblocker. She is a rough and tough teacher who instructs her students in the finer points of military discipline. She doesn't like the stereotype that wizards are all wimpy and puny and that you must follow multiple career paths (be multi-classed) to have any useful combat experience. Because of this she runs students through rigorous drills to try and toughen them up to become more fit members of society.

Bertha runs the school's lacrosse team much like the way she runs students around the track--wildly swinging her Battle Axe +5. Because of this students have been winning more matches than ever before. Of course there has also been more injuries on the field, but that's to be expected...

BEHIND THE SHIELD:**HackJournal Index**

by Kevin Trudeau (HMA# IL-8-00005-01)

This being the 25th issue of HackJournal, you might find yourself a little lost when it comes to tracking down that one particular article. Well, fret no longer! This article gives you a detailed index for every issue of HackJournal – including this one!

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BOOK OF THE MONTH CLUB

Receive *Tale of the Giant's Fall*
(67 gp value)

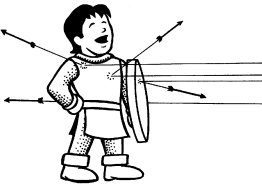


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QUEEN DESTINY SMILES ON THEE

Roll again and accept either the old or new results




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HACKJOURNAL COUPON

FISH REALLY ARE BRAIN FOOD!

+2 Building Points (BPs)

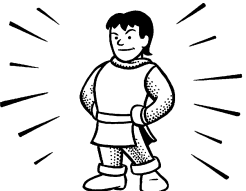


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HOUSE CALL

Good for 1d10 points of healing




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HACKJOURNAL COUPON

COMMON COLD

Memorize two (2) fewer spells today




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HACKJOURNAL COUPON

I CAN'T BELIEVE YOU DID THAT!

Lose -1 point of Honor




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HACKJOURNAL COUPON

RUT-ROH!

Attacked by a pack of 10 hungry Wild Dawgs




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HACKJOURNAL COUPON

INSULT AND INJURY

You're going to jail.



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