



THOSE HELD RESPONSIBLE

Project Manager: Brian Jelke
 HMA Manager: Jamie LaFountain (hma@kenzerco.com)
 Editor-in-Chief: Ray Ennis (ray@kenzerco.com)
 Art Director: Bob Burke
 Artist Tamer: Mark Plemmons
 Contributing Artists: Jiffy Burke, V. Shane Colough, Brian Dawson, Brendon Fraim, Brian Fraim, Nick Laing, Mark Parsons
 Design/Layout: Jennifer "Jiffy" Burke

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 25667 Hillview Ct.
 Mundelein, IL 60060

FROM THE CELL OF HMA HQ...

By: Jamie LaFountain, HMGMA #IL-MG-0019-01

Here it is, late February already. It seems such a short time ago that I remember people freaking out that the world was going to end on January 1, 2000. That day came and went. The world refused to yield. "Oh but wait!" the doom-sayers doomsayed. "The year 2000 isn't really the millennium. Things are going to blow up on January 1, 2001!" That day came and went. The world refused to yield. Now it's two months into 2002 and I haven't a clue where time went. (Anybody remember Y2K? Pshhhh, some "problem" that turned out to be.)

Like time, the HMA seems on a wild and wonderful roller-coaster ride. In HackJournal #1 we listed 90 HMPA members, 160 HMGMA and 28 HMRA members. Now it's just a little over two months later and those numbers have grown to 154 HMPA members (+71%), 229 HMGMA members (+43%) and 40 HMRA members (+43%). Ray Ennis tells me he's flooded with high quality submissions to the HackJournal. Activity on the HackMaster discussion forums is at an all time high. I couldn't be happier!

This year at Origins (July 4 - July 7, 2002) we are running the HackMaster Tournament of Champions. This is going to be an annual event run every year at Origins where HackMaster players the world over will have a chance to gather, meet and then kick each other's asses! You'll need an officially sanctioned 3rd-5th level character to play in this event (see the article in this issue called HMA Groups and You). We will have a pool of pre-generated 3rd level characters available for people to use who either don't have a character of appropriate level or who are new to the HMA. Everyone who participates will receive a limited edition, uncirculated, Grel Hunter miniature!

Enough bragging. I'd like to extend my warmest thanks to the HMA members who submitted the articles published herein. I'd like to also thank those of you who submitted excellent articles that didn't get selected. Just because an article didn't "make the cut" doesn't mean it wasn't good. On the contrary, we have limited space and many good articles landed on the cutting room floor this time around.

One last note. We have copies of HackJournal #1 from our reprint, which are available for sale to HackMaster Association members only. They are \$1.99 plus shipping. If you're interested, contact Tracy Casper at orders@kenzerco.com or 847-540-0029. Hack on!

Submissions for publication in future issues of HackJournal should be sent to: ray@kenzerco.com

Submissions by mail should be sent to the address shown at left. Electronic, e-mail submissions are strongly preferred.

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HMA GROUPS AND YOU

HMA Groups and You

by Jamie LaFountain, HMGMA #1L-MG-00019-01

Okay folks, so you're in the HackMaster Association, you got your HackJournal, you got your pretty little clip-on badge and you're the kewlest dude on your block. Now what? Well now you get together with your friends and you form a *group*. And funny you should mention it because this article is all about demystifying the HackMaster Association group.

When the HackMaster Association web site goes live (at the time of this writing, it's still "a few weeks" off), group formation will be as simple as filling out an online form. Even now, though, it's not much more complicated. For those of you who remember things in the Dark Times, group formation no longer has any fee associated with it. In order to qualify as a group, however, you must meet the following criteria:

- All members of the group must be members of the HackMaster Association, regular or trial (see below for information on trial HMA memberships). There may not be non-HMA members in an officially sanctioned group.
- The group's GM of record must have valid, current HMGMA credentials. That's not to say that occasionally another member of the group or even a non-member of the group can't "guest GM" a few sessions (assuming he also has valid, current HMGMA credentials).
- The group must have a minimum of three non-trial players in addition to the GM of record. All players must have valid, current HMGMA or HMPA credentials. It's important to note that not every member of the group must be at every game session. However, if HMA HQ finds out that a group is abusing this policy by having a "phantom player" to meet the minimum quota, the group will be disbanded and additional consequences may apply.

In order to form a group, you can download an HMA Group Application from the HackMaster download page at:

<http://www.kenzerco.com/rpg/hackmaster/downloads.php>

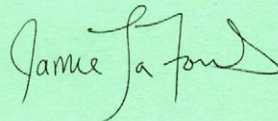
Once your group is formed, the GM should get the group's characters sanctioned. The HMA Character Registration form is available for download from the HackMaster download page. The form states that all newly-sanctioned characters must be first level. On a case by case basis, I'll consider allowing GMs to sanction players that are above first level in order to accommodate groups that have been playing HackMaster for awhile and have only recently become sanctioned. *If any information on a sanctioned character changes (we track race, class, level, gender and name only) it is the responsibility of the group's GM to notify HMA HQ at hma@kenzerco.com.*

After you have a sanctioned group and all your players have sanctioned characters, now the fun begins. HMA members are eligible to earn one UPS point per week by playing home games. There is no such thing as a

"sanctioned HMA adventure" for home games. The GM may run any adventure he has prepared. Once per month, the GM should e-mail the dates he ran sessions during that month and the names and HMA membership numbers of the players who were at each session. When giving a player's membership number, it's helpful to say whether it's an HMPA or HMGMA number because we have a separate database for each. You are certainly welcome to play more than one game per week and all experience points, treasure, etc. is valid for each of those sessions, but the HMA will not award members more than one UPS point per week for home sessions. Remember that sanctioned characters may never possess more Experience Points worth of magic items than allowed by their level per the "Maximum Allowable Magic Item EPs per Character Level" chart found in the HMA Bylaws version 4.20. The 4.20 bylaws are in HackJournal #1, the 2nd print run of the *HackMaster Player's Handbook* and on the web site at www.kenzerco.com.

Lastly, I want to cover trial memberships. Trial memberships are only available at HackMaster tournaments and are meant to allow new players to jump in and play a tourney. Trial members may never have a sanctioned character above first level. Sometimes, a pre-generated character above first level will be provided to trial members at tournaments but they may not continue using those characters as a sanctioned character after the tournament. For example, at the upcoming Tournament of Champions at Origins 2002, the HMA HQ will be providing pre-generated third level characters to trial members and to regular members who don't have a sanctioned character of the appropriate level. Trial memberships expire in 90 days.

If anyone ever has questions about these policies, please e-mail me at hma@kenzerco.com.



Jamie LaFountain
HMA Manager

GARWEEZE WURLD PRIME

by Jamie LaFountain, HMGMA #IL-MG-00019-01

"I dunno, Jaryll," the stocky dwarf said cautiously. He tightened his grip around the handle of his warhammer as he stared cautiously at the mist-filled portal before him.

His companion, an adventurous halfling named Jaryll who was always rushing fearlessly into situations regardless of the consequences, obviously could barely contain his excitement. He shifted his weight anxiously from one foot to the other. "C'mon, c'mon, c'mon, Cinderhead," he squeaked. "What do you have to lose? Let's just go!"

Cinderhead laughed humorlessly, shaking his head. "That's easy for you to say, runt. That damned sword is always bailin' you out of problems." He referred to Tremble, Jaryll's HackMaster +12, one of the most prized swords in existence.

With a giggle, Jaryll gave Cinderhead a little shove. "Cut it out, big guy. A sword is just a tool in the hands of an experienced fighter. The man makes the sword, not the other way around.

The two stood in one of the basement sublevels of the famous Inn on the Edge of Forever Inn. The Inn on the Edge of Forever was well known among adventurers. Not only did it serve the best pork belly pie known to human or demi-human, but it also sported mysterious basement levels where the truly brave could enter any of the mist-filled archways and travel to a different plane! Most of the planes were merely variants of Garweeze Wurld, though rumors existed that some of the arches could take you to truly strange (and dangerous) places.

With a brief shrug, the dwarf said, "Well then, let's do it." The two then stepped boldly into the mist. The disorientation that followed was something akin to walking down a set of stairs in the dark and reaching the bottom one step before you expected it — a jarring, befuddling jolt.

As Cinderhead shook off the haze and got his bearings, he became aware that someone was crying like a little child. He spun around and found his companion, Jaryll, curled up on the ground in the fetal position wailing. "It's gone. It's gone. It's goooooooone!"

Dropping down to one knee to inspect his friend, Cinderhead shook the halfling. "What's wrong, Jaryll? Tell what happened." He scanned around briefly for enemies but found none.

Jaryll looked up with tears streaking his face and his lower lip quivering. "My HackMaster sword is gone! I wanna go home!"

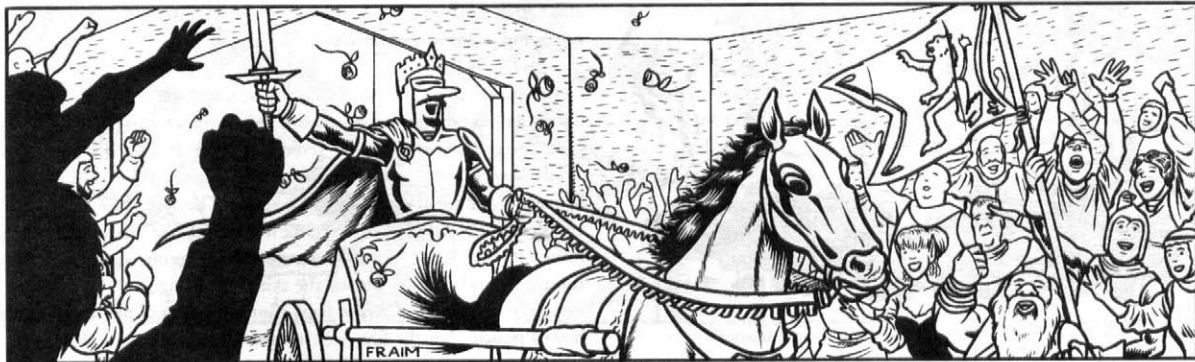
There are many variant planes of Garweeze Wurld and every individual GM's campaign takes place on one of them. All roads, however, lead to Garweeze Wurld Prime, the one true Garweeze Wurld plane from which all other Garweeze Wurld's are spawned. The primary use of Garweeze Wurld Prime is to host all officially sanctioned HackMaster Tournaments. Only special regular campaigns approved by HackMaster Association Headquarters¹ may take place on Garweeze Wurld Prime, such as Jolly Blackburn's High Court of Hack and Noah Kolman's Damage, Inc. All other campaigns take place on one of the many variant planes.

When you play your officially sanctioned HackMaster Association character in a tournament, he phases into Garweeze Wurld Prime for the adventure then returns to his home plane after the adventure. From the PC's point of view, it's usually impossible to tell this subtle shift has taken place. High-level PCs and PCs from radically different versions of Garweeze Wurld or a different world all together will likely notice the transition but may not understand it completely.

The catch is, there are many forms of magic that can't make the transition to Garweeze Wurld Prime such as artifacts, home brewed spells and home brewed magic items. If your character employs such forces, the item is left behind (and is returned to him when he goes back to his home plane if his GM is so kind) or the spell is wiped from the caster's mind and can't be rememorized while on Garweeze Wurld Prime.

There is an exception, however. If a player is issued an artifact, special magic item, special spells, etc. during a sanctioned HMA tournament, he will receive a certificate for the item with a serial number issued by HackMaster Association Headquarters. That item, spell, etc. was created on Garweeze Wurld Prime and thus it can easily make the transition from plane to plane. ♣

¹ Any GM who requests that his campaign be approved to take place on Garweeze Wurld Prime will be subject to a d20 roll. 1-10, his request will be denied permanently, 11-20, his request will be denied permanently and he will lose one HMGMA level.



A DAY IN THE LIFE

By: Dan Fobes, HMGMA # TX-1-00261-01

Subject: Great Lucid Impeder

Waking from a deep sleep, Crammer heard them long before he began to feel something crawling over his shoulder. Skitters, he called them. They came down the passage behind him once in a while. Some talked and squealed in their chittering language, but most just ended up being a small snack. Crammer hated the thin ones the most because he was hungry again the moment they slid down his gullet. The skitter climbing over his shoulder was thin. He narrowed his eyes in loathing.

Inhaling deeply, Crammer puffed his body until it filled every crack in the ancient stone walls. He kept expanding until he heard the satisfying crunch near his shoulder, followed by the familiar squealing and pinpricks. Finally, the noise and movement ceased, and Crammer again relaxed. The skitter was smashed against the wall, its cloak and equipment dangling from what was left of the body. He picked it all up and popped it into his mouth. Yep, Crammer thought, chewing slowly, still hungry. He was surprised that this skitter was on its own, but shrugged and thought no more of it.

With breakfast finished, Crammer yawned and slowly began to move. He didn't know time it was. Day and night had no meaning down in the bowels of the ruined keep, but it had been a while since he saw the Pretty Room. It was full of glittery things. He could spend ages just staring at their beauty. It was time to see those things again.



The Great Lucid Impeder, Hacklopedia of Beasts, Volume IV

Crammer picked up his pace and rumbled down the corridor. Negotiating the labyrinth by memory, he turned down the passage that would lead him to his room. He couldn't remember why he moved away from the Pretty Room in the first place. The room was all he thought and dreamed about when he was not there. Sometimes, looking at the Pretty Room almost made him forget that he was hungry. His flab quivering with excitement, Crammer moved as quickly as possible towards the room.

Rounding the last corner, Crammer came to a complete stop in shock. Someone, or something, had placed an exact image of himself at the entrance. The cave fungus had only bloomed 200 times since he had seen another of his kind; seeing another one so soon was strange. Crammer reached out to touch it, testing to see if it was really there.

"You stop!" the creature yelled at Crammer.

Crammer took a step back. It was starting to sink in. This was not his image or a spell, but another Impeder, a different him. "Who you?"

"Who you?" the other Impeder replied.

"This my spot?" Crammer answered, trying to see past him to the interior of the Pretty Room.

"No more. This MY spot!" The intruder yelled.

"I here first," he pled. "You not even face right." Crammer couldn't imagine why anyone would face away from the Pretty Room. Again he tried to look past the other Impeder, straining his toes with the effort and crumbling several ceiling stones whose dust fell over the pair.

"You not look into room. That MY room now." The new Impeder shifted his bulk to block the small gaps through which Crammer was looking.

Suspicion beginning to fill his mind, Crammer pushed at the invader's wide belly, making a gap by the wall to peer through. Suddenly, the new Impeder shoved him back, "You go. This my side of dungeon now."

Crammer was the most patient of his kind that he knew of, and tried not to start fights. But this was his spot, his dungeon and HIS room! Acid began to well in his throat. "You-go-now!"

"No," was the only reply.

With a belch, Crammer hurled the stream of acid from his throat, spraying the intruder. The stranger cried as the acid began to burn and promptly spat a similar stream back at Crammer. Soon the corridor was filled with the acrid odor and smoke from burning hair and the sound of belching and whining Impeders. After several rounds without any real effect, they both still stood and stared at each other. Clearly, fighting was not going to make the intruder move.

Crammer backed off angrily, trailing wisps of smoke from his still smoldering hair as he stumped back around the corner. This had been his dungeon for as long as he could remember and, by Poadrus, the intruder would have to move sooner or later. He felt a prick in his back. Stopping, he reached around and felt along his spine. There, in the tufts of hair was another skitter, dried blood keeping it attached like glue. He must have missed it while killing the other that morning. Trying to stop the constant rumble in his belly, he dangled the skitter by its hand and raised it to his mouth, but stopped as he saw light glint off pieces of broken glass falling from a pouch. For the first time in ages, Crammer got an idea.

There was a room he saw once in a while at the far end of the dungeon. It was filled with glass tubes and bottles most of which were broken and formed strange colored pools on the ground. While standing in his door, he sometimes noticed what these pools did to creatures that occasionally played in there. Some disappeared, others turned into smoke, some shrank and some grew. As quickly as he could, Crammer moved down the hall to the tube room, and wiped the skitter in the pools on the floor.

“What you want?” the intruder growled angrily as Crammer returned, skitter in hand.

“I give you this and you go.”

The intruder thought for a moment and put out his hand. “Fine.”

Crammer gave the intruder the crushed body, and watched as he gulped it down. Hopeful moments ticked by, but the intruder did not move or change. “Well? Deal is deal. You move now,” said the Crammer, frowning in disappointment.

The stranger sat where he was, “No. Change mind, you give me-”

Suddenly, his body convulsed and the intruder looked around in shock. “Wha-” Before he could finish, his body puffed as if he had inhaled deeply.

Crammer watched as the intruder began to grow and expand. The Impeder’s body pushed against the walls which began to crumble and crack. More and more he filled the corridor. Crammer had to move back

out into the main corridor to avoid the mass of hair and muscle expanding towards him.

Just as Crammer moved around a corner, there was a bone-chilling pop then dust, rock, and meat began to rain down. After a moment, things settled and Crammer returned to the Pretty Room hallway. Rubble now lined the halls, and meat, blood and organs splattered wetly across every surface. The corridor was wider now, and slightly higher, but the ancient stones still held. Belching happily, Crammer moved into the doorway of his favorite room, now glittering a bit dully from the new debris on top of it. Still, Crammer thought, it sure was pretty. Even better, now there was plenty to eat for quite a long time. He picked up a hunk of meat and ate it with a smile, the lights of the glimmering treasure dancing in his eyes. ♦

The End

CORUMSSON FASHIONS

By Benjamin Pierce, HMGMA #NY-1-00197-01

Among the lesser-known magicians (some would say charlatans and fakers) seen on the streets of Fangaerie is the human mage, Valthus Corumsson. Valthus is far better known at many of the better brothels and taverns for his looks than in any circles of magic for his spell-casting aptitude. Locals used to refer to him as “Valthus the Vainglorious” and barmaids speculated loudly that his tall, fashionable wizard cap was to compensate for other shortcomings.

All that changed over the last 5 years, however, as Valthus found his talent: producing magical items to enhance one’s social standing. After receiving a particularly nasty wuss slap from Trina, owner of the Drunken Lich tavern, during a festival six years ago, Valthus knew something had to change. Turning his considerable intellect (and even greater ego) to the problem, he realized that society needed magical help to fully understand what a wonderful and gracious person he truly was. Valthus’ initial attempts were marginal, but over time even the surliest barmaid conceded his company was now enjoyed rather than endured.

Never one to miss an easy gold piece, Valthus acquired several apprentices and opened a magical manufacturing shop, focusing on ‘social enhancement devices.’ The workshop turned into a storefront, and today Valthus regularly has noblemen of high quality and bulging purses asking

for his powerful trinkets to aid society’s ability to perceive them for the wonders they truly were.

The business has been successful even beyond the expectations of its founder. Indeed, Valthus has single-handedly redefined fashion among the moderately high and not-quite-mighty of Fangaerie. Imitators have recently sprung up, producing cut-rate versions of Valthus’ most popular designs, and some have been outright dangerous; socialites will be talking for years to come about the blue and yellow stripes left permanently on the face of a merchant trying to impress his betters. For the rich and fashionable, there is simply no substitute for a Corumsson original, easily identified by the unique, enchanted glyph emblazoned upon it. The glyph has proven to be almost impossible for imitators to duplicate successfully and the few who managed it all died mysteriously during research and testing.

Below are listed some of the most popular items produced by Valthus and his competitors. Please note that the gold piece value is for a generic model. A Valthus original can command more than triple the listed price, depending on the buyer and materials used.

CLOAK OF DRAMATIC ENTRANCES

This cloak, woven from the finest fleece of baby Yeti, is usually dyed a dark, striking color – midnight blue, jet black, and blood red being the most popular. The cloak has numerous magical functions. First, it keeps the wearer warm and dry even in a downpour or in temperatures down to zero degrees Fahrenheit. Second, the cloak is semi-animate. It will always billow in the most dramatic

of fashions when worn, casting the wearer's face into exactly the right amount of shadow to accentuate his features without obscuring them. The wearer will never become entangled in the cloak or trip over it. While specifics vary per item, the average cloak adds a +15% bonus to the following skills: feign toughness, intimidation, and graceful entrance/exit, as well as a +3 to reaction checks.

EP VALUE: 800 GP VALUE: 15,000

HAT OF STYLE

A highly specialized variant of the Hat of Disguise, it will size itself to fit any head, from halfling to half-ogre size. It automatically magically alters itself to be in perfect accordance with whatever clothes the person is wearing. The hat is enchanted to adapt to local fashions, and long-time wearers have noted that over time the hats seem to have a preferred style from which they stubbornly refuse to deviate. It should be noted the hat always tries to fit in with local fashion, so if the wearer attempts to invoke the power of the hat while traveling near Orc lands, he may very well find himself wearing a badly cured elf-skin cap! While specifics vary, the average hat adds +2 to perform mime, seduction, and social etiquette. Every time the hat is exposed to a new style, there is a cumulative 1% chance it will pick that style as the permanent choice, changing only in color from that point on. Valthus is still looking into why this happens.

EP VALUE: 500 GP VALUE: 4,000 new, 500 when fixed on a style



GARWEEZE WURLD

THE WAYLANDS

by Richard Jensen (IL-8-00377-01)
and Jamie LaFountain (IL-MG-00019-01)

Far to the west, off the Red Bear Coast, past the Ginge Sea, past the island nations of the Ginge Pirate States, deep in the Aludian Ocean lies the Waylands. Although separated from the mainland by a few hundred miles of ocean, the Waylands are influential in their own right and many a famous adventurer has hailed from one of its various independent nations. No more than a simple sea voyage from the Red Bear Coast and the Eder Soult, the Waylands make an excellent base of operations for an adventuring party or perhaps even a destination for an epic quest.

More importantly though, the entire Waylands belong to the HackMaster Association and will be developed exclusively through the HackJournal. By the people, for the people! Er...something like that. So if you're interested in seeing the Waylands developed, then write something and submit it! Rather than going full bore and developing an area only to find out that it's already been developed by someone else before you, you should send a query e-mail to ray@kenzerco.com with a brief synopsis of what you want to develop. Ray Ennis, the editor-in-chief of HackJournal,

TOOTH OF WITTY BANTER

This nondescript-looking tooth is, in fact, carved from the tooth of a deranged bard. When placed into the socket of a missing molar, it will graft itself into place. The tooth provides the owner with the "gift of the gab"—the ability to converse smoothly and engagingly on any subject with which they are familiar. The owner of the tooth gains a +25% bonus to joke telling, mingling, rousing speech, oration, and social etiquette. Finally, the owner may invoke each of the following cantrips once per day: Coy Smile (self only), Giggle (self only), Blather, Interject Witty Comment, Illusion of Courtesy, and Strengthen Smile Muscles. As always, the cantrips listed are typical, and may vary from tooth to tooth.

EP VALUE: 1000 GP VALUE: 20,000 ✦

will contact you with an approval or denial of your concept and some parameters to work within. *Remember, if you write a Waylands submission without first submitting a query e-mail, you run the risk of your efforts being rejected simply because somebody else beat you to the punch.*

The information below is simply a "skeleton" from which to hang the flesh of your labor. It has been kept intentionally vague to allow the maximum latitude for the membership's creative processes. Become a part of Garweeze Wurld today! Develop the Waylands and leave your permanent footprint upon a road that many will travel.

Country Number: 1

Country Name: Noutlind (The Northern Lands)

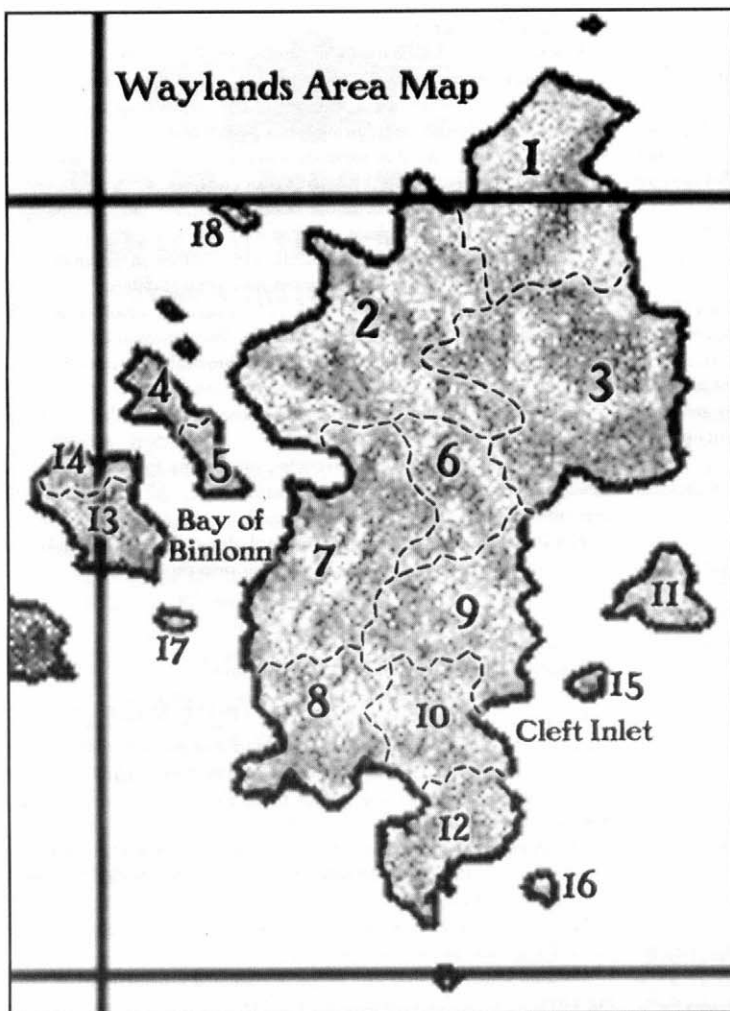
Economy: The economy of Noutlind is mostly agrarian in nature with a supplement from the mining of precious metals and gems. The mining is a recent innovation as a recent influx of dwarvenkind has occurred. The revenue comes from grain production (30%), fishing (20%), the sale of livestock (20%) and the remainder from the new mines.

Alignment tendencies: The majority of the citizens are lawful with a fairly equal distribution between good and evil.

Political structure: The government is a hereditary monarchy with a commoner house advising the ruling Monarch, however, the Monarch holds the ultimate authority and responsibility.

Cultural idiosyncrasies: This culture is a Matriarchy with heredity devolving through the female line. Males generally have an equal say in day to day issues, but on the really important issues, the women decide. The men have a tendency toward male-pattern baldness and a small wig trade has developed as a man with hair is considered more virile and attrac-

Waylands Area Map



Country Number: 2

Country Name: Geldland (The Gold Lands)

Economy: This economy is mostly from mining and the creation of jewelry and other fine crafts. They enjoy a brisk trade with Noutlind and both countries prosper from this balance of trade. Since there are an abundance of mines, the most influential people are those with power in the mining guilds and those with great wealth.

Alignment tendencies: The citizens are consistently lawful good with a few exceptions, which tend toward good with an even distribution of neutrality and chaos.

Political structure: This country is a Plutocracy, where those with economic power are the country's leaders. There is a Council of Nine that handles most major issues and a well entrenched bureaucracy that handles the daily issues.

Cultural idiosyncrasies: The people of Geldland are extremely money and status conscious, and have been known to throw vast and expensive parties to appear wealthier than they are as this gives them social status. A man that can afford to have many wives will do so as it will increase his status in a number of ways, however, each wife will demand her own palatial residence.

Major NPCs known: The members of the Council

Coins of the Realm: mithral doboons, platinum faloons, gold garoons, electrum gazoons, silver javhoons and copper kinaeroons. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. A Member of the Council is maneuvering to gain more power and another member is looking for adventurers to help bring him down.

2. A Councilman's wife is seeking adventure and becomes interested in joining the party as they go adventuring, unwilling to take no for an answer.

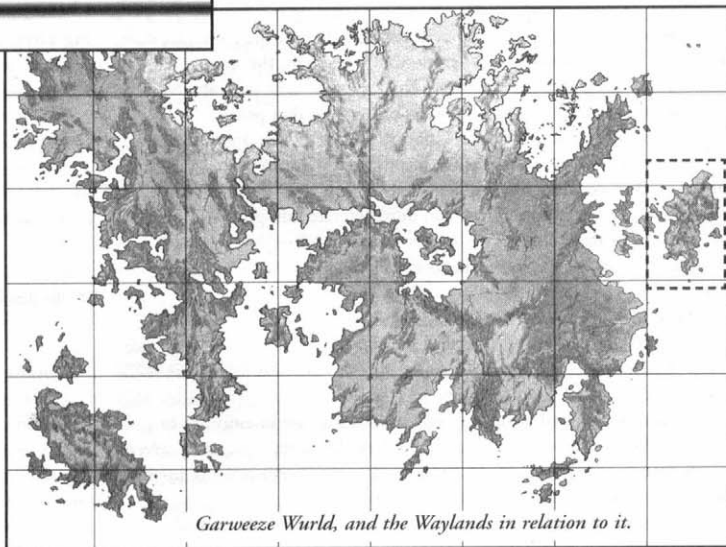
tive than one with thinning hair. All women's names start with a vowel and all men's names start with a consonant.

Major NPCs known: Queen Aledia, her daughter Olenil

Coins of the Realm: mithral dibaars, platinum calaars, gold sulaars, electrum milaars, silver picaars and copper naars. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Olenil's love interest is trying to prove to Queen Aledia that he is worthy so he can sue for Olenil's hand in marriage.

2. There have been raids on some of the coastal communities by Pirates from the Ginge Pirate States recently and the individual communities are looking for adventurers to provide protection.



Garweeze World, and the Waylands in relation to it.

Country Number: 3

Country Name: Estarlinn (The Eastern Lands)

Economy: Estarlinn is chronically fighting off incursions from Cenland as they desire access to the Ocean. The tax rate is extremely high, and anyone entering this land is offered the choice of either paying 75% possession tax or serving in an upcoming military action. There is not much more than subsistence farming happening and the people of this land are barely eking by.

Alignment tendencies: The overall alignment of Estarlinn is chaotic neutral although there are some people of radically different alignments present.

Political structure: Estarlinn is currently ruled by its Military and is under Martial Law with a dusk to dawn curfew in effect. There are roving bands of marauders acting as if they are the lawful militia.

Cultural idiosyncrasies: Anyone who is not serving or has not served in the military is looked down upon as a lower class citizen. They are xenophobic and it will take a great deal of cajoling to get the people to open up to those not from the immediate area

Major NPCs known: The Commanding General and the 8 regional military governors.

Coins of the Realm: mithral generals, platinum colonels, gold majors, electrum captains, silver lieutenants and copper privates. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. One of the Military Governors is convinced that the rest are plotting against him and will hire adventurers to find out who the ring-leader is and possibly kill him.

2. An incursion has just occurred and there is chaos throughout the land. Most everyone has been called out to repulse the enemy.

Country Number: 4

Country Name: The Gnome Alliance of the Waylands

Economy: Little is known of the Gnome Alliance's economy. They do a fair amount of trade, offering textiles in exchange for foodstuff, but that doesn't account for the nation's wealth. Rumors are abound that the Gnome Alliance works secret mines under their land, though no proof has ever been unearthed and the G.A. government is silent on the topic.

Alignment tendencies: The citizens are predominantly lawful, with an equal mix of neutral and good.

Political structure: The Gnome Alliance is a democratic electorate state. Regional representatives meet every three years in the capital city of Grunsch to cast a vote for President. The President rules with almost complete autonomy but may then never again serve in that post.

Cultural idiosyncrasies: The Gnomes are incredibly friendly to outsiders; rudeness to strangers is unspeakably distasteful to them. That said, however, they consider visitors like fish — both start to stink after three days. They are a secretive nation and don't tolerate non-gnomes who wish to stay within their borders for longer than a brief respite. Even gnomes have a difficult time earning the Gnome Alliance's trust if they are foreigners.

Major NPCs known: The current President

Coins of the Realm: mithral mileks, platinum adrels, gold jents, electrum thawns, silver ynrons and copper plates. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. A small group of counterculturists are attempting to gain "dirty" information on the current President. He hires a group of adventurers to take advantage of the President's cultural requirement to show hospitality and gather information in his home.

2. Some evil force has been accidentally unleashed in the mines!

Country Number: 5

Country Name: Mundaria (The Land of Healing Muds)

Economy: There is a small area within this land that is known for its spa-like setting. There are a number of hot mineral springs that the wealthy people of the neighboring lands pay dearly to visit and become rejuvenated. It is said that someone using the mud from around these springs can heal faster than the healthiest of creatures.

Alignment tendencies: Mundarians are generally neutral and very rarely deviate toward law, chaos, good or evil.

Political structure: Mundaria is a theocracy led by an extremely high level Arch-Druid who ruthlessly protects his nation's borders.

Cultural idiosyncrasies: The people of Mundaria are almost always red-haired and very bloodthirsty when crossed. The last time Ginge pirates tried to raid a Mundarian community, they were dealt a very mighty blow that killed 40% of the slaver population.

Major NPCs known: The Arch-Druid and his three aides (a cleric, a fighter, and an assassin)

Coins of the Realm: Mundaria relies on income from the wealth of other lands and does not have their own coinage. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. The adventurers have heard about the healing muds and have decided to harvest some to sell for their own profit.

Country Number: 6

Country Name: Cenland (The Central Lands)

This is the home of Delverston and The Broken Dartboard.

Economy: Cenland owes its income to a wealth of iron mines within its borders. The economy isn't quite as robust as it might be as they have no ready access to the water to ship their raw iron to the mainland. They are on a constant wartime footing as they try to gain a corridor to the ocean that they can call their own.

Alignment tendencies: The citizens are consistently lawful evil with few exceptions, with those tending toward good with an even distribution of neutrality and chaos.

Political structure: Cenland is a meritocracy where the best rise to the top and stay there as long as they remain the best.

Cultural idiosyncrasies: The people of Cenland are interested in gaining access to a harbor so they can ship their wares. This has become a national mania in recent years. There is a predominant distrust of anything magical, be it arcane or divine in source.

Major NPCs known: The Ruling Elite – A Council of 4 and The Leading Citizen

Coins of the Realm: mithral peeks, platinum weeks, gold valeeks, electrum doleeks, silver raveeks and copper phreeks. All coins follow the common standard of 10 coins to the pound.

Hooks: A wastrel approaches a band of adventurers asking them to help him obtain great wealth that he claims is his but was taken from him by his greedy brother.

Country Number: 7

Country Name: Binlonn (The Land With the Bay)

Economy: A large portion of the income of Binlonn comes from taxes placed upon the exports of Cenland that travel through Binlonn to the Bay of Binlonn. The remainder comes from the sale of food to Binlonn (at a suitably increased cost, of course). The land is excellent for farming and always creates a surplus crop.

Alignment tendencies: Binlonnians are usually neutral good, but have been known to have tendencies toward law.

Political structure: Binlonn is a constitutional monarchy with two advising houses. There is a House of Royals and a House of Standards. The Royals are all titled and have served at least a few years adventuring to gain a better understanding of the world around them. They have more wisdom when it comes to issues relating to the outside world. The Standards are the educated commoners who have gained the trust of their community and have been chosen to represent them to the monarchy and the Royals. Standards are known for their stubbornness when dealing with the Royals.

Cultural idiosyncrasies: The people of Binlonn are fairly trusting of strangers and rarely have they been wrong. Binlonnians seem to have the ability to sense the motive of someone whom they just met.

Major NPCs known: There are three leaders in the Royals and three leaders in the Standards, plus the reigning Monarch and his daughter.

Coins of the Realm: Binlonn uses coins minted by Cenland – mithral peeks, platinum weeks, gold valeeks, electrum doleeks, silver raveeks and copper phreeks. All coins follow the common standard of 10 coins to the pound.

Hooks: There has been a noticeable lack of exports coming through Binlonn from Cenland and the Standards want someone to investigate.

Country Number: 8

Country Name: Sveslinn (The Land to the Southwest)

Economy: There is a great deal of income from fishing and related activities as well as a high level of farming. Most people work either on a farm or somewhere in the fishing industry. This area is somewhat metal poor and wishes to deal with Cenland, but has no direct access.

Alignment tendencies: Svesians are a lawful group, with an even distribution among good, neutrality and evil.

Political structure: Sveslinn is a Democratic Monarchy. There is a hereditary kingship that is primarily a figurehead position. The people elect a Representative House and the elected House selects a Minister who leads the country.

Cultural idiosyncrasies: Svesians are very family-oriented and are protective of even the remotest family member. If they feel that a relative has been slighted, the entire family is likely to wage war. This leads to family feuds rather easily.

Major NPCs known: The king, his wife, 3 sons and 2 daughters, as well as the Minister and members of the Representative House

Coins of the Realm: mithral flaats, platinum skides, gold buxars, electrum unzels, silver tides and copper noughts. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Someone is needed to mediate an ongoing feud

2. Someone is needed to escort the very comely daughter to meet and marry the homely son of the two feuding families, but she has other ideas in mind.

Country Number: 9

Country Name: Mydlonn (The Middle Land)

Economy: Mydlonn has a mix of mining, farming, craftwork, and fishing. They trade a limited amount with Sveslinn, but are known for overcharging whenever they can.

Alignment tendencies: Mydlonnians are generally chaotic neutral and quite greedy.

Political structure: Mydlonn is ruled from behind the scenes by a Cabal with a figurehead Tribunal Republic. The Cabal is chaotic neutral with evil tendencies. The Cabal is known to only a few. Although there are some vague rumors that the cabal exists and is made up of various powerful people, most of the other rumors concerning this secret group are false.

Cultural idiosyncrasies: Mydlonnians are extremely male centered, females are considered at best third class people, ranking lower than most pets. The men feel they have the right to take and use any woman who is not obviously attached to another man with impunity. They are quick to anger, but equally quick to cool off. They enjoy a good practical joke, as long as they are not the target, and will spend hours and large quantities of coinage to arrange a practical joke on a friend. Mydlonnians also revere the current Jokerster, whomever that may be.

Major NPCs known: The Tribunal, The 13 members of the Cabal, the current Jokerster.

Coins of the Realm: mithral coomix, platinum slaps, gold deenars, electrum flips, silver flaps and copper flubs. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Mydlonnians almost always try to find an accomplice who is unknown to the target of the latest elaborate practical joke.

2. A Mydlonnian wants to see if there is actually a Cabal.

3. A Cabal member wants to increase his power by eliminating a rival.

Country Number: 10

Country Name: Vaaldun (The Cleft Valley)

Economy: Vaaldun has a rigorously controlled economy. Everything is planned at least 10 years in advance by the Central Committee and there is little deviation. The Central Committee plans for most possible outcomes and rarely needs to make a rush adjustment to the Plan. Vaaldun does reward those who manage to exceed the Plan by allowing them some luxuries that few other can afford, such as magically operated indoor plumbing. The establishments that cater to outsiders usually have all the luxuries that one could ask for and they charge a very reasonable price (usually one level less than the actual quality would demand).

Alignment tendencies: The vast majority of Vaalduners tend to be lawful and neutral, partially due to the power that the government holds over the citizenry. There are those who deviate from this norm but they quickly become public outcasts at best.

Political structure: The government is semi-communist with a very strong Central Committee that oversees all facets of life in Vaaldun. The Central Committee relies on a cadre of secret police and a very strong border patrol to keep the citizens on the straight and narrow. Those who speak ill of the government tend to disappear. All in all, it is not a nice place to be if you are an individualist but if you are a conformist, you can go far.

Cultural idiosyncrasies: A fear and distrust of outsiders is the norm here, yet the people are more than happy to take the foreigners for everything they have. The society is male dominated and advancement is by political merit. There is an unusual predominance of people with mental illness, mostly in the addiction category (alcoholics and gamblers).

Major NPCs known: The seven members of the Central Committee, the Commander of the Border Patrol for each of the 6 districts, and the head of the secret police.

Coins of the Realm: mithral raal, platinum nuum, gold lood, electrum deem, silver pyne and copper bit. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Some citizens want to foment a rebellion to form a new government.

2. The head of the secret police wants to spy on the commanders of the Border Patrol.

Country Number: 11

Country Name: Gynovia (The Island of Women)

Economy: Gynovia is fairly idyllic, with enough naturally occurring food on the island to easily support the population and the rare guest who is allowed to remain for more than a day.

Alignment tendencies: Gynovians tend to be chaotic good although there is a recent upsurge in those that follow law.

Political structure: There is no formal government, rather the island is set up more like a vastly extended family with a group of elders leading the clan with an Eldest Matriarch as the ultimate authority. A member of the family is elevated based on her abilities and wits rather than her family connections.

Cultural idiosyncrasies: The island is populated by females and children under the age of puberty. Once a male reaches puberty, he is sent off to make his way on his own. A female that reaches puberty is sent off-island for a few years until she has proven herself and comes back with something to show for herself. When the Elders decide it is time for the family to increase in size, they raid one of the neighboring areas for suitable males that they bring back for a few months until the women that are chosen have conceived. Every two years, the Gynovians hold island-wide games that test the physical, emotional and mental mettle of the competitors. The woman who is named overall winner enjoys special status until the next games.

Major NPCs known: The Eldest Matriarch, all of the Council of Seven Elders and the current Champion of the Games

Coins of the Realm: mithral bettie, platinum bette, gold bett, electrum bett, silver bit and copper bee. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Its conception time.

2. One of the girls wants a little help when she starts her adventure to prove herself.

3. A dispute over the adventurers' presence is raised.

Country Number: 12

Country Name: Yuttin (Peninsula Country)

Economy: A great deal of the income here is derived from trade. This area has an abundance of natural resources and is able to manufacture many finished goods that are exported to the mainland. Yuttin sends a number of escort ships with each convoy due to the close proximity of the Ginge Pirate States.

Alignment tendencies: The majority of the populace is neutral good although there is a growing tendency toward chaos.

Political structure: The government is a plutocracy mixed with a military. There are two councils that advise the Committee. The first is an elected body of merchants and the other is the High Command of the Military, which consists of the Commanding Generals of each Branch of the Military. These two bodies elect a Tribunal member that will advance their causes. The two Tribunal members then select a third that both are comfortable and can trust.

Cultural idiosyncrasies: Yuttinites are initially distrustful of strangers, but once they get to know someone, its as if the new person has been a friend for life and they will literally give the shirt of their own back to help their new friend. The majority of Yuttinites have light hair and tend toward hammer and other crushing weapons on those occasions where a weapon is required. They love to brawl and have regular matches between town champions with great amounts of money wagered.

Major NPCs known: The three members of the Tribunal, each of the Generals, approximately 15-20 important and wealthy merchants.

Coins of the Realm: mithral king, platinum queen, gold prince, electrum princess, silver duke and copper knave. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. The adventurers are recruited (impressed) for military duty (not to exceed 1 year, but more likely for 2d8 of weeks).

2. The adventurers become aware of some double-dealing that involves their host or a new friend.

3. A fraud is being perpetrated where coins are being counterfeited and the adventurers learn of it by overhearing a conversation — except that it is a trap, there is no conspiracy to counterfeit, just an elaborate ruse to get someone in trouble.

Country Number: 13

Country Name: Feerdom (Freedom Island, except that the founder wasn't very literate).

Economy: The economy is mostly involved in supporting the pirates from the Ginge Pirates by supplying food at a reasonable price. The harbors are all considered safe harbors for the pirates and the pirates return the favor by generously supporting the populace and its businesses. The island itself provides an abundance of food whether wild or farmed. The land itself is extremely fertile and almost always produces a bumper crop in all areas. Livestock is also abundant as a result of the crops and the meat from the livestock is unusually tender.

Alignment tendencies: Generally, Feerdomites are neutral with a fairly even distribution of law, neutrality and chaos.

Political structure: There is no real political structure here, it is mostly a case leadership by strength. There are always shifting alliances and changing power structures which leads to, in effect, a laissez faire policy as those with power are more concerned with keeping it than with controlling others who are not already in their grasp.

Cultural idiosyncrasies: These people take money making to great proportions. Everything that they do is based on the questions "How much will it cost?" and "How much will it make?" Making money is considered the epitome of success and someone who can't make a big profit is considered to be lower in class than anyone else.

Major NPCs known: There are about a dozen fairly powerful merchants and usually a few major pirates in harbor at any time.

Coins of the Realm: mithral mit, platinum plat, gold gol, electrum ell, silver sill and copper cop. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. One of the current powers is trying to expand and is looking for adventurers to do his dirty work for him. He may couch it in terms of retrieving something that is rightfully his that was taken from him in the recent past.

2. A pirate has kidnapped the daughter of one of the major merchants and he is asking for a group to board the ship and return her (she actually went willingly, but the father refuses to believe that).

Country Number: 14 – Untamed Wilderness

Hooks: 1. Little is known of this land, other than few have ever returned from visiting there.

2. There are rumors of an ancient temple somewhere on the north end of the island and possibly a demesne of undead nearby.

3. The few who have returned have done so with great wealth.

Country Number: 15

Country Name: Aelidea (The Elves of the Waylands)

Economy: The elves of Aelidea keep their own counsel and that secretiveness extends to their finances as well. Due to the complete lack of trade with any outside nations, one could surmise that the elves produce everything they need to thrive within their forests. Or do they?

Alignment tendencies: The elves of Aelidea are mostly lawful good, though with regards to outsiders then tend toward brutal neutrality of nature.

Political structure: Being of pure, untainted elvish blood, the Aelideans live for many centuries. They are led by a hereditary monarch who rules with absolute power, and the complex social rituals required to challenge him are older than any human culture in existence on Garweeze Wurd.

Cultural idiosyncrasies: The Aelidean culture is as rigid as it is ancient. They have incredibly layered and sophisticated procedures for even the simplest interactions. The elves of Aelidea divide all of sentient into two broad categories: pureblooded elves and everyone else. Even half-elves are treated no differently than humans or even orcs.

Major NPCs known: The current Kind of Aelidea

Coins of the Realm: The Aelideans have no coins and never trade with outside nations.

Hooks: 1. The Kind of Aelidea is dying! He has a son who, unfortunately, was a half-elf whom he was forced to ignore out of social convention. Now that he can see the end of his life ahead of him, he wants to secretly hire outsiders to find his son.

Country Number: 16

Country Name: Tilan (The Island)

Economy: The majority of the income comes from fishing and related industries. Magic-users abound as it is a safe location to research new spells and it is also home to the largest magical school in the area, The University of Tilan. Many aspiring magic users apply to UT, but few are actually admitted. The cost to attend is based on ability to pay, but is never less than 10,000 gold. Magic users (of all classes) that complete the rigorous coursework that is demanded at UT are considered among the best of the best and are in demand world-wide.

Alignment tendencies: There is no dominant alignment, but there is a slight tendency toward law.

Political structure: The University controls the island and the University hierarchy is effectively the government. Punishment for all but minor infractions is quick and final: expulsion from the island and the University.

Cultural idiosyncrasies: There is an inordinate level of respect for Intelligence and learning. Someone who has an Intelligence of less than 15 is considered second-class and is relegated to menial tasks. There are so many magic items in the area that the Tilanians don't even pick up something that is left laying out, unless it is to place it in a safer location, perhaps out of the elements.

Major NPCs known: The President of the University, various major magic users, a few celebrity students and various familiars.

Coins of the Realm: (all named after famous magic users of the past) mithral gandals, platinum snarmans, gold delbarts, electrum griegals, silver fyortams and copper wheldrins. All coins follow the common standard of 10 coins to the pound.

Hooks: 1. Some subjects are needed for experiments.

2. A special item is needed for an experimental spell.

3. An adventurer has offended the wrong person and must now perform a quest to make things right.

Country Number: 17

Country Name: Vermislann (Dragon Island)

Economy: The dragons control and own this island. They will launch to various places in search of food and more treasure.

Alignment tendencies: Most of the dragons are evil with a predominance of chaotic evil over lawful evil.

Political structure: The strongest dragon is in charge!

Hooks: 1. A player has attracted the attention of a dragon and must perform a service for the dragon to earn his way to freedom (and in the process gain loads of money and magic – hopefully).

2. Adventurers are trying to prove their worth and raid the lair of one of the dragons

Country Number: 18

Country Name: HaKra'Fun (The Half-Orc Island)

Economy: The people of HaKra'Fun rely very heavily on trade because their island is good for only two things: raising sheep and growing rutabagas. They have lots and lots of sheep, and lots of lots of rutabagas. Unfortunately, the HaKra'Fun have a culture fear of seafaring and very few ever brave the waters. Therefore, in order to attract outsiders, most of whom have long since had their fill of sheep and rutabagas, they have developed into a service society. HaKra'Fun is widely considered to be one of the best vacation spots in the Waylands and their complex theme parks and resorts are a huge attraction.

Alignment tendencies: The cultural alignment of the island has developed into lawful neutral as they have grown more and more accustomed to serving the needs of others.

Political structure: The HaKra'Funians are ruled by corporate families, with wealth directly translating into power. Simply put, he with the most money leads.

Cultural idiosyncrasies: Some historians believe that the island was once populated by a savage and warlike tribe of orcs, who were unable to express their warlikeness because they were alone. Every time visitors came to the island, they were immediately killed. This, as one might expect, led to a greater infrequency of visits. Over time, the orcs bred with captured human women taken from defeated visitors. Now they are a service society and tend to be accommodating without being obsequious or sycophantic.

Major NPCs known: The Gamreni Family has been the dominant family on the island for at least three generations.

Coins of the Realm: The HaKra'Funians don't mint their own coins but rather have assigned value to all coins made in the Waylands and can make spot conversions for new, outside currency.

Hooks: 1. Hokru Gamreni, an up-and-coming lieutenant in the Gamreni family, is interested in advancing quickly and has hired a group of outsiders to make sure some "accidents" happen to his elders. ♣



RUSTLERS OF THE NIGHT™

AN OFFICIAL NEW MONSTER FOR YOUR HACKMASTER CAMPAIGN

Shetland Pegasus

DESCRIPTION: These winged steeds serve the cause of good. They will serve only good PCs and will serve with absolute faithfulness until they die. A Shetland Pegasus has the body of a pony and the enormous wings of a swan. It stands no taller than 10 hands high at the withers and weighs approximately 800 pounds. Their coats vary in color from pure white (40%) to dapple gray (40%) to sorrel (20%).

COMBAT/TACTICS: Shetland Pegasi can attack with their front hooves and teeth. They can kick out with their hind hooves for 2-8 points of damage, but if they do so they can make no other attacks in that round. If a Shetland Pegasus can dive 50 feet or more at an opponent, it gets +2 to-hit and does double damage.

HABITAT/SOCIETY: Shetland Pegasi were magically bred down in size by a gnome titan battle mage named Opus. He experimented on captured Pegasi and eventually perfected the breed. His experiments were condemned by his clan as unethical, and his research was lost when he escaped arrest. The Shetland Pegasi were moved to the settlement of House Titan where they bonded with a few of the good gnome titans. They were then moved again, this time to a secret location outside the settlement and have served the gnome titans ever since. The herd has grown and other herds have been started at other gnome titan settlements, and have recently been formalized as the 453rd Air Cavalry. There are occasionally rumors of a Shetland Pegasus escaping to the wild, though the gnome titans aggressively pursue any escaping mounts, and work to keep the existence of the air cavalry a secret.

ECOLOGY: Shetland Pegasi are uncommonly intelligent for equines and can Detect Good and Detect Evil at will (60 yard range) They use these powers to determine who they will allow to ride them. Pegasi do not hesitate to attack evilly aligned PCs who try to coerce them. Like their larger cousins, they have an unusual interest in horn music, and will approach anyone of good alignment who can play a spirited bugle call. They are

Pegasus, Shetland
AKA: Flying Pony
HACKFACTOR: 2
EP VALUE: 140
CLIMATE/TERRAIN: Temperate & Subtropical Forests
FREQUENCY: Very Rare
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful good
NO. APPEARING: 1-12
SIZE: M
MOVEMENT: 12", 36" Fly (C, D w/rider)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 6
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 1-6/1-6/1-3 or 2-8
SPECIAL ATTACKS: Dive, rear kick
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+2

Fascinated by this music (as the spell) as long as it is played, though they may make a saving throw at +4. Shetland Pegasi in battle units have been taught to respond to the command bugle of the unit and will follow orders made by it with or without their rider.

Male Shetland Pegasi can carry the same weight as a light war horse and the female can carry the same as a pony. Shetland Pegasi are egg-laying mammals in the same manner as their larger cousins, but have only been known to breed in captivity.

YIELD:

MEDICINAL: Pegasus meat is edible, but very gamy.
SPELL COMPONENTS: Pegasus feathers can be used in lieu of other material components in a Fly spell. The spell takes 5 segments to cast, but the recipient is able to fly at 36" and at maneuverability class C for the duration of the spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Shetland Pegasus feathers or egg shells can be used in Potions of Flying.



Shetland Pegasus

Gnomeling Titan

DESCRIPTION: Gnomeling titans are the offspring of a halfling mother and gnome titan father. They look like regular gnomelings but have stronger and sturdier bodies. Gnomeling titans do not have beards, and tend to have a slightly lower Comeliness due to injuries they received at an early age. The similar appearance between a gnomeling titan and a gnomeling has led to many a bar fight and the kicking of countless shins.

Gnomeling titans wear rather impressive boots, which is the easiest way to tell the difference between a gnomeling and a gnomeling titan. The boots will always look well taken care of, regardless of living conditions. There have been cases of gnomeling titans starving to death while keeping their boots perfectly maintained. The boots themselves will probably look more intimidating than the average boot, and include spikes, oversized metal caps, and anything else the gnomeling titan thinks might cause damage and look impressive.

COMBAT/TACTICS: Gnomeling titans are usually armed with a dagger (90%) or short sword, and wear leather armor. Gnomeling titans receive a +1 to hit when using a dagger. Gnomeling titans also receive +1 to hit and to damage rolls when fighting alongside another gnomeling titan or a gnome titan. This is in addition to any other modifiers the GM may decide apply when two gnomeling titans are holding you while another one shin kicks you into submission.

Gnomeling titans tend to be fighters, as the profession lends itself to kicking people. Regardless of class, gnomeling titans are usually found as units of irregulars in a gnome titan army. Gnomeling titan clerics provide spiritual aid and healing, while multi-classed illusionist/thieves make the best scouts around, if you can convince them to muffle their boots.

Though the dagger and short sword are the standard melee weapons for a gnomeling titan, their preferred attack method is the insidious gnomeling titan shin kick maneuver. This attack counts as a called shot with a -4 to-hit modifier. The damage done is based on the boot used (typically 2-12 points of damage). This attack gives the victim a -2 Dexterity for 1d4-2 rounds (minimum of 1). The target must also make a Constitution check, failure meaning he yelps and whimpers while hopping on one leg for a like duration (note that anyone seen hopping and whimpering in such a manner will probably lose Honor). There is a -1 penalty to Constitution

Gnomeling Titan

AKA: Shin-kickers, Gnome Titan Jr.

HACKFACTOR: 2

EP VALUE: 50

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Group

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Any

NO. APPEARING: 3-1,000

SIZE: S (3' tall)

MOVEMENT: 4"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Shin kick

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

checks for each consecutive shin kick performed after the first. Once started, gnomeling titans will continue to shin kick until the victim falls down (hit points or Dexterity reduced to zero) or manages to retaliate in some way. Gnomeling titans will rarely, if ever, perform this attack on another gnomeling titan or a gnome titan.

Gnome titans do not receive bonuses when fighting alongside gnomeling titans, largely due to the fact that gnome titans don't really care all that much for the "gnome titan wanna-bes", as they call them. However, they typically are quite happy to let gnomeling titans charge opponents' fortified positions, and shin-kick prisoners for hours at a time.

HABITAT/SOCIETY: Being a gnomeling titan is as much a mind set as an actual race. Genetically, gnomeling titans are almost identical to gnomelings. It's the focus on military training that changed them dramatically.

Like gnomelings, gnomeling titans are not a true race unto themselves. Much like their gnomeling cousins, they are the result of the wide spread gnome titan-halfling interbreeding which took place following the Great Gnome Uprising. When the wars ended and the gnome titans withdrew, many chose to stay behind with the halfling women they had taken a fancy to. The result of this strange situation was the emergence of the gnomeling, and later the gnomeling titan.



Gnomeling Titan

Growing up in the halfling shires, gnomeling titans are taught how to fight at an early age by their gnome titan fathers, usually after proving their worth through some type of trial. The most popular trial is leaving the gnomeling titan alone in the wild as a young child. If he survives for a given amount of time or makes it back home through some miracle, then his father decides that he has what it takes to be a member of a gnome titan army. Gnome titans see the young gnomeling passing the trial as a decree from Pangrus that the parent will have great fortune in future battles. Rarely do the gnome titans actually care about them more than as omens of good luck.

The gnome titan father teaches his offspring how to follow in his footsteps as a great fighter. Gnome titans help their children get into a military mindset and bring out the gnomeling titan's militant nature. For this reason gnomeling titans fight much better than the average gnomeling, and lose the gnomeling's natural stealth ability.

When training of gnomeling titans first started, the gnome titans realized they would never be good swordsmen, and were regarded as doing well if they didn't kill themselves with their own swords. Disgusted at the lack of ability in gnomeling titans in general, one frustrated gnome titan trainer kicked several of his students to herd them back to the barracks. As he did so, a strange light came into the young gnomeling titans, and with feral grins they kicked the gnome titan back. The true natural ability of a gnomeling titan had been found: shin kicking. The finest minds in gnome titan military science promptly developed a program to take advantage of this natural ability, then trained and conscripted every gnomeling titan they could find. Today, virtually every gnomeling titan is fully proficient in shin kicking shortly after learning to walk.

All gnomeling titans are conscripted by gnome titan armies at birth, and trained in shin-kicking and basic military tactics. Many gnomeling titans have served proudly in gnome titan armies, though no gnomeling titan ever makes it to a command position. After eight years of service, the gnomeling titans are offered a chance to leave the army, and while most stay, some do set off on their own. Prior-military gnomeling titans are valued in some areas because they are cheaper to hire than a gnome titan, and while not nearly as skilled, can be counted on to follow orders.

Gnomeling titans value their boots fanatically. Some rich gnomeling titans (if you can find one) have huge collections of boots for various fights: steel-toed boots, boots with one spike, boots with two spikes, jewel-encrusted boots for formal ceremonies, etc. They always name their boots, usually something like "spiky" or "thumper" or "old shin buster".

Gnomeling titans will usually hide any small valuables they own, find, or steal off some poor sap inside the heel of their boots. Very few people are aware of this habit, as most assume that gnomeling titans just don't have very many possessions. It isn't that gnomeling titans try to keep boot storage a secret, it's just that no one has cared enough to pay much attention to what they do.

A gnomeling titan will spend the majority of his life out in the field, adventuring with a party of PCs, a gnome titan army, or one of the dreaded thumper gangs. Gnomeling titans go with the flow and rarely stay in one

place for very long. You won't find an able-bodied gnomeling titan farming in a rustic village. This race only exists for combat and will not throw away the skills they have learned from their fathers until they are too old to use them. At that time, they often commit ritual suicide, and are then cremated and buried in their boots.

Gnomeling titans can usually speak any number of languages, among them being common, dwarf, gnome, gnomeling, halfling, goblin, kobold, and the simple common speech of burrowing mammals.

Gnomeling titans are very proud of their origins and the long line of gnome titans from which they descend. They will attack anyone who insults them concerning this matter. Like gnomelings they often see fights where there are none. They will also attack someone who mistakes them for a common gnomeling. They hate being mistaken for their cowardly brethren.

ECOLOGY: Gnomeling titans are sterile just like gnomelings. So far there are no known second-generation gnomeling titans. It is precisely this reason that gnomeling titans tend to be used as the first wave of attack in a gnome titan army. They are seen by some gnome titans as clay pigeons who, like other gnomelings, aren't that important in the grand scheme of things beyond the sheer entertainment value, regardless of what their gnome titan fathers think of them.

YIELD:

Medicinal: nil

Spell Components: nil

Hide/Trophy Items: nil

Treasure: 1d10 gold pieces, leather armor, along with 1d4 daggers (90%) or 1 short sword (10%), boots which may contain some small treasure (GM's choice)

Other: nil



THE SHORT SWORD OF GNOMISH BATTLE SENSE

From: Tim Grubbs, HMPA #FL-1-00335-01

History: During the Great Gnome Uprising, The gnome general From Tyre sought desperately to bring his troops up to par with the great gnome titan armies. Sadly, his army was greatly demoralized due to the lack of victories and recent ambushes, which had cut the army down to a meager 500. General Tyre decided that a huge boost in morale was needed. He commissioned, with his own wealth, the manufacturing of 500 enchanted short swords for his army to use. Little is known about how the short swords were made, but it is a fact that they are magical. The troops were so honored that their commander cared for them so deeply that they armed themselves with the short swords and successfully attacked an army of 750 dwarves, capturing a dwarven stronghold in the process. Historians believe that the short swords allowed the gnomes to strike more accurately and boosted their morale simply by being held. General Tyre's army went on to carry out a massive campaign against the dwarven clan ForgeGuild. They won several decisive victories and captured a great deal of territory during the Great Gnome Uprising.

Other gnome and gnome titan armies sought to manufacture their own enchanted swords, though with varying degrees of success. The Short Sword of Gnomish Battle Sense gives a +4 bonus to hit and damage when used by a gnome or half-gnome. The short sword also adds a 15% bonus to each of the following skills: military: battle sense, military: leadership, leadership (basic), maintain self-discipline, and recruit army.

There are only 500 of the From Tyre short swords in existence. They can be found in a variety of places, such as the belly of an Albino Purple Ice Worm or an auction of personal items belonging to the dearly departed gnome soldiers who held them. The initials "F. T." followed by a number between 1 and 500 carved into the pommel clearly identify a Gnomish Battlesense sword. The most rare of all 500 is sword number one, owned by From Tyre himself. It is said that the abilities of his sword are far greater than the rest, and stories of its final resting place are a common part of gnomish lore.

EP Value: 2,000 GP Value: 5,000 ✦

ZHON WU'S RELICS OF MONASTIC MIGHT

From: Daniel Solis, HMPA #OK-1-00274-01

In ancient times, the monk Zhon Wu, Superior Grand Dragon Master of the Four Seasonal Winds, founded a monastery for young students of his mystical techniques. There, many students passed through his doors to learn his methods. Though dozens left in frustration and failure, there were some promising pupils who achieved great skill at the martial arts. For many years, Wu turned ragged grasshoppers into masters.

Unfortunately, a person with his powers rarely goes through life without finding himself the target of suspicion, animosity and, most often, jealousy. During a session of deep meditation, the mists of fate whispered to him. They revealed a great darkness to befall his school. A bitter former student named Kur Zhat, whose anger bloomed into vengeance for not being trained by Wu, planned an invasion to wipe out the monastery.

Wu thanked the fates for their favor. Granted a few months time before Kur Zhat could amass an army strong enough to attack the monastery successfully, Zhon Wu chose four of his best students to lead the defense. These four students would be called the Striding Wings and they would stand fast with Wu against the darkness.

Far below the foundations of the school, Zhon Wu entered an ancient cave where the winds from the four corners mingled. Being one of the few who could hear the winds, Wu humbly requested aid and the winds granted their favor for a price. Once the battle was over, no matter the outcome, Wu was ordered to depart this plane to train the winds in his art. It is said that the spirits of the winds were jealous of Wu's power, and wanted his secrets for their own.

Wu accepted the offer with a quiet bow, and the four winds materialized four sets of magical items that would enhance the skill of the Striding Wings: gi, crossbow, boots, and wrist wraps for each of the Wings. Wu gave the gifts to his students, never telling them their origins nor of the price he paid to get them.



The battle against the coming darkness came and indeed the Kur Zhar's forces were strong. The monastery came under heavy attack from creatures of such horror that their faces lurk in childrens' dreams ever after. The Wu and the Striding Wings fought mightily, using the power of the gifts, and turned back the Zhar's horrors at the end. As the ash, dust, and bloody mist parted, many smoking husks were strewn in tatters alongside the bodies of Wu's many students, with Wu nowhere to be found among the living or the dead.

The monastery was but a pile of splinters and stone; the Striding Winds were the only survivors of the massacre. Soon realizing that Wu had left this world, the despondent Striding Winds decided to part ways and form their own schools in Wu's memory. Through the generations, the Relics of Monastic might, as they grew to be called, passed from master to student, their exact locations lost in the midst of time.

It is rumored among the present-day monk training grounds that the relics have not come within the grasp of any hands in many years. Indeed, should one assemble a complete relic who was not properly trained, word would travel far and wide of their use... and their victims.

Many have quested in vain for the relics and the power they offer. What those would-be power mongers don't know is that when the winds made the relics, they created them with a dual form. Just as the winds change, so do their creations.

When the items are dormant, they appear as mundane trinkets. Only an Identify or Detect Magic spell from a magic-user of 9th level or higher will give any hint of their true power. A magical word will activate the relics' powers and change them to their true form. When the wearer utters the deactivation word, the effects of all Wu Relics being worn by the speaker cease. If the wearer dies, this also deactivates the relics. Upon deactivation, if the wearer is alive, the wearer takes 1d4 damage per relic worn.

All this might be a moot point, however, as the magical activation and deactivation words are a tightly held secret, known only to those who learn to hear the winds as Wu taught, a skill more carefully hidden than the relics themselves...but that is a different tale.

ZHON WU'S GI OF WEIGHTLESSNESS

West Wind, soft and swift, gave the Striding Wings the gift of grace.

They would move lightly and unencumbered even when carrying heavy loads.

A gi is a simple uniform consisting of a loose jacket and pants usually worn during a monk's training. In its mundane form, Zhon Wu's Gi of Weightlessness is just a plain cloth belt. When the activation word is spoken, the belt unravels and forms a red silken gi with a green embroidered wing on the back, allowing such flexibility of movement that it renders the wearer almost weightless.

This does not increase strength, however. While the wearer may be able to stride over rooftops without breaking a sweat, he'll have no easier a time bending bars or lifting gates. When this relic is active and the wearer is unencumbered, Zhon Wu's Gi of Weightlessness grants a 40% bonus to climb walls, a 40% bonus to tumbling, and double the normal movement rate, including jumping. No additional armor can be worn while Zhon Wu's Gi of Weightlessness is active. Any additional armor willingly worn by the owner proves his lack of faith, and the relic will immediately deactivate, causing 2d10 points of damage, and remain deactivated for one year.

EP Value: 4,000 **GP Value:** 85,000 g.p.

ZHON WU'S EVER-LOADING RESPLENDENT CROSSBOWS

North Wind, fierce and cold, bestowed upon the Striding Wings the gift of efficient force. They would now be able to extend their skill to ranged attacks. At first glance, the Zhon Wu's crossbows look like they've seen better days. The wood is warped, the springs rusted and string snapped. Upon activation, these run-down weapons become glossy, ruby-red instruments of rapid-fire destruction. While the Striding Wings focused mainly on hand-to-hand combat, Zhon Wu wisely trained and equipped them for long-range tactics when necessary.

The crossbows can fire once per round, and never need loading. Instead of regular quarrels, they form quarrels of wind as the trigger is pulled, striking as a +1 weapon, and causing 2d4+2 damage. In flight, the quarrels look like streams of red silk, vanishing as they hit their target. If the owner ever loads a quarrel of any type into the crossbow, it will immediately deactivate and remain deactivated for one year.

EP Value: 9,000 **GP Value:** 130,000 g.p.

ZHON WU'S HIGH-LACED SANDALS OF ECHOING FORM

East Wind, wily and intelligent, blessed the Striding Wings with the gift of illusion and trickery. The Wings would confuse their enemy with cunning before resorting to pummeling fists and feet.

When the sandals are powered down, they appear to be nothing more than plain sandals. Awakened, these sandals transform into fine red silk with a green embroidered wing.

These magical items create a visual echo around the wearer as per the Blur spell. They count as armored footwear and also grant a +3 to-hit and +4 damage for kicking attacks.

EP Value: 4,000 **GP Value:** 40,000 g.p.

ZHON WU'S SILK WRAPS OF STRIKING

South Wind, primordial and enigmatic, granted the Striding Wings the gift of raw strength and combat skill. Their arts would be enhanced by the South Wind's good graces.

Unlike the other winds, South Wind did not give these relics a dual form. Rather, these elegant red silk hand wraps look the same when active or dormant. The only non-magical way most people can tell that there is something unusual about the hand wraps is that they go completely undamaged no matter how long they've been in continuous combat. Aside from this puzzling trait, the wraps look like normal hand wraps used in training of hand-to-hand fighting.

Though not possessing a dual form, an activation word is still required to unleash the energies within the wraps. These Relics give a +2 to Strength and +40% bonus to all hand-to-hand combat maneuvers known by the owner.

EP Value: 4,000 **GP Value:** 60,000 g.p. ♣

ASKIGA'S ASSASSIN SHOP

From: Paul Backstrom, HMGMA #MN-1-00103-01

Welcome to my humble shop, friend. I hope you like what I have done since that minor fire and brimstone incident. It was easy to replace the inventory, not so easy to get rid of the smell. I can tell you I won't be letting the ignorant pick up potions any more, I assure you. Do you know how hard it is to do business when it smells like Hades in here? Still, as you so quickly observed, my astute patron, we did redecorate. My wife wanted a desert motif but I think this open air, beach theme is more pleasing don't you agree? You can just close your eyes and imagine the water lapping at the edge of the sand dunes there.

As you can see we have a various assortment of carpets and rugs from all over Algaz. I see by your expression that you are not really interested in the commonplace carpets. What about this splendid piece entitled, "A Thousand Polar Bears Making an Ice Fort During a Blizzard." It is very dramatic, isn't it? The foolish masses see only a white rug, but you, my friend, I know you see it for the stirring artwork it is.

What's that? You say that you like rare and exciting colors of dragons, eh? Hmm... Follow me back to the back room and I will look for it.

I am sorry to have wasted your time in front, sir. Had you mentioned the code sooner... well, here we are now. You obviously know of Shadow Dragon - she endorses our products and actually field-tests a lot of them for us. What might you be interested in? I can't show you my entire stock because I'm just getting a new shipment in, but I can show you some of our most popular models.

This simple walking staff looks fit for a peasant, yes? Woe to the peasant who meets you when you carry this! A simple turn of the wrist and a blade appears on the end. For a small fee the blade can be coated with poison. The luxury model contains a reserve well so that you can coat the blade multiple times before needing a refill. This is handy for cities that make you check your weapons at the gate.

HIDDEN-BLADE STAFF

Cost: 250 gp (Deluxe model: 400 gp)

Weight: 4 lbs

Size: L

Damage type: without blade C, with blade P

Speed Factor: -1

Damage: as a staff 1d6 for S, M, L; with blade 1d6 for S, 1d6-1 for M, 1d6-2 for L. Poison applied to blade costs 25 gp plus cost of poison, Refilling well costs 25 gp plus cost of poison

Availability: Special

Walking staff not your style friend? Well how about this little beauty? Again, boots for a commoner, yes? If you hit this button with your big toe, that is right, you get a blade. This boot's blade of course can be coated with poison for that extra kick. This is a perfect accessory for a night on the town. Comes in both left and right foot models, no extra charge.

HIDDEN-BLADE BOOT

Cost: 100 gp

Weight: 2 lbs

Size: S

Damage type: P

Speed Factor: -1

Damage: for blade 1d6 for S, 1d6-1 for M, 1d6-2 for L. Reapplying poison on blade 25 gp plus cost of poison.

Availability: Special

I know what you are thinking, and yes we do carry other weapons besides regular objects fitted with blades. This item I call the Last Call. The Last Call fits under your forearm like so, easily concealed by someone of your skill. It is a spring-loaded needle of my own design, coated with very powerful poison, with a range of 20 paces. Point your arm in the direction of your target, twist your wrist to release the catch, and the job is done. Each Last Call comes with 3 needles, and as you can see, reloading is quite easy to do one-handed.

"LAST CALL" NEEDLE THROWER

Cost: 3,000 gp

Weight: 2 lbs

Size: S

Damage type: P

Speed Factor: -4

Damage: 1d6-1 for S, 1d6-2 for M, 1d6-4 for L
Range: 0-20 ft, 3 needle refills cost 500 gp]

Availability: Special



I have noticed that you haven't touched your purse yet. Your eyes have betrayed you, I saw most clearly your longing for the Last Call. Our prices may seem a bit steep but this is such high quality merchandise. Hmmmm...how about I throw in another item to sweeten the deal. Would that loosen those purse strings?

Let me show you this, a fog ball. As a master of the trade, you know there are always times you wish you could disappear? Well now you can disappear in a cloud of smoke. Throw this little black ball—it's made of hardened clay—and a fog will appear, where it strikes. The fog is not permanent but should give you time to escape unharmed.

FOG BALL

Cost: 20 gp per ball

Weight: .25 lbs each

Creates a 5 ft cube of mist that obscures all sight, normal and infravision, beyond a foot. The mist will dissipate in 5 rounds in still air, 3 rounds in a light breeze and 1 round in a strong wind.

Availability: Special

So you will take the Last Call? That is wonderful! Now, are you sure I cannot interest you in one of these fine rugs? I still think you would absolutely love that white one, or maybe you prefer a bright pink, which is really a bold statement, or...

DIRK'S DOSAGES

From: Eric Neumann, HMGMA #IL-1-00156-01

Greetings, may I sit? I am called Dirk. There are those who say you have been looking for me. Is this so? Ah, well then, let me tell you about myself. I have studied with the sages far to the east of here. The holy women of the north call me by name, as do the merfolk in seas to the west. I know plants and potions that can kill a troll with a single drop or raise someone a week dead. I know every useful spell component from the frost-covered forests to the scrub lands of the slave traders far from the sun.

But be warned, while I know that what I say was true when I learned it, time changes all things, and I'll not be held responsible if a camel ate the last of the weed you were wanting. Now then, with that bag of gold you are carrying, plus that fancy dagger I see in your belt, I'll tell you the lore you wish to know. There is one other price for my services. Never tell me what you do with the information I give you; I work for many people, and the less I know the longer I live. Now then, attend my words...

In a certain forest far north of here, there are groves of trees called L'kunakichu, that's frostwood to you and me. A frostwood tree looks like a normal pine until one peels away the bark and sees the blue tinged wood underneath. I've seen wizards use this wood to cast spells that befuddle all magic in the area, and certain members of a tribe I will not name sit in

steam rooms made of frostwood. When they come out, their skin is dark blue. I laughed when I first saw this until I saw the village chief hurl a ball of fire at the blue warriors. It scorched the rocks, but the warriors were unharmed.

Soap moss, so called because it bubbles when you put water on it, can be used in direction related spells to reduce the chance of wrong directions. It's also pretty good at getting weapon oil off your shirt.

If you are lucky enough to find the decaying body of a mermaid, you'll note that bright yellow fungus will be growing on it. This moss, called memory moss, can make you remember something you've forgotten if you fry it and eat it, or forget something you wish you didn't know if you boil a broth and drink it. Or is that the other way around?

Far below the ground, shimmer moss is used by the denizens of the dark places to do things to humans I'd rather not say but that information will cost a great deal more than you've paid me so far.

Another valuable plant is mistletoe, as any druid can tell you. What many do not know is that not all mistletoe is the same. There is a type of tree growing deep in the wooded hills of the faerie-kin that looks like it's made of dark stone. A kind of mistletoe grows at the base of these trees that can increase the power of a druid, for a time.

Here and there throughout the world one can find a vile vine known as clink weed (armored foliage creeper). I don't know if all clink weed is the



Armored Foliage Creeper (A.K.A. Clink Weed)

same, but I do know that natives of unnamed isles in the west use the roots of this plant to talk with the trees. It also makes a decent tea, actually.

Did you know that even goblins occasionally stumble across something interesting? The more powerful shamans among the swamp tribes sometimes use the spores of a mold known as the fungroid to create confusion spells that even work on plants!

Mystics from a vast empire further east than you can imagine use specially grown bamboo to summon hoards of creatures with a single spell. Specially grown how? I saw one mystic using a bucket full of blood to water the bamboo in his walled garden. She took offense at my spying (many mystics don't wear robes, you know) and that allowed me to verify the summoning ability.

The people of the western plains are known to use pickled radishes instead of stones in magic stone spells, achieving great effect. Also to the west, there is a nocturnal plant known as the mandragora, which dwarven herbalists prize for medicinal purposes, though they refused to tell me what they use it for. I learned, on my own, that the seeds of the plant were once used by dwarven battlemages to enslave plant monsters. However, the lore on how this was done was locked away, for the ancient texts I read said that part of the spell invoked evil powers, and the dwarves wanted no more to do with it. Locked away where? Funny you should ask the very question I have been wanting an answer to myself, friend. I have a map here, and perhaps for a bag of gold and a magic dagger, I can hire your assistance in delving this ancient mine in search of it... ✨

DON'T FORGET THE LITTLE GAWDS

By: Suleiman A Russell, HMGMA #CA-1-00401-02

Religion is an often hotly debated topic, and I am unwilling to add fuel to the fire by seeking to delve into this expansive morass of personal opinion. Furthermore, until the official 4th edition *Gawds of Twilight* Last supplement is forthcoming, much of the subject of religion, as it applies to the fantasy genre in general, and to *Garweeze Wurd* is specific, is necessarily left to the speculation of the individual GM. In short, I'm not going to go there.

Instead, let me touch on the subject of three forms of temple, and thus three classes of priest, that are woefully underused in modern fantasy games, yet that may well prove the difference between life, death, and resurrection for player characters. These three forms of worship were exceptionally common in the ancient world, and should rightfully have a place in *Garweeze Wurd* simply due to the great number of gawds who have suffered a loss of status after the great Pantheon War.

The first class is the cult of the *genius loci*, or local gawd. This is some local ancestor, nature spirit, nefarion, or minor deity (very often a gawd of diminished status who is now only remembered by a lone tribe or clan). In ancient times, most cities had patron deities, and often these deities were of an extremely local nature. Frequently the leader in an ancient pantheon

was simply the *genius loci* for a city-state that went on to become an empire by conquering other city-states whose local deities then became lesser members of the new pantheon.

Another type of worship that is often ignored is the *pantheonic* sect. In the ancient world, most people preferred to hedge their bets. They would pray to any and every gawd remotely appropriate to a given situation. Often, temples would be arranged by theme. The Temple of Seven Waters, for example, includes a shrine to every known gawd of water, storms, rain, and the oceans. Similarly, a *pantheonic* temple might be devoted to several specific but interconnected deities.

Last but not least is the *agnostotheic* shrine, a shrine to any and all gawds. People in the ancient world were a bit paranoid where the favor of the gawds was concerned, and would build shrines as a "catch-all" in order to make offerings to any gawds that they might have forgotten. Such shrines were particularly important to travelers, as it was often at an *agnostotheic* shrine that they made offerings to their own gawds, rather than to the strange and unfamiliar gawds worshipped by the local populace.

Inclusion of these three types of temples add flavor to a campaign and provide useful options to player characters. Consider, for instance, the PC cleric whose player wants to be the priest of an unknown or obscure gawd, possibly one the player made up himself (or even a now-dead character that had once been that player's favorite). Is the GM going to make this player Priest Prime for a new gawd just to appeal to the wishes of a single



player? NO! Instead, he can now simply make the “new” gawd a local deity of exceptional unimportance and make it the PC’s task to spread the gospel about his personal deity. Consider also the army priest, a devoted or rogue priest, whose faith was developed on the front lines of battle, rather than in a seminary. Such a figure might well be an *agnostotheic* priest, devoted to no gawd in particular, but instead making regular offerings to any gawd who might be listening in exchange for healing magics and blessings that might turn the tide of battle. While it is true that there are no atheists in a surrounded camp, it can be hard to know which gawd is listening in a given environment. History is full of battlefield conversions that have changed the course of empires. So why not have a priest who acts a mouthpiece for any gawd that might be looking for a few new converts?

Pantheistic clerics would be handled somewhat differently than the last two sorts mentioned, in that there is no difference between a pantheistic priest and a normal cleric. While a temple may be devoted to many gawds, traditionally the priests of such temples would serve one specific deity within that church as their personal “patron.” The differences, in this case, would be role-playing rather than system-based. A pantheistic cleric might be able to receive divine intervention from any gawd in the pantheon, but he has many more religious duties to attend to including festivals, pagants, and holy days.

What are the advantages and disadvantages of being such a priest, what sorts of spells could be granted, and why should the GM bother at all? The first, best reason to incorporate such “lesser” religious institutions is to add scope, variety, and flavor to your campaign. A lesser reason is to pacify overeager players, who don’t want a “generic” priest or cleric, or who want to be the cleric of a lesser known religion.

A dedicated priest who serves a shrine devoted to some revered ancestor should gain first and second level spells at the very least, along with the power to turn undead. If the revered ancestor is actually in the good graces of some greater power, such a priest may well have access to spells as great as 5th level, by the indirect worship of some greater power (assuming the ancestor acts as an intermediary, bringing such petitions to the attention of his or her patron gawd).

Very minor deities, lesser functionaries, and gawds who have been diminished by lack of worshippers should be counted as *demigawds* in status. Such beings are often extremely demanding of their worshippers, seeking active expansion of their faith in order to improve the basis of their own powers. This can place a heavy burden on the players, as their gawd requires the building of shrines and the seeking of active converts.

It’s not all bad, however. Demigawds are often very protective of their clerics and worshippers, and thus a priest may well gain greater chances of receiving divine intervention when it is asked for, and possibly gaining divine intervention in the form of omens or miracles simply as a way to gain more converts. This benefit is a two-edged sword, however, as even minor gawds can be quite easily angered if such an outpouring of divine energies was expended in order to gain a paltry few converts.

Others, who are older and have given up on the games of intrigue and status played by gawds, may well be more forgiving of the few worshippers

remaining and would thus be willing to look the other way if an otherwise devoted cleric gained a few AIPs in the course of his duties. For some players, being able to avoid the penalties found on Table 5D: Cleric/Paladin Atonement Table on page 90 of the Player’s Handbook is reason enough for becoming the worshipper of a washed-up has-been of a gawd.

Agnostotheic priests (which is a very good option for beginning players, or those who are too lazy to bother with specific holy days and complex theologies) have an additional advantage which many players may enjoy: the ban on edged weapons might be lifted for such priests, but their choice of weapons and armor must still be common, easily learned and quickly mastered. In other words, they cannot use shields, but may wear most sorts of light armor and use a wide variety of hacking, piercing, and blunt weapons. The down side, of course, is that they do not go up in levels as quickly as normal clerics. These clerics must use the self-training rules, due to the unique nature of their faith precluding finding a teacher, and they are limited to spells of fourth level or less (lacking a more personal connection to the divine, they can not even gain spells that are granted by demigawds.)

The advantages of being agnostotheic are very useful to a low-level player, but become more and more of a burden as the character improves, and the restrictions involved become more of an issue. Also, being an agnostotheic priest does not absolve characters from maintaining their alignment, nor are they exempted from the general duties of the priesthood.

Rather than having to make a yearly pilgrimage to the main temple of their Gawd, for instance, an agnostotheic priest must frequently build shrines “to all gawds” in places where no shrine exists. Where a higher-level cleric might be instructed to build a new temple to his gawd, an agnostotheic priest would be obligated to rebuild the ruined temples of old and forgotten gawds. This is an excellent way to get rid of a party’s hard-earned cash as such duties would include rebuilding ancient temples which had just been cleaned out by the adventuring party, thus requiring that they spend the loot just gained to remodel the old ruins.

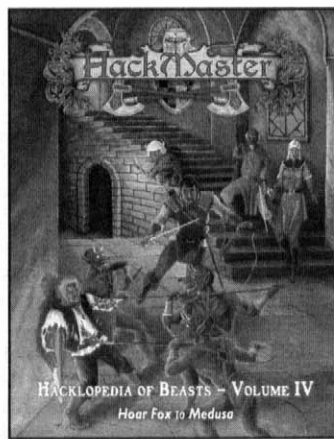
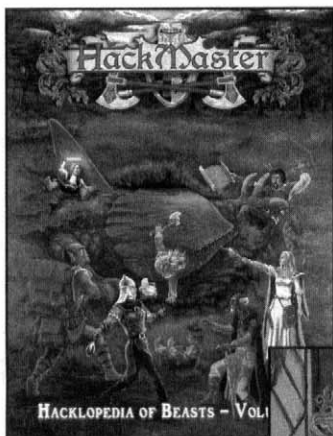
Finally, while agnostotheic clerics do not belong to any organized religion, and thus are not obligated to tithe, they are expected to make frequent offerings, sometimes of an expensive nature (a dozen goats without blemish, for instance). Moreover, good and neutral priests are required by faith and piety to make extensive donations to charity, and to offer their services to the poor and needy. Conversely, evil clerics are expected to build lavish shrines using up hundreds of man-hours of labor, as well as small fortunes, in order to glorify the unknown gawds of the land.

In short, the main advantage of including such organizations in your campaign is a greater set of options for the players, balanced by the inherent limits of dealing with such small-time gawds. These options do, however, make it more possible for a player’s input to have an impact on the campaign in general, without severely affecting the balance of play. ♣

IT JUST WOULDN'T BE



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HACKLOPEDIA OF BEASTS...



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STRAHDI BOWS

From: Joe Reimers, HMGMA #IN-1-00395-02

Anton Strahdi was one of the preeminent bowyers in the eastern frontier, and in the 100 years since his death, his fame has grown tremendously. Known for exquisite beauty and deadly accuracy, Strahdi's bows have become among the most sought-after (and most forged) items anyone in the frontier can remember. Anton Strahdi himself was generally taken for human, although rumor has it (especially among elves) that he must have had elven blood. His offspring have shown no signs of being other than human, however.

Little is known about Anton Strahdi the man. He was a self-taught bowyer and passed down to his son the secrets of making superior bows. Sadly, as generations passed, the skills and secrets faded, and none of Anton's line have been his equal. Strahdi family bows made today are barely better than any other you find at market, and except for the family name chiseled into the wood, is no different than any other bow.

Anton Strahdi's bows are magnificent works of art. Historical records and old tales indicate that in his prime, Anton made around 300 bows: 30% longbows, 30% shortbows, 20% composite longbows, 18% heavy crossbows. The remaining 2% are referred to in Anton's diary, still kept by his great great granddaughter, a bowyer named Nadia, though the bows themselves have never been found. Locals say the bows were made of jade and iron, and could put an arrow through a stone four hands thick, but Nadia often denies it.

Regardless, all of Anton Strahdi's bows are extraordinary in quality, and ideal for magical enchantment. In addition, because of the superior workmanship and balance of the bows, their range is 10% beyond normal bows (i.e. archers using a Strahdi bow gain 10% to their range for all distances). This applies only to Anton Strahdi's bows, not those of his children.

Strahdi's son, Maximilian, was also a talented bowyer, but not to the same extent as his father. His bows will never be worse than of good quality (though many are superior but rarely extraordinary) but do not gain the 10% to range. Strahdi's grandson and other offspring are considered experts and roll for quality as normal.

All this comes at a price, however. The Strahdi name on any bow will raise its price by a factor of at least 250% the going rate. Anton's bows have been known to fetch upwards of 700% of the normal price even without magical enchantment. Typically, this price is paid only by nobles and persons of great wealth who are interested not only in its quality, but also the unmarred artistic beauty of the weapon, and who have taken precautions to guarantee that the item is an original. Typically, a Maximilian Strahdi will be worth 50% to 100% the base value, and 'modern' Strahdi will be worth 20%-40% the base value. Of course, magical enchantments raise prices accordingly.

Due to the scarcity and value of Strahdi bows, a black market specializing in the forgery and sale of fake Strahdis has grown, especially in regions fairly distant from Geldland, where no one will likely know the difference.

Incorporating the Strahdi Into Your Campaign

At first glance, a genuine Anton Strahdi seems like just another very well made bow. There are really only two things that set a Strahdi apart from other bows. The first is that the workmanship is exquisite. A Strahdi bow can be considered a valuable item in the same way that a painting or

sculpture can be considered valuable. The relative scarcity of the bows adds to their perceived value, and some thieves will go to great lengths to acquire one because of their high appeal.

Generally speaking, a low-level PC may know what a Strahdi bow is, but not necessarily why they're so desirable. Unless the PC actually goes to Geldland, genuine Strahdi bows should not be readily available for purchase (1 in 10,000 chance that the bow being touted is the genuine article, 1 in 10 each that the bow was made by the son or grandson and 8 in 10 that the bow is a fake.) Strahdi bows make ideal booty after a difficult adventure or are otherwise good incentives when a major reward is required.

A good DM will not forget about the desirability of a Strahdi! If the PC is not careful, he will find several willing (and unscrupulous) buyers, and possibly even more thieves. Owning a Strahdi requires a great deal of care and attentiveness!

Strahdi's Bow of Archery

Anton Strahdi kept one of his greatest creations for himself: Strahdi's Bow of Archery. This is a longbow +6 that lets the owner use the bow at one skill level higher than he is. For example, an unskilled person could shoot the bow as a proficient person, proficient as specialist, and so on.

Strahdi's Bow of Archery is heavily enchanted, usable only by those of lawful good alignment. It is attuned to its rightful owner and will hinder any efforts made to separate the bow from its owner. To become the owner, a person of LG alignment must carry the bow with them for three months. During this time, the bow will not impart any extra benefit of any kind, and other than looking expensive, seems no better than any other bow. At the end of three months, if the person has remained steadfastly LG, cared for the bow and used it regularly, it's true nature will be revealed, and that person becomes the new owner. The current owner of Strahdi's Bow of Archery is Nadia Strahdi herself, and it is unlikely she would part with it prior to death. ✦





MAGE'S ADVANTAGE CANTRIP CANS AND CAN'TS

By: Benjamin Pierce, HMGMA #NY-1-00197-01

Let's face it, folks, the low-level magic-user doesn't have it easy. He can't wear any armor of note without running the risk of turning himself into a potted geranium with a spell backfire. He has less hit points than a malnourished goblin, and can be beaten in hand-to-hand combat by the average thirteen-year-old stable boy. Sure, he has the possibility of one day being a world-shaker, altering reality with the flick of a pinky, but in order to get there, he has to survive, and that's not easy.

The only two things our hypothetical level one spell-lobber has going for him are his spells and his brains. Given that he only has a handful of the former, and the latter told him that running off into the wilderness with only a dagger and a Push spell to keep him safe is a pretty good idea, it's clear that neither one is enough by itself. He's going to have to use both.

But what is our poor little prestidigitator to do? After all, he only starts with four spells, and if his GM is being sadistic and heartless (in other words, doing his job properly,) he has no control over *what* four spells he starts with. Sure, it would be wonderful to start with Sleep and Armor, but more than likely he'll wind up with Audible Glamour and Fog Vision.

There's another option open to beginning magic-users, though, and it's one that merits careful examination: cantrips. Many aspiring archmages turn up their noses at the humble spells they used as apprentices. This is a mistake. Cantrips, when used intelligently and creatively, can be a lifesaver for the low-level mage.

Cantrips have two major points in their favor: you can start with a lot of them, and most GMs will allow you to select your cantrips. Buying your GM lunch probably wouldn't hurt the process.

Assuming that you can, in fact, sweet-talk your GameMaster into letting you choose your cantrips, the obvious next question is: which to choose? There are a lot of cantrips, after all, and nobody is going to start with all of them. Choices must be made. The goal, of course, is to choose those cantrips that will be useful in the greatest number of situations, and will thus justify giving up that level one spell for the day.

Remember, the key here is to be persuasive. The effects of many cantrips are open to interpretation. For example, the Belch cantrip doesn't say that it will disrupt spellcasting, but it certainly seems reasonable that a good loud belch in the middle of a demon summoning wouldn't be a good thing! Try to convince your GM to interpret the cantrip your way. It won't always work (unless your GM is an utter wuss unworthy of the title,) but even the strictest GM will relent once in a while.

The cantrips listed below are some of the most useful and versatile available. Cantrips not on this list can also have their uses, but in general are either very specialized or very limited in effect (in other words, they suck). Go for a good, solid core of utility cantrips, and then round them out with less-useful cantrips that suit your personal style.

Color: The Color cantrip is handy for disguise purposes. Hair, skin, and clothing can all change color. It can also be very useful if, say, you've just stolen a horse and want to change it from a roan to a palomino.

Dibs: A must-have. Just don't use it too often or the fighter in the party may introduce you to his 'Remove Teeth With Fist' cantrip.

Exterminate: A level 0 death spell? What more could you want? The fact that it will affect normal creatures reduced to insect size makes this cantrip ripe for abuse...er...use, by the players.

Gather: Depending on how generous your GM is feeling, this cantrip could be used to 'gather' coins from inside a bag or pocket, if it's within the area of effect.

Tie: Quite useful if nobody in the party has taken the rope use skill. GMs love to gain the upper hand from players who decide to rappel down a cliff without tying the rope properly.

Warm: In arctic environments, this cantrip can be a lifesaver. It can be used to warm clothing, rocks, and blankets, to warm someone suffering from hypothermia back to normal body temperature.

Dust: A great way to evade trackers in a dungeon. Cast Dust on the area after you've passed through it, and you'll convince most creatures that you didn't pass that way.

Spill: Spill has offensive uses, with a little preparation. A cask of acid can be placed beforehand, and then spilled when the Troll passes under it.

Untie: This cantrip's uses are many and varied. It can be used to loosen bindings (if, say, the superstitious locals have decided to burn you at the stake.) It can be used to untie that securely knotted rope which the barbarian is currently dangling from. It can be used to untie the drawstrings on that particularly attractive serving wench's bodice. Be creative.

Air of Legitimacy: While drastically reduced in power since third edition, Air of Legitimacy can be a powerful complement to a decent forgery skill. Just be prepared to cast it more than once, if the inspection is likely to take a while.

Change: This is one of *the* most useful cantrips. It's basically a very limited Polymorph Any Object spell. Imagine changing a white nightshade mushroom into a succulent grilled portobello. Imagine feeding it to someone you really, really dislike. Imagine the expression on his face when it turns back into a white nightshade a turn later. Need we say more?

Distract: Extremely handy if teamwork is employed. While the crowds are watching your right hand, the thief in the party can be picking pock-



Poker Face: This can be an extremely handy substitute for the ulterior motive skill.

Weak Bladder: In addition to being useful for causing Honor hits ("What happened to your trousers, o Mighty Paladin?") Weak Bladder can also be useful for interrogations. ("Okay, Louie...YOU tell us what we want to know, and WE give you the chamber pot.")

Bluelight: A nice, discreet substitute for a Light spell when you don't want to attract too much attention.

Firefinger: Good for starting fires in conditions where flint and tinder just won't cut it. This cantrip works even better when combined with the Dry cantrip.

Unlock: It's not a Knock spell, by any means, but if you don't have a thief in the party, it's better than nothing.

Mask: Please note that this cantrip can be used on creatures other than the caster. Please note, also, that there's no saving throw. This can be exceedingly handy if an angry mob is looking for "the ugly mage with the big nose."

Two D'lusion: Cleverly used, this cantrip can duplicate most of the other illusory cantrips. Duck into an alcove and throw up an illusion of a wall in front of you. Slip into a room and create the illusion of an empty room in the doorway. Again, creativity is the key here.

Blather: Very useful when you want to pretend you fit in at, say, a meeting of the Royal Senate or a gathering of clerics of Arnuya.

Illusion of Courtesy: This is a gotta-have. There are situations where protocol can mean the difference between life and death. Being able to guarantee that what you do will be seen as courteous is invaluable in such situations especially if, like most mages, you skimped on those social skills to buy complex geometric estimation.

Sleep With Eyes Open: Napping on guard duty is generally a BAD plan, even with this cantrip. It can be very handy, though, for making it look like the guards you just knocked out are still wide-awake and on duty. ↗

ets, backstabbing, or doing whatever other devious thing you have in mind.

Hide: If you don't have an Invisibility spell, Hide can be a very useful alternative.

Mute: Right up there with Change in terms of usefulness. Mute the padlock on your cell into a simple iron rod and watch it fall to the floor. If the lock is built into the door, mute an old nail or a piece of stone into a skeleton key. The list goes on and on.

Present: This cantrip is the kleptomaniac's dream. Remember, if the object is in plain sight, there's no saving throw, even if it's in someone else's possession. A Ring of Wizardry would probably be in plain sight. So would the Great Crystal of Pazu-Kah as the evil Archpriest raises it on high to summon down the wrath of his gawd. A well-timed Present cantrip can work wonders.

Belch, Cough: Depending on how generous your GM is, these may or may not disrupt spellcasting. Either way, belching in the face of the king can cause a severe Honor hit, if not summary execution. Timing is everything.

Feign Toughness: Let's be honest here, kids: when even a lowly kobold can wuss-slap you at will, every little bit helps.



FROM HMA H.Q.

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Rawls	Beau	MS-I-00375-01	Hattisburg	MS

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Last Name	First Name	HMPA #	City	State/Country
Reese	Rachelle	MO-I-00357-01	Caledonia	MO
Reuhl	David	MI-I-00474-02	Midland	MI
Rhymes III	LaSalle	IN-I-00131-01	Indianapolis	IN
Roberts	John	OH-I-00164-01	Vandulia	OH
Roy	Doug	NH-I-000326-01	Nashua	NH
Rusnak	Alan	SC-I-00290-01	Norris	SC
Russell	Terri	NH-I-00328-01	Merrimack	NH
Russell II	Frank J.	NH-I-00327-01	Merrimack	NH
Sapp	Brian	NJ-I-00283-01	Galloway	NJ
Schoenberg	Tom	MI-I-00210-01	Royal Oak	MI
Schroeder	Christopher	NH-I-00324-01	Londonberry	NH
Scrivano	Sarah	WA-I-00476-02	Tacoma	WA
Shumaker	Jim	CA-I-00191-01	Mountain View	CA
Solis	Daniel	OK-I-00274-01	Norman	OK
Spotleson	Vinny	NV-I-00412-02	Henderson	NV
Stacy	Ned	FL-I-00262-01	Tallahassee	FL
Staples	Sean	OH-I-00137-01	Toledo	OH
Stobbe	Chad	CO-I-00422-02	Englewood	CA
Stricklin	Mark	MO-I-00453-02	Desloge	MO

Sydnor Jr.	Patrick	WV-I-00155-01	Culloden	WV
Tanner	Gary	CA-I-00203-01	Vacaville	CA
Thingvold	Daniel	WI-I-00369-01	La Crosse	WI
Todd	Brad	TX-I-00291-01	Seabrook	TX
Tolman	Bethany	UT-I-00494-02	Manga	UT
Ugolini	Stephen M.	CA-I-00425-02	Seaside	CA
Urdinaran	Ricardo E.	NJ-I-00284-01	Linwood	NJ
Utsch	Sean	GA-I-00232-01	Statesboro	GA
VanHooreweghe	Andrew	IA-01-00179-01	Cedar Falls	IA
Wall	Eric	IL-I-00222-01	Round Lake Park	IL
Watts	Jon	UK-I-00387-01	Truro, Cornwall	UK
Wells	Steven	CA-I-00418-02	Alta Lorna	CA
Wetterlind	Luke	Tx-I-00298-01	League City	TX
Whitford	Robin	WI-I-00226-01	Platteville	WI
Wilhite	William	TX-I-00444-02	Arlington	TX
Windsor	Ian	GA-I-00414-02	Acworth	GA
Wood II	John	MS-I-00181-01	Sumrall	MS
Yanchak	Brenna	FL-I-00372-01	Coconut Creek	FL
Yanchak	James	FL-I-00371-01	Coconut Creek	FL
Zomp	Triston	IL-I-00389-02	Glenview	IL



HMGMA ROLL CALL



Current Members of the HMGMA

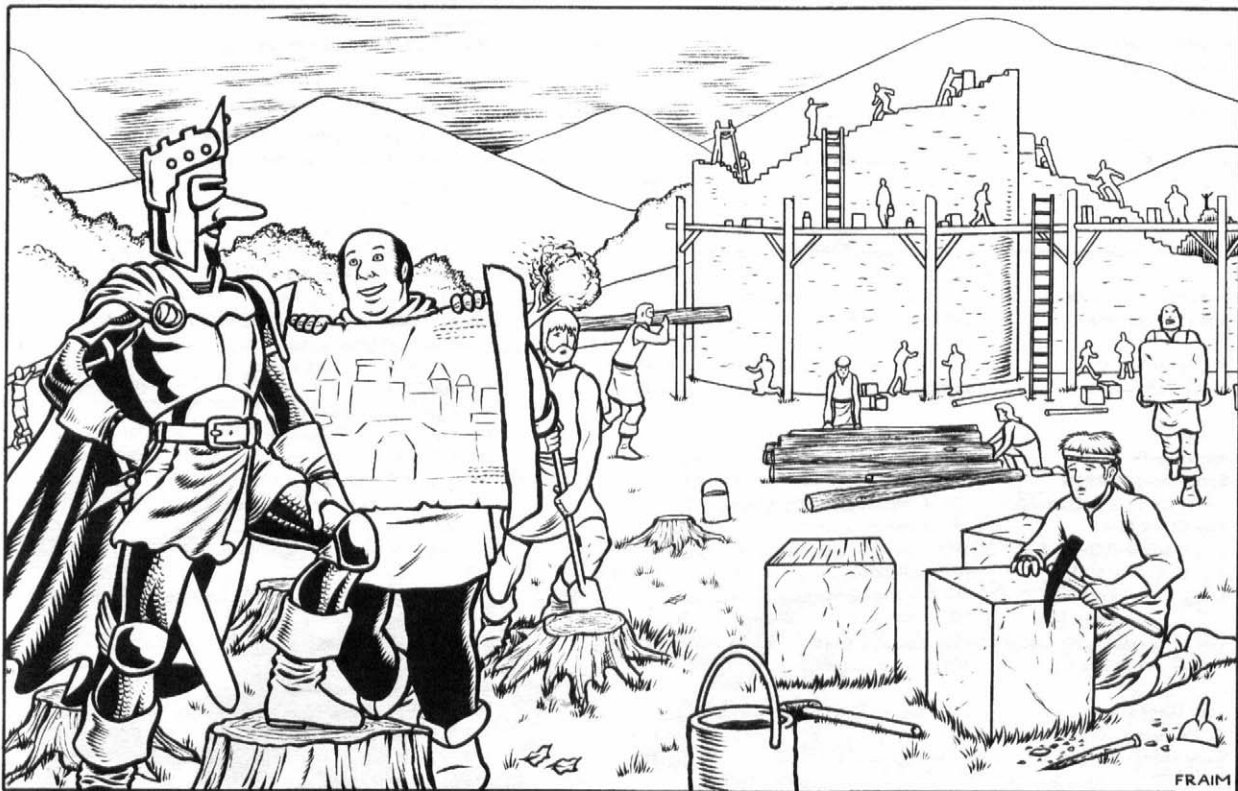
Last Name	First Name	HMPA #	City	State/Country
Adams	Timothy E.	IL-I-00244-01	Mohomet	IL
Ahlschwede	John	NE-I-00101-01	Omaha	NE
Ahrngbrah	Chris	WI-I-00242-01	Sheboygan	WI
Akens	Christopher	IN-I-00196-01	South Bend	IN
Albin	Johnathan	CO-I-00026-01	Broomfield	CO
Antczak	Mykal	WI-I-00023-01	Racine	WI
Anthony	Larry	PA-I-000106-01	Brookville	PA
Austin	TC	WV-I-00146-01	Ona	WV
Azze	Jason	CT-I-00272-01	Stratford	CT
Babb	Andrew	NV-I-00367-01	Henderson	NV
Backstrom	Paul	MN-I-00103-01	Cottage Grove	MN
Bacon	John	NH-I-00352-01	Nashua	NH
Bagley	William	FL-I-00308-01	Port Richey	FL
Baker	Louis	TX-I-00270-01	Killeen	TX
Ball	John	WV-I-00115-01	Ona	WV
Bartlett	Rocky	VA-I-00198-01	Norfolk	VA
Bartoli	John	NY-I-00169-01	Farmingville	NY
Baumunk	Brent	MI-I-00161-01	Stanwood	MI
Bayless	Dan	IL-I-00246-01	Tinley Park	IL
Beddow	Al	WA-I-00025-01	Fairchild AFB	WA
Berg	Josh	IL-I-00398-02	Chicago	IL
Blackburn	Jolly	IL-10-00001-01	Mundelein	IL
Bobo Jr.	Carl Max	NH-I-00259-01	Nashua	NH
Borys	Nathaniel	NY-I-00379-01	Bridgeport	NY
Braithwaite	Rusty	NV-I-00208-01	Elko	NV
Brewer	Mack	CD-I-00114-01	E.P. Nova Scotia	Canada
Carignan	Robert	MEI-00195-01	Portland	ME
Casey	Brian	OR-I-00216-01	Medford	OR
Chandler	Duane	UK-I-00438-02	Cambridgeshire	UK
Charles	Joe	TX-I-00200-01	League City	TX

Chartier	Kese	NH-I-00201-01	Concord	NH
Christenson	Nathan	MI-I-00126-01	Lansing	MI
Christgau	John	CA-I-00186-01	Novato	CA
Cisek	Daniel W.	CT-I-00300-01	Middlebury	CT
Clements	Brian	GA-I-00248-01	Atlanta	GA
Clemons	Carmen	TX-I-00374-01	Lewisville	TX
Cohen	Robert A.	RI-I-00310-01	West Warwick	RI
Connot	Glenn	NE-I-00340-01	Lincoln	NE
Cook	Jason	CT-I-00209-01	New Britain	CT
Coons	Joseph	IN-I-00133-01	Beech Grove	IN
Costa	Joe	CA-I-00265-01	Los Banos	CA
Covert	Joe	OH-I-00018-01	Cincinnati	OH
Crawford	Paul	MI-I-00391-02	Riverdale	MI
Cross	Carrie	PA-I-00110-01	Wayne	PA
Dabundo	Stephen	NJ-I-00282-01	Northfield	NJ
Darga	Tom	WI-8-00027-01	Racine	WI
Davies	William	NY-I-00144-01	Syracuse	NY
de Haan	Remmelt	NL-I-00285-01	Nijmegen	NL
DeChellis	Stephen	CT-I-00373-01	Gaylordsville	CT
Desmarais	John	NC-I-00258-01	Clemmons	NC
DiGerolamo	Tony	NJ-I-00100-01	Lindenwold	NJ
Dow	Chris	CA-I-00403-02	Oakdale00	CA
Drigants	Michael	AZ-I-00184-01	Phoenix	AZ
Duncan	Steven	TX-I-00247-01	Nocona	TX
Dunham	Tom	MO-I-00245-01	St. Charles	MO
Ellis	Stephen	UK-I-00123-01	Borders	UK
Emmel	Anthony	TX-I-00162-01	Overton	TX
Ennis	Ray	TX-8-00008-01	San Antonio	TX
Espasandin	Timothy	CA-I-00448-02	Fremont	CA
Etheridge-Nunn	Charles	UK-I-00446-02	Brighton, East Sussex	UK
Fagg	Jeremy	TN-I-00127-01	Lenoir City	TN
Fallert	Louis	MN-I-00311-01	Bruno	MN
Fisher	Ron	MI-I-00240-01	Kentwood	MI

Flaherty	Rob	IL-1-00159-01	Joliet	IL	Layton	Cary	MO-1-00267-01	Cape Girardeau	MO
Flockhart	Ian T.	MA-1-00286-01	Littleton	MA	Leigh	Ryan	NV-1-00152-01	Reno	NV
Fobes	Daniel	TX-1-00261-01	San Antonio	TX	Leitsch	Joe	KY-1-00435-02	Louisville	KY
Frank	William	NY-1-00275-01	Canandaigua	NY	Lopez	Eric	IN-1-00465-02	Lake Station	IN
Franklin	Andrew Wayne	OK-1-00193-01	Norman	OK	Lorenzen	Jeff	CA-1-00189-01	Sebastopol	CA
French	Troy	WA-1-00233-01	Norman	OK	Lubelski	William R.	GA-1-00437-02	Atlanta	GA
Gadbois	Ralph	WI-1-00111-01	Green Bay	WI	Lusak	Gregory A.	NV-1-00440-02	Reno	NV
Garguilo	Jorin	NC-1-00278-01	Raleigh	NC	MacDougal	Kelly	NY-1-00449-02	Waterloo	NY
Garthwaite	Jason	PA-1-00467-02	Luthersburg	PA	Marshall	William	FL-1-00306-01	Port Richey	FL
Gastineau	Scott	FL-1-00400-02	St. Augustine	FL	Mathews	Tom	OH-1-00436-02	Marion	OH
Gerhold	George	NY-1-00118-01	Bethpage	NY	McCambley	Thomas	CO-1-00121-01	Lakewood	CO
Gillett	Jonathan A.	TX-1-00294-01	Forth Worth	TX	McElwrath	Cameron	IL-1-00279-01	Cantrall	IL
Gillin	Donesh	WI-1-00238-01	Plattevill	WI	McEwan	Jessica	MA-1-00243-01	Woburn	MA
Givens	James	NC-1-00313-01	Apex	NC	McGeary	Jessica	NJ-1-00271-01	Pine Brook	NJ
Glozeris	Paul	IL-1-00221-01	Highland Park	IL	McGuire	Jim	IL-1-00348-01	Divernon	IL
Golden	Billy	TX-1-00343-01	Houston	TX	McNary	Patrick	NV-1-00145-01	Reno	NV
Golden Jr.	Jon H.	TX-1-00365-01	Houston	TX	Meredith	Scott	AL-1-00170-01	Enterprise	AL
Goodwin	Ryan	IL-1-00376-01	Grayslake	IL	Michael	David	VA-1-00207-01	Manassas Park	VA
Goold	Brendan	NV-1-00378-01	Las Vegas	NV	Miller	John E.	MO-1-00452-02	Caledonia	MO
Gordon	George	WI-1-00428-02	Kenosha	WI	Moore	Patrick C.	KS-1-00281-01	Topeka	KS
Gowin	Dan	IN-1-00380-01	Fishers	IN	Moralez	Marc	OH-1-00138-01	Toledo	OH
Green	Sean	TX-1-00269-01	Killeen	TX	Morgan	Don	IL-8-00010-01	Mundelein	IL
Grey	Michael	CA-1-00322-01	Santa Cruz	CA	Morris	Carol	IL-1-00316-01	Champaign	IL
Griggs	Bill	VA-1-00166-01	Richmond	VA	Mueller	Mark	CA-8-00014-01	Redondo Beach	CA
Grummell	Evan	VA-1-00102-01	Newport News	VA	Neumann	Eric	IL-1-00156-01	Altamont	IL
Gueldner	Brian	MD-1-00399-01	Gaithersburg	MD	Nicholas	Brian	OH-1-00069-01	Cincinnati	OH
Haber	Judy	CO-1-00490-02	Denver	CO	O'Denius	Eric	MN-1-00167-01	Burnsville	MN
Hahn	August	KY-1-00134-01	Louisville	KY	Oliver	Michael	CA-1-00441-02	Auburn	CA
Haines	J. Mance	TX-1-00129-01	Austin	TX	Orr-Lange	Patrick J.	IL-1-00390-02	Wilmette	IL
Hall	Scott Ryan	OR-1-00402-02	Eugene	OR	Palmer	Gerald	WI-1-00433-02	Neenah	WI
Hamlin	Garry	IN-1-00236-01	Fishers	IN	Park	Wayne A.	AZ-1-00239-01	Tempe	AZ
Hanson	Cliff	MA-1-00266-01	Richmond	MA	Paulson	William	OH-1-00199-01	Columbus	OH
Henderson	Tom	CD-1-00332-01	New Maryland	Canada	Perez	Troy	CA-1-00112-01	Roseville	CA
Hendley	Nicholas	NC-1-00124-01	Henderson	NC	Petkovits	Travis	WA-1-00151-01	Enumclaw	WA
Henrich	Ian	CA-1-00188-01	Concord	CA	Pierce	Benjamin	NY-1-00197-01	Snyder	NY
Hensley	Mike	FL-1-00341-01	Baynton Beach	FL	Pierce	Don	WA-1-00468-02	Pacific	WA
Hermes	Knut	GR-1-00315-01	Neuss	Germany	Primmer	Travis	IL-1-00230-01	Lombard	IL
Hogan	Kevin	MA-1-00104-01	Stoughton	MA	Provenzano	Joseph	IA-1-00116-01	West Des Moines	IA
Howard	Jeffrey	NH-1-00342-01	N. Haverhill	NH	Puffer	Benjamin	IN-1-00350-01	Keene	NH
Hubbard	Andrew	FL-1-00122-01	Gainesville	FL	Radzik	Dave	CO-8-00006-01	Broomfield	CO
Huey	David	OR-1-00429-02	Westfir	OR	Ratty	James	UK-1-00235-01	Berkshire	UK
Huffman	Kevin	OK-1-00318-01	Spencer	OK	Reichstadt	James	CA-1-00132-01	Vallejo	CA
Hutchison	Andy	OR-1-00460-02	Portland	OR	Reimers	Joe	IN-1-00395-02	South Bend	IN
Hyland	Dan	WI-1-00469-02	Madison	WI	Richie	Michael	NY-1-00344-01	Latham	NY
Hypes	Jay	AP-1-00471-02	APO	AP	Rizzuto	Michael	NJ-1-00314-01	Garfield	NJ
Jarosak	Peter	FL-1-00489-02	Boca Raton	FL	Roberson	Anthony	GA-1-00249-01	Snellville	GA
Javoroski	Scott D.	WI-1-00292-01	Brown Deer	WI	Russell	Suleiman	CA-1-00401-02	Hayward	CA
Jelke	Brian	IL-10-00003-01	Mundelein	IL	Ryng	Thomas	WA-1-00394-02	Tacoma	WA
Jensen	Richard	IL-1-00377-01	Mundelein	IL	Sayers	Jerry Alan	VA-1-00466-02	Charlottesville	VA
Johansson	Steve	IL-10-00002-01	Mundelein	IL	Schippers	John	MI-1-00140-01	Ypsilanti	MI
Johns	G. David	OH-1-00154-01	Columbus	OH	Schweitzer	Erik	MI-1-00105-01	Pontiac	MI
Johnson	Kevin	TX-1-00180-01	Lockhart	TX	Scott	Jonathan	UK-1-00234-01	West Yorkshire	UK
Jones	Derek	TX-1-00368-01	San Antonio	TX	Sells	Eddie	OK-1-00257-01	Oklahoma City	OK
Jones	Roy	MI-1-00108-01	Sterling Heights	MI	Sercely	Matthew	TX-1-00147-01	Richardson	TX
Jordan	Michael	CA-1-00351-01	Perris	CA	Sharef	Benjamin	MI-1-00434-02	Commerce Township	MI
Kellogg	Tim	OK-1-00312-01	Norman	OK	Shaver	Robert	ME-1-00431-02	Poland	Maine
Kenzer	Dave	IL-10-00000-01	Lake Zurich	IL	Sherman	Sean	NY-1-00287-01	Rochester	NY
Koehler	Bart	NJ-1-00319-01	Clinton	NJ	Shy	Brandon	MO-1-00355-01	Park Hills	MO
Kolman	Noah	IL-8-00007-01	Mundelein	IL	Sims	Aaron	IN-1-00084-01	Washington	IN
Kopecki	Grant	CA-1-00397-02	Mosdesito	CA	Sims	Andrew	MS-1-00339-01	Petal	MS
Kristiansen	Magnus	NO-1-00392-02	Oslo	Norway	Solomon	Scot	IN-1-00160-01	Liebanon	IN
Kuchelema	Jacob	FL-1-00309-01	New Port Richey	FL	Splawn	Paul	WA-1-00128-01	Federal Way	WA
Kuhfahl	Bill C.	NE-1-00288-01	Papillion	NE	Stan	Matthew	CA-1-04444-01	Huntington Beach	CA
Lach	John	NJ-1-00215-01	Somerset	NJ	Stanley	Dennis V.	MD-1-00345-01	Rockville	MD
LaFountain	Jamie	IL-MG-00019-01	Mundelein	IL	Stewart	Mike	TX-1-00280-01	Denton	TX
LaRue	Rick	MN-1-00432-02	Duluth	MN	Stilwell	Kevin	NY-1-00237-01	Vernon Center	NY

Current Members of the HMGMA, continued...

Last Name	First Name	HMPA #	City	State/Country					
Stone	Steven J.	AE-1-00336-01	APO	AE	Varian	Basil	VA-1-00264-01	Appomattox	VA
Sturtz	Jason E.	NV-1-00260-01	Reno	NV	Vasquez	Ralph	TX-1-00410-02	Corpus Christi	TX
Sundberg	Michael	NY-1-00107-01	Queensbury	NY	Vaughan	Jim	OH-1-00139-01	Gahanna	OH
Szynkowski	Christopher J.	OH-1-00349-01	Toledo	OH	Vorwerk	Mark	AZ-1-00450-02	Mesa	AZ
Tanner	Michelle	CA-1-00204-01	Vacaville	CA	Walton	Jason	OH-1-00911-01	Toledo	OH
Tech	Benjamin J.	CA-1-00464-02	Travis AFB	CA	Warren	Mark	UK-1-00447-02	Winterbourne, Bristol	UK
Thelwell	Jeanne	NY-1-00-393-02	Brooklyn	NY	Watkins	Tim	IL-1-00430-02	Rockford	IL
Thestrup	Peter	DK-1-00321-01	Lyngby	Denmark	Weddig	Stephen	CO-1-00320-01	Lafayette	CO
Thompson	Tim	OH-1-00119-01	Cincinnati	OH	Weilbacher	Allan	FL-1-00273-01	Port Richey	FL
Thormodsgaard	Robert	KS-1-00317-01	Topeka	KS	Welfare	Jeffrey	AU-1-00473-02	Guidford, NSW	Australia
Tillman	Marcus	TX-1-00212-01	Corpus Christi	TX	Wells	Robert	CA-1-00173-01	Monrovia	CA
Tipton	James	TX-1-00158-01	Austion	TX	Wilson	Mike	TX-1-00396-02	Fort Worth	TX
Tolman	Joseph	UT-1-00439-02	Manga	UT	Woolley	David	FL-1-00370-01	Clearwater	FL
Triplett	A. Craig	NC-1-00256-01	Charlotte	NC	Wright	Sam	MI-1-00241-01	Wyoming	MI
Trotter	Justin	AU-1-00472-02	Alice Springs, NT	Australia	Zimmerman	Asha M.	NH-1-00470-02	Keene	NH
Trubowitch	Zev	CA-1-00295-01	Eureka	CA	Zorowitz	Andrew	NY-1-00042-01	Scarsdale	NY
Twist	Dom	UK-1-00384-01	Turo, Cornwall	UK					
VanHoose	Brian	IN-4-00099-01	Muncie	IN					





HMRA ROLL CALL



Current Members of the HMRA

Store Name	Address/City, State, Zip	Phone/Website/E-mail/Fax	HMA Number
Altered States	689 North Clinton St Syracuse, NY 13204	315-472-4263 alteredsts@alteredsts.com	NY-I-00347-01
Armchair Commanders	5301 Everhart Ste. P Corpus Christi, TX 78411	800-460-9272 www.armchaircommanders.com	TX-I-00255-01
Attactix Inc.	15107 E. Hampden Ave Aurora, CO 80014	303-699-3349 attactix@earthlink.net	CO-I-00183-01
Campaign Headquarters	145 E. Little Creek Rd. Norfolk, VA 23505	757-583-9451 CHQ@att.net	VA-I-00417-02
Cerebral Hobbies	128 E. Franklin Street Chapel Hill, NC 27514	919-929-0021 steve@cerebralhobbies.com	NC-I-00251-01
Collector's Connection	Miller Hill Mall Duluth, MN 55811	218-726-1360 collconn@qwest.net	MN-I-00482-02
Collectormania	17892 Cottenwood Drive Parker, CO 80134	303-766-3530 cgnews@aol.com	CO-I-00213-01
Fantasy Realms	222 Elm Street Pittsfield, MA 01201	413-445-8809	MA-I-00486-02
Flamingo Street Collectibles	130 New Canaan Ave Norwalk, CT 06850	203-840-1694	CT-I-00253-01
Fortystories	605 Main Street La Crosse, WI 54601	608-782-2177 kevin@fortystories.com	WI-I-00388-02
Game HQ Inc.	1620 South West 89th St Oklahoma City, OK 73159	405-691-0509 ghqokc@aol.com	OK-I-00205-01
GameMasterz	3434 S. Western St Amarillo, TX 79109	806-358-0100	TX-I-00194-01
Games Plus	101 W. Prospect Ave. Mt. Prospect, IL 60056	847-577-9656 gamesplus@aol.com	IL-I-00185-01
GateKeeper Hobbies #1	2615 SW 21st Street Topeka, KS 66604	785-232-3429 gkhobby@kscable.com	KS-I-00176-01
Green Dragon	7671 Northwood Blvd. 5-T North Charleston, SC 29406	843-797-2052 abc@awod.com	SC-I-00293-01
Ground Zero Games	6616 Ridge Rd Port Richey, FL 34668	727-849-7411 gzgames@earthlink.net	FL-I-00211-01
Highscore!	Bgm.-Smidt Strasse 92 Bremerhaven, 27576	+471-4192939 info@highscore-brhv.de	GR-I-00487-02
Horizon Games	349 El Dorado Blvd Webster, TX 77598	281-286-9282 fuchi@aol.com	TX-I-00382-01
Horizon Games	25192 IH-45 N Suite 107 Spring, TX 77386	281-292-9697 games@horizongames.com	TX-I-00383-01
Ian's Games	301 Georgia Street #A12 Vallejo, CA 94590	707-552-7127 ian@iansgames.com	CA-I-00174-01
Imperial Outpost Games	4212 W. Cactus Road Phoenix, AZ 85029	602-862-9683 bob@imperialoutpost.com	AZ-I-00334-01
Jester's Cards & Stuff	13 E Main Park Hills, MO 63601	573-431-4580 jesters@i1.net	MO-I-00254-01
Jester's Playhouse	2408 New Road Northfield, NJ 08225	609-677-9088 rich@jestersplayhouse.com	NJ-I-00177-01
Medieval Starship	500 Southview Plaza, Ste. 29 O'Fallon, IL 62269	618-632-3026 starship@intertek.net	IL-I-00415-02
Mirror Universe	79 Alderney Dr. Dartmouth, Nova Scotia B2Y 2N7	902-466-8884 kevin@mirroruniverse.ca	CD-I-00488-02
Pastimes	8478 Golf Road Niles, IL 60714	847-470-9636 info@pastimes.net	IL-I-00214-01
Rockhead's	2225 63rd Street Kenosha, WI 53143	262-657-5655 brian@rockheads.com	WI-I-00302-01
Something Wicked	816 Church Street Evanston, IL 60201	847-328-1300 awicked@everdream.com	IL-I-00483-02
Talon Comics & Games	107 N. Welch Street Denton, TX 76201	214-287-8661 talon@taloncomics.com	TX-I-00484-02
The Black Hole	1390 Tropic Park Dr. Sanford, FL 32773	407-688-1177 mxcd_2000@yahoo.com	FL-I-00416-02
The Danger Room	1804 Conner Street Noblesville, IN 46060	317-774-1396 possum@danger-room.com	IN-I-00485-02
The Dragon's Table	44 E. Main Street, Suite 101 Champaign, IL 61820	217-359-0503	IL-I-00297-01
The Fantasy Factory	257 N. Hamilton St. Dalton, GA 30720	706-259-3315 orders@fantasyfactory.com	GA-I-00182-01
The Game Keep	3952 Lebanon Pike Hermitage, TN 37076	615-883-4800 gm@thegamekeep.com	TN-I-00250-01
The Original Game Shop	6524 East 51st Street Tulsa, OK 74145	918-663-5525 benkim@geotec.net	OK-I-00175-01
The Wizard's Tower	49 Kinsley Street Nashua, NH 03060	603-594-0521 wizardstowernh@hotmail.com	NH-I-00296-01
War Dogs Game Center	2580 Atlantic Blvd Jacksonville, FL 32207	904-399-1975 sgtsniff@aol.com	FL-I-00252-01
Y2 Komics	5270 Trail Lake Drive Ft. Worth, TX 76133	817-263-5888 Y2Komics@home.com	TX-I-00206-01
Your Story	22 Rivergate Centre Peterborough, PEI IEL	+44-1733-341007 ian@magiccards.co.uk	UK-I-00303-01
Zimmie's, Inc.	197 Main St. Lewiston, ME 04240	207-783-4450 joe@zimmiescomics.com	ME-I-00268-01

HACKJOURNAL SUBMISSION GUIDELINES

Submissions to the HackJournal can be in electronic format to:

ray@kenzerco.com

or send via "snail" mail to :

HackJournal Submissions
Kenzer & Company
25667 Hillview Ct
Mundelein IL 60060

A strong preference will be shown for electronic submissions. Paper submissions must be retyped into the computer by our hardworking pixie-fairies – so a submission would have to knock our socks off for us to justify the time for that.

Electronic submissions must be in either Microsoft Word format or Rich Text Format (RTF). No other formats will be accepted. A submission may be accompanied by no more than a single map of no larger than 8 1/2" by 7". Maps are only accepted in .TIF or .JPG electronic file formats. If you hand draw a map, please scan the drawing into the computer and save it as a .TIF or .JPG for submission.

Look over what's in this issue of HackJournal to get a general idea of article length. A full page article with no art is about 1,000 words. So a two

page article with a half-page map or art (4 1/4" x 7") would be 1,500 words assuming no other art. A full page article with a quarter-page piece of art would be about 700 words. Any charts or tables count as art. Generally speaking, we prefer articles of 700-2,000 words depending on art or maps you would like to include.

If you are going to include boxed text or charts/tables, you must use the following format in Word to indicate them:

Put your read-aloud text between three asterisks.

For charts tables – use three asterisks but include a title and tabbed text columns (no separate formatted objects, please).

Table: Kewl Stats for Wicked GMs

Column 1	Column 2	Column3
first	second	third

Our staff will format the tables and read-aloud text as you have seen it appear in each issue of HackJournal. Visit our discussion boards and our website for even more information and all the tips and tricks for fledgling HackWriters!

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Hack Pack Demo Team

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Jamie LaFountain at
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Kenzer & Company has recently initiated a licensing agreement with Santa Claus. Anybody caught not signing up for the Hack Pack Demo Team will be remembered when Jolly Old St. Nick is making his list and checking it twice.



Actual color – nifty bright red!



HackMaster

*** GAME MASTERS' EYES ONLY ***

Ever wonder why GM Screens have had the same basic design for twenty years?

So did we.

Use this GameMaster's Shield once and you'll finally know how great-grandpa felt about the first bread slicer.

Only the most brilliantly designed and engineered game shield ever would suffice for the demanding HackMaster GM. Nowadays, those skimpy "screens" come with four panels of art and four panels of charts. The HackMaster SHIELD comes with four panels of art, and TWENTY-EIGHT panels of useful info, charts and random generators. While it packs SEVEN times the info of most namby-pamby "screens," this SHIELD still occupies the SAME physical space as the others!

The HackMaster GM shield features:

- EVERY HackMaster combat chart, including fumbles & crits, saves for objects, armor regression charts, situational hit modifiers, etc.
- Tables for use in **dungeon crawls** (climbing success, things found in a dungeon, etc.); **towns** (random tavern, NPC and barkeep generators, etc.); and **wilderness** (carrying capacity, pursuit and tracking, etc.).
- Panels that flip horizontally and vertically to optimize data presentation.
- Poly-laminate construction allows customization via erasable markers.

Little Keep on the Borderlands

Gird up your loins my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss-of-heart. Garweeze World™ **Little Keep on the Borderlands** campaign setting is a land where the law, safe behind the forboding Frandor's Keep, struggles to keep chaos in check. Adventure and the art of hack are the meat and drink of all who would seek to carve their niche in the hostile, forbidding and unforgiving wilderness ominously known as Hell's Throat. Rumors abound about the Mines of Chaos and the potential for both death and riches but it is the former that seems more likely if the rumormongers are to be believed...

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