



Hack Journal



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THE ORDER OF THE SILVER KNIGHTS

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HACK HAVEN

GAGWALLER RESEARCH OUTPOST

...MORE INSIDE!

THE OFFICIAL PUBLICATION OF THE HACKMASTER ASSOCIATION

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FROM THE CELL OF HMA HQ...

Jamie LaFountain
 HMGMA #IL-MG-00019-01

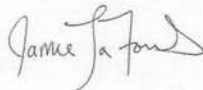
I'm sitting here wondering just what I should write. Ever since I was a kid, one of my favorite parts of any periodical has always been the little spot up near the front where the editor gets to say whatever the heck he wants. I always thought that was so cool. It's like Andy Warhol's 15 minutes...again and again every single month.

So look, ma! I have my own periodical now! I get my own little place up in the front where I get to say whatever I want! Remember all that money you spent buying RPG books for me when I was a kid? It paid off! Except I hope you're not reading this because I don't know what the hell to say. I feel like a complete dork.

At least the HMA is alive and well! (Smoooooth segue.) It's growing faster than we ever could have imagined it would. The HMA web site is up and running in beta right now (<http://www.kenzerco.com/hma>) and we have nearly all the kinks worked out. By the time you read this, the search module will either be up and running on the site or very close to being up and running. With it you'll be able to find HMA members anywhere in the world! And in order to protect the privacy of people's e-mail addresses, there will be a way for the searcher to contact the results of the search without any e-mail addresses being divulged.

The tournament season is now behind us and the HackMaster Tournament of Champions at Origins and the HackMaster World Championship at Origins were a wonderful success. The tournament sanctioning arm of the HMA grew in experience and knowledge tremendously over the summer and we are looking forward putting that know-how to work for the entire membership during the fast-approaching 2003 tournament season.

Among other projects, this fall we are planning on revising and updating the HMA By-Laws, creating more clearly-defined tournament writing procedures and -GASP- mailing out the long-awaited HMA membership pins. So hold on to your seats, folks. It's going to be bumpy, wonderful ride!



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A strong preference will be shown for electronic submissions. Paper submissions must be retyped (and spell-checked!) into the computer by our hardworking pixie-fairies - so a submission would have to knock our socks off for us to justify such intense labor.

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 or image of no larger than 8 1/2" by 11". Images are only accepted in .TIF or .JPG electronic file formats. If you hand-draw your map, please scan the drawing into the computer and save it as a 300 dpi resolution .TIF or .JPG for submission. Lower resolution images (72 or 150 dpi) will not print as clearly.

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 image (5" x 8 1/2") would be 1,500 words. A full-page article with a quarter-page piece of art (5" x 4 1/4") would be about 700 words. Any charts or tables of supporting data count as art. Generally speaking, we prefer articles of 700-2,000 words depending on the number of images or maps you would like to include.

If you are going to include boxed (read-aloud) text or charts/tables, you must use the following format (in your word-processing program of choice) to indicate them:

Put any text that is intended to appear as boxed (read-aloud) text between three asterisks, as shown.

For charts/tables - use three asterisks but include a title and tabbed text columns (no special-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!

HEY, ARTISTS!!!

Wanna see your art featured on the cover of HackJournal? Show us your best stuff, get discovered, never suffer from tooth decay ever again!* We want to feature your amateur artwork on the cover of future issues of HackJournal.

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BEHIND THE SHIELD

BEJEEBERS: THE SCARE AND FEEDING... PART ONE

By James D Reichstadt
HMGMA #CA-1-00132-01

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the ex-wife. But second to the ex-wife is fear of the unknown, a far second but a second nonetheless" – Gary Jackson, Introduction to Cauls of Catachooli, 1st Edition

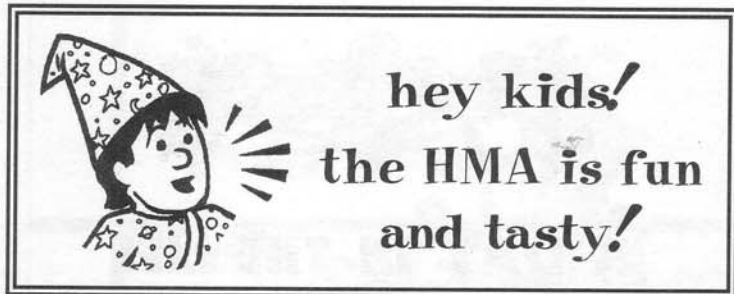
So autumn is upon us and the primal being inside us wails as all about us harbingers of death manifest. Leaves turn, crops fade and the dark grows longer and longer, the light fades sooner and sooner. In keeping with the spirit of the season you've decided to run a scary adventure for your players. This article gives you a roadmap for producing just such an adventure.

What not to do:

Time and again folks make the same mistakes over and over again. Here are the 5 laws of what NOT to do to make things scary.

Bigger and meaner is scarier. This never works; an accomplished adventurer just sees this as an excuse to train, hire followers and return again and again to have at the beastie.

If bigger fails, get grosser – lots grosser, like "hair in the drain" gross. This too never works, it's usually done wrong and if it's done right you have to explain to your spouse or parent how that mess was made on the kitchen table.



Kill some player characters outright – that'll frighten the rest of them. No, this will get you hurt, cause damage to the furniture and may lose you players. There are enough opportunities to do in the PCs fairly thanks to their own failings and no GM should resort to such tactics.

Okay you won't let me kill PCs, how about NPCs. Slaughter a few in hideous fashion and there you are!! Wrong again... When was the last time your players cared about the NPCs as anything other than cannon fodder, easy xp's or bearers? Real adventurers don't care about NPCs.

That's it!! No big things, no gross things, no mindless killing of anyone. How about GODS, big evil GODS. Someone like Catachooli; after all Gary liked Catachooli.... Well, there you have it, 5 for 5. Examples of how not to do things. This last one breaks rules 1,2,3, and 4. A god shows up and what's he do; eat someone, zap someone to a pile of ash or force you to run in circles while singing the Catachooli National Anthem? No, this is NOT the way to go.

So what do we do – we use the unknown. We use the players against themselves and thus we have a better, scarier adventure and we have less work to do. This leads to...

The 5 laws of what TO do to make things scary.

What you CAN'T see CAN hurt you – it can hurt you badly. For example: "Just outside the line of firelight you hear scrabbling, as of claws against the stone, many claws. Suddenly you hear screams and a ripping sound. The scream is cut off suddenly and all is quiet but for the occasional scratch of nails on stone. In the morning you find blood-stains on the floor, bits of something else left behind but nothing more. Then you notice the tears in your sleeping bag. While you tried to see beyond the edge of light something apparently took a good look at you."

Toy with the PCs, toy with them for as long as you can. Don't rush to the conclusion too fast; if the main villain is an ancient Swack Iron Dragon don't tell the players too soon. Don't leave claws, make scorch marks ambiguous, leave NO witnesses (don't show the PCs the death but kill everyone there). If you play your cards right you can get the PCs to believe there is a whole fleet of Swack Iron Dragons out there.

Put the PCs somewhere unfamiliar and yet familiar at the same time. When they return to the village of their birth point out all the things they remember and then point out what they don't remember; "you see the sign of the Obnoxious Ki-Rin swinging in the wind and below it stands Six-Finger the owner and bartender. As you warmly shake his hand and greet him by name he frowns at you. 'Six-Finger, no lad my name is Stinky Thumb, been here all my life. You sure forget stuff when you leave for a while.' It's then that you notice his hands are normal in every way. Taken to the ultimate you can move things around, slightly change names or worst of all mess with character histories. The last of six children suddenly becomes the last of five.

Don't use the same trick more than one session at a time. In other words, if you make things strange to the PCs every week they get used to it. In this case I'd make no more than 5 or 6 things odd about home and I wouldn't mess with too much else.

Finally, don't give it away; tell no one what you are doing and burn this section from your players' copies of HackJournal.

It's all about how you tell the story, not what the story is really about. The famed escape artist, Harry Houdini used to escape from all sorts of sealed objects within seconds of being locked in. He would then sit and read his paper while enjoying a cup of coffee waiting for the audience's fear to peak. Had the man drowned they wondered; had he died? When a fever pitch had been reached then Harry would step in front of the curtain, dripping wet from the glass of water dumped over him only moments before.

Play your cards close to the chest; keep your secrets to yourselves; make your players keep guessing and Hack On!



A DAY IN THE LIFE

Solomen Faeborn, HMGMA #SC-1-00554-02

Subject: Harpies

"Why do you keep preening Serena?" Horla asked her overly clean flock sister as chunks of partially chewed flesh dribbled from her scraggly teeth.

"I like to look nice, Horla. It's not that big of a deal," yawned Serena as she brushed a knot out of her hair. "Who was it that reeled in the last four victims anyway?" she asked, arching a well-groomed eyebrow.

Horla huffed, dust rising from her filth-encrusted feathers as another of their flock sisters circled above. "What's your point, sister? Just leave my half of the kill alone," she grumbled as her sister continued preening.

"What you mean by half, Horla?" queried Mesmi, a particularly vile old bird. "Are you not sharing with sister Mesmi? Hmmmm."

"None of your business Mesmi. You haven't caught anything in the last week so you don't eat," Horla growled at her foul sister who, in turn, puffed up, baring yellowed fangs.

"Mesmi earns her keep. Mesmi a good killer of the groundies," the greasy harpy hissed. Several dirty feathers drifted to the ground as Mesmi, croaking happily to herself, hopped over to the corpse to steal a morsel.



The shameless harpy can prove dangerous to unwary travelers.

"You don't kill in a week, you don't eat!" exclaimed Horla, gouging flesh from Mesmi's hand with a swipe of her vicious talons.

"Mesmi good hunter, Mesmi eat!" the decrepit harpy shrieked, lunging for a piece of flesh with her own cracked talons.

The ensuing fight was enough to knock both harpies from the rocky outcrop. Ripping at each other, spouting obscenities as they fell, they broke off their tussle just above the crashing waves below.

"Sisters! Cease your bickering. There is fresh prey below," she called to her wayward flock mates. Selena had just sighted a ship languidly riding the distant waves.

The fighting ceased as the prospect of fresh meat made the other two harpies giddy with anticipation. As a trio they began to sing, harmonizing in the way that only harpies can, a counter melody arose from the ship. An elf wielding a lute walked from the decks below to the prow of the ship.

"They have a bard, sisters. We cannot lure them nearer," Horla fretted aloud.

"Keep singing sisters. I've taken a fancy to the elf. You can feast on the rest," Serena called over her shoulder to her disheartened flock sisters. She straightened her hair, wiped her face with the back of one demure hand and, once presentable, dove for the ship below.



GARWEEZE WURLD

THE WAYLANDS: THE ORDER OF THE SILVER KNIGHTS

Lee Mauldin, HMPA #AL-1-120-01

At the nexus between Noutlind, Geldland, and Estarlinn lies the main stronghold of the Silver Knights: Castle Haward. The castle is completely surrounded by the city of Musidora. Two flags fly over the castle. The first (and higher flown of the two) is the standard of the Silver Knights: a silver dragon clutching a sword and shield. The other flag depicts a griffin in flight with its legs grasping a two-bladed sword. This flag is the standard of the founder of the Silver Knight—Sturm (AKA "Stumpy") Giantbane, and is flown in his honor.

Castle Haward is an impressive structure built upon a hill of solid granite. A protective wall surrounds it and within the walls can be found the main keep, stables, barracks, armory, smithy, and school. In the middle of the courtyard is a stone statue of Sturm "Stumpy" Giantbane, armed with his legendary two-bladed sword. Surrounding the castle for at least 200 yards in all directions is an empty field, completely devoid of trees and vegetation, other than neatly trimmed grass. Training that could be considered hazardous to the castle, the city, or their inhabitants occur on this field—archery, jousting, horsemanship, siege warfare (both attacking and defending), ditch digging, etc.

The stable is a multi-story structure with ramps for the horses to reach the upper level. The stables normally remain less than half full since few non-Knights are allowed to use them. Students may use the stables, but must pay one gold piece per day for their mounts to stay there.

The smithy is next to the armory and is managed by the master dwarven smith, Feld Hammerspike, who is allowed to reside within the castle. The Knights purchase most of their arms and equipment in Musidora or elsewhere, but they rely on Feld to keep everything in working condition (not to mention patching up students' weapons and armor for a fee). The armory contains the surplus weapons, shields, and armor for use in times of war or to re-equip a Knight. These weapons are maintained in such a condition that they can be pulled and used with deadly effectiveness at a moment's notice.

tactician. Viktor was one of Stumpy's original companions that helped overthrow Alsymyr the Psych, and he was one of the first to join the Order. Viktor oversees the training and battle readiness of the Knights.

Notables in Town

Garrett Moretha (male human fighter 6th level)

Garrett is the mayor of Musidora. Even though he is the mayor, he bows to the whim of the Knights since technically the land is theirs. Garrett is a former student of the Knight's school. Unable to pay for his tuition, he spent years working his debt off. Though bitter at not being able to resume his former life of adventuring after paying off his debt, Garrett actually desires to join the ranks of the Knights. He has petitioned the Knights several times to join, but is rejected an audience every time.

Thyron Milner (male elven fighter 10th level)

Thyron is in charge of the city guard. Practically devoid of emotion, he ruthlessly upholds the laws of the city, and he has been known to send requests for assistance from the Knights in keeping the peace. Most would say that he couldn't be bribed; others say that it takes something special (and bordering on perverse) for him to bend the laws.

Cyvara Rhyloren (female human mage 12th level)

Cyvara runs the local magic shop in Musidora. Though seemingly young of age, she obviously has power that is beyond her years. The Castle's mage, Wigglethorpe, frequents her shop, and some believe that she knows more about the Knights' business than one might suppose. It is also rumored that it is within her power to obtain almost any type of magical item. Her prices on such objects are outrageous, however (5 times the normal book rate).

ADVENTURE HOOKS

Activities in and around the castle have increased in the past year. It appears that the Knights are preparing for war. In fact, Velard has been bringing in several wagonloads of supplies daily. Feld's forges are lit day and night, and it is rumored that he has requested that the armory be enlarged to hold everything.

Life goes on as usual in the city of Musidora, but the increased Knight activity has several of the inhabitants on edge. More people are coming into the city from surrounding areas daily.

Every few weeks, the Council has sent out scouting parties to undisclosed locations. Some parties have returned appearing battle-worn (with some members missing), while other parties have failed to return. It has even been rumored that the Council is considering hiring non-Knights to perform some of this scouting. Many suspect that the scouting parties are being sent to Cenland and/or Vermislann to assess the growing threat from those lands. Others maintain that the Council is merely intensifying its search for its missing founder, Stumpy Giantbane.

SILVER ARMOR OF THE SILVER KNIGHTS

The armor of the Silver Knights is Full Plate and acts as that of the Armor of Command in all respects. It gains additional properties depending on the owner's honor.

The armor has a base +1 AC as that of Armor of Commanding. Starting off at the threshold of Great Honor for 6th level (57), the suit gains an additional +1 AC bonus. For honor that reaches the maximum threshold of each 2nd additional level after that, the suit gains an additional +1 bonus. For example, an honor 57-89 would be an additional bonus of +1 (+2 AC total), an honor of 90-109 would be an additional +2 (+3 AC total), 110-119 would be an additional +3 (+4 AC total), 120-139 would be an additional +4 (+5 total) and so on. For every level above the 6th, the suit becomes brighter and takes less time and effort to maintain a mirror-like shine.

An additional property of the armor is that it glows as per a Light spell. This glow starts off with a 1' radius. As the AC bonus increases, so does the brightness of the armor. For each additional + of the armor due to honor, the brightness increases by one foot. For example, Silver Armor with a +6 bonus would cast light in a 7' radius.

Should the owner's honor fall into the dishonorable range, then the armor will turn charcoal black, lose the glowing property, and will act as that of an Armor of Rage in all aspects (with the notable exception of the defensive bonuses). In terms of defensive bonuses, it will impose a -10 penalty to AC until the wearer can bring his honor back up.

Some Knights do not wear their armor except on special occasions. They may freely leave their armor behind or not wear it as needed without penalty. However, to discard, or not wear a suit of Armor of the Silver Knights due to dishonor is an unthinkable act,

and those that do discard or fail to wear the suit with honor in the dishonorable range, retain the dark taint in regards to encounters as that of Armor of Rage.



GARWEEZE WURLD

THE WAYLANDS: COINS OF THE REALM

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

Greetings and salutations, I am Mervin the moneychanger. Your father has apprenticed you to me. You have asked why there is a need for people such as me, well it's very simple: there are simply too many types of currency in this world for most to keep track of. Sure a gold piece is a gold piece, but what if the coinage from one nation weighs more than another? What if the gold is more pure in one coin than another? You begin to see; good, but it goes much deeper than that. Would you even know what a fairy coin looks like? How about the value of an orc steel coin or the golden eggs of the kenku? No? Now, my young apprentice let me begin to explain.

You already know about gold, silver, electrum, copper, hard silver, and platinum coins, so I won't belabor them. We live at a trade crossroads and see currencies of many types. You will need to recognize the various currencies and their worth so that an appropriate profit can be made.

Contrary to popular belief, pixie-faeries do not do all of their trade in gems. They do, in fact, have their own coins. These coins are made from pixie dust mixed with a fey adhesive and flower petals to create various colors. Each color of coin has a different flower imprinted on it and, hence, a different value. The least valuable coin is the Dandelion, a yellow coin with a dandelion on it. This coin is worth about the same as a human copper. The blue Violet coin is worth a silver, the red Rose is worth a gold and the white Orchid is worth a platinum. The interesting thing about these coins is they each weigh about 1/10 the weight of a normal human coin. Now be careful when accepting these coins, for most people won't accept them as legal tender. Typically, only elves and gnomes will give them their true value outside of the pixie-faerie lands. In fact, most dwarves and all grel refuse to acknowledge the coins as even being money or having value. So never ever give a fair exchange on these! I prefer a 50% profit when giving gold for these coins. On the other hand, my standard 10% commission is more than sufficient when unloading them to someone who actually wants these coins, or is simply converting to other pixie coins.

Dwarves love coins and have made some extra coins beyond those that we normally see. The dwarven Adamant coin is worth about 2 platinum and weighs about the same as a human coin. They also have a Tin coin that is worth about a copper and weighs about the same. A very rare find outside of a dwarven kingdom is the Mythril coin. This coin weighs in at 1/10th of a pound and is worth 25 gold pieces. In fact, if one has a large enough quantity, some armorers and magic-users will actually pay even more than 25 gold for each Mythril coin. Some dwarven holds actually make square coins. They claim that it makes packing them in chest more efficient. I guess that's true but it sure seems odd to me. I am usually willing to exchange the Mythril coin for a 5% commission since it is easy to unload; often at above its face value. Like humans and elves, dwarves like to put kings on their coins. They also tend to carve images of weapons on the reverse side of the coin.

Most people don't think of orcs as economic geniuses, but let me tell you! They have evolved into using an interesting type of coin. In the realm of the warring orc tribes, iron and steel have become more valuable than gold. This is because they can make weapons and armor out of steel and then use those weapons to take the gold back from those they bought the steel from. This eventually led to orcs trading steel for items instead of gold. Now the Southern Orc League actually mints a steel coin with Ahk'Tang's face on it. This coin weighs the standard 1/10th of a pound and, in the orc nation, it is worth about 1 gold. Do not accept these steel coins at face value, for outside the orc nation they are all but worthless, being valued at 1 copper. Now if trade relations between the humans and

The barracks is the most unimpressive building in the castle. It is a two-story structure that is mostly empty, save for the seemingly endless rows of bunk beds and chests for each resident. Students willing to pay the going rate to reside at the school are assigned one of these bunks and chests. There is one area of the barracks that isn't as stark, and that is the small hospital area where clerics and other students learning first aid practice their mending of wounds. The hospital area is so small that any patient that needs extended time to recover from their wounds would stay in a normal barracks bed instead of a separate hospital bed.

The main keep is certainly the most impressive structure in the castle. This is where the Council resides. Visiting dignitaries are always invited to stay at the castle. The keep contains many rooms, including a kitchen, banquet hall, and war room.

Carved into the granite beneath the castle are two levels that nearly encompass the entire castle area. The first level is a storage area for the emergency food and water. The level below that holds several underground fields where food is grown. Here, orbs of Continual Light dot the ceiling, casting their austere rays upon the crops below. There are numerous well taps into the main water supply, which are used to irrigate the crops.

Past the grassy field is the city of Musidora. This city completely surrounds the castle and is where most of the supporting staff and non-Knight faculty reside. The city itself was developed around the castle on Knight-owned land. Initially, it was just a place to live for the castle workers (cooks, cleaning crews, stable hands, students paying off debts, etc.), but over time, merchants and other service providers seeking a profit moved in and helped to develop the area into a thriving community and it considers itself a "college town" (i.e., generally higher prices—1.5 to 2 times as much—but also high availability of goods, especially on any item that could be related to the school: weapons, armor, and so forth). Because the city sprung up on land owned by the Knights, the Knights levy taxes on the merchants and, to a lesser degree, the non-employee residents to help defray the costs of their operations.

In general, the inhabitants of Musidora enjoy a threat-free life under the rule of the Knights. The Knights (and school) keep the dangerous beasts and bandits well away from the city and castle. However, in times of war, refugees from all around tend to fill the city and surrounding areas.

The Knights are not without their enemies, but most opposing armies would have to go through Noutlind, Geldland, or Estarlinn to reach the city and castle. For the most part, Noutlind, Geldland, and Estarlinn leave the city alone as, officially, the Knights own the land.

At any given time, there are a minimum of 200 Knights, students, and faculty (not including supporting staff—cooks, pages, squires, henchmen, etc.) in the castle that can take up arms to defend the stronghold in times of need. However, the castle can support up to 1000 people for up to 6 months (using strict rationing) if under siege. Only Knights, retainers, and the students that are willing to rent a room at the school actually stay at the castle. There are a few exceptions, but most of the staff resides in the city.

The Knights maintain other, smaller garrisons throughout Garweeze World (and especially the Waylands), but none have as impressive facilities as those at Castle Haward. These smaller garrisons are placed with the permission of the presiding government, Knight land purchases, or through donations to the knighthood. Maintaining these garrisons are as few as 3 knights and supporting staff, but some are as large as to be maintained by up to 50 knights with staff. Also, the Knights maintain quite a few embassies in lands throughout the Garweeze World to keep current on world news and possible ways to expand the knighthood.

The Council of Nine governs the Silver Knights. These nine individuals are chosen for their embodiment of the Knightly virtues (honor, valor, courage, experience, and glory). From these nine, a high general is chosen who usually has the final word in any Knight business. In times of peace, the majority vote of the council can overrule the decision of the high general. In times of war, however, the high general's rule over the Knights is near absolute.

The Silver Knights owe no allegiance to any government. However, they do have representatives in most courts in the Waylands and some outside the Waylands. Their primary goal is to bring goodness, order, and honor to the land while upholding the principles of the knighthood. Secondly, the Silver Knights seek to train the best warriors in the land. When there is need, the Silver Knights may send a regiment to help defend a region or to help crush an evil force bent on conquering all. Occasionally, a Knight may be requested for leadership of another country's army or to act as a military advisor.

Though a knightly order in deed the Silver Knights' stronghold is also a center of knightly learning (i.e., knight school); the equivalent of a university. Prospective students, from all over Garweeze World come to study here, focusing on the art of knightly warfare. The students are comprised of Cavaliers, Paladins, Knight Errants, and Fighters, but



it is not unusual to find a few students from other classes here as well. Members of the Silver Knights receive 25% off the cost of training at the main school. Non-members must pay full price, or they may work in the castle as supporting staff (cooking, cleaning, etc.) to pay off part or all of their outstanding training costs. Surprisingly enough, much of the staff in Castle Haward is comprised of former students trying to pay off their debt.

Clerical studies are also found in abundance at the school, as the other knightly students constantly need healing from their classes/training. The students perusing clerical studies (or first aid skills) have ample chance to perform their healing arts to the numerous cuts, wounds, disembowelments, and broken bones from the more combat-oriented part of the school. Students perusing healing magic or skills might receive a slight reduction in the cost of tuition (5%) as long as they assist in keeping the other students alive and healthy.

All prospective students are allowed to study here regardless of race, age, gender, class, or alignment, but they must agree to obey the rules of the castle during their stay:

- Defend the castle if it is attacked
- Treat all others at the castle with honor and dignity
- Settle all disputes and grievances in the Ring of Honor
- Obey all ranking officers of the order

Disobeying even a single rule can cause a student to be immediately dismissed without reimbursement of tuition. Should a Knight break the rules, he must complete a quest, donating all treasure obtained to the Order. Only when this has been done will he be welcomed back into the ranks.

The Knights' decision to allow anyone to study at their school is a controversial one, for on more than one occasion a former student has raised up arms to conquer the land using the skills he learned at the school. However, the Knights stand by their decision to train all (provided they follow the rules during their stay) and usually help in defeating said individual and any army he has amassed.

All prospective members of the Silver Knights must be of 6th level of experience or higher, and must fulfill a quest for the order to be accepted into the ranks. However, the high general may bestow honorary membership at his discretion. If accepted into the

ranks, a grand ceremony knighting the petitioner is held, in which he receives his magical Silver Armor, the distinguishing mark of a Silver Knight. All Silver Knights take near obsessive pride in their armor, and keep their armor so polished that it has a mirror-like finish.

A Silver Knight must also adhere to a strict code of honor. The high ideals that the Silver Knights live up to are the same as those of the Cavalier in the Player's Handbook:

- Noble service cheerfully rendered
- Defense of any charge unto death
- Courage and enterprise in obedience to rule
- Respect for all peers and equals
- Honor to all above your station
- Obedience and respect from all beneath your station
- Scorn for those lowly and ignoble (knightly limitations on weapons and armor are waived)
- Military prowess exercised in service to your lord
- Courtesy to all ladies (whose Comeliness is greater than 15)
- War is the flowering of chivalry
- Battle is the test of manhood
- Combat is glory
- Never shirk a task
- Personal glory above all in battle
- Death to all who oppose the cause
- Death before dishonor

Living a life of honor is the duty of a Silver Knight. Should a Knight be disgraced (i.e., have his personal honor fall into dishonorable category), then in the eyes of the other Knights, he is the lowest of the low and must earn his keep as a common servant if he remains at the castle or a garrison. His privilege to draw upon daily funds will be revoked. The disgraced Knight must claw his way back into grace through knightly deeds to have his privileges restored and be acknowledged once again as a Silver Knight.

The running of such an expansive operation is not a cheap endeavor. Since the Silver Knights are not officially affiliated with any government, they must find other means of funding. Some funding is provided through grants from Noutlind, Geldland, Estarlinn, and a few other countries—some only offer a temporary grant for some service to be provided. More money is brought in from the quests that members go on (25% of the value of all treasure gained), the money that is brought in through the school, taxes from the town of Musidora, and the occasional donation.

While staying at Castle Haward (or any of the other garrisons of the Silver Knights), a Knight can expect free room (in the barracks) and board. Even though 25% of all treasure gained must be donated to the Knighthood (to be given at any location—Castle Haward, a remote garrison, or an embassy), a Knight can potentially draw upon daily funds for equipment and supplies for Knight business. The Knights see this fund as a necessity to facilitate the goals of the knighthood, and frown on those who would abuse the system. Use the table entitled Silver Knight Daily Funds to see what funds are available per level.

Silver Knight Daily Funds

Level	GP
6	1d10
7	1d12
8	1d20
9	3d8
10	3d10
11	3d20
12	1d100
13	5d20
14	2d100
15	3d100
16	4d100
17	5d100
18	6d100
19	7d100
20 or above	10d100

WHO'S-WHO IN AND AROUND THE SILVER KNIGHTS

Notables around Castle Haward

David Wigglethorpe (male human battlemage 18th level)

Wigglethorpe is Castle Haward's ranking mage. He is an odd character with wild hair and tie-died robes. He also tends to sing a song about something called a yellow submarine. What a submarine actually is anybody's guess since Wigglethorpe doesn't tend to explain things, especially when asked. More than one person around the castle thinks that Wigglethorpe is insane, but none would dare admit this to his face.

Feld Hammerspike (male dwarven smith/fighter 5th level)

Feld is the master smith of Castle Haward. Even though most of the Knights' arms and equipment is purchased in Musidora or elsewhere, Feld helps to keep the Knights' equipment battle-ready. When not too busy, he helps out by repairing the weapons and armor of students for a fee.

Cirassa Litecky (female human cleric 17th level)

Cirassa is the top priestess/healer at Castle Haward. She maintains the hospital area. Although her bedside manners leave much to be desired, she is one of the best healers in the Waylands.

Hettie Abdella (female human monk 19th level)

Hettie being one of the few monks in the Castle assists in teaching the students (and Silver Knights) that frequent the castle. He also provides the Council of Nine with insight and a unique perspective on many issues that deal with Knight business.

The Council of Nine

Damien Farslayer (male elven ranger 14th level)

Damien oversees the Knights' scouts and intelligence gathering. Damien is somewhat of a black sheep within the Knights. He seldom wears his silver armor except on special occasions, and he is often away from the castle—preferring to perform a considerable amount of intelligence gathering for the Knights himself.

Humus Giantbane (male human knight errant/cavalier 2nd/10th levels)

Humus is one of Stumpy's sons. Though still relatively young, he has been chosen to fill his father's chair until he returns. Humus is the current acting High General. Less experienced than most of the other council members, Humus longs to prove himself by leading the Knights into glorious battle.

Lianya Kensin (female human paladin of Luvia 19th level)

Lianya oversees the finances of the Knights' endeavors. She has seen many undead horrors in the land before becoming a Knight. Preferring living opponents, she will avoid fighting undead whenever possible. Her best friend in the Castle is K'i-Lin, her unicorn mount whom she tends daily.

Liam Dreamar (male dwarven fighter 16th level)

Liam is the Knights' siege master. He oversees the defenses of Castle Haward. In times of war, he assists in planning the siege of other strongholds. Liam can often be found gambling with Feld Hammerspike.

Milissa Seikaly (female human knight errant 15th level)

Milissa coordinates Knightly activities and interests in the Waylands outside of Castle Haward. Ever since Stumpy's disappearance, Milissa has taken it as a personal quest to find out what truly happened to him. She has had little success thus far, but she has found out that the rumors about the devils are true. To date, the true reason behind the devils' presence in Cenland has eluded her.

Ronna Dirr (female gnome-titan fighter/thief 11th level/13th levels)

Ronna coordinates the day-to-day operation of Castle Haward. Though she has always been loyal to the Knights, Ronna has a thirst for power that is rivaled by few in the Castle. Some suspect that she ultimately desires to be the High General and that she will do nearly anything to achieve her goal.

Sturm "Stumpy" Giantbane (male human cavalier 18th level)

Stumpy was the legendary founder of the Silver Knights. He formed the Knights after he and his companions defeated the psychotic psionicist Alysmyr the Psych. His current whereabouts are unknown. The Knights had heard of a growing host of devils in the land of Cenland. Having fought demons before, Stumpy led an expedition to investigate. He and his party disappeared during the mission. All means to discern the lost party's whereabouts, both magical and mundane, have failed. Even the Gawds appear to be unsure as to what happened. Stumpy has been gone so long that few expect him to return.

Syngyn Hawke (male half-elven fighter/cleric 9th /10th levels)

Syngyn coordinates Knight activities and interests in lands outside of the Waylands. Syngyn is often away from the castle on diplomatic missions and/or seeing to the garrisons and other Knight strongholds around Garweeze World.

Velard Faber (male human paladin of Gazzar-Kree 12th level)

Velard oversees the supply and stocking of food and equipment within Castle Haward. Though one of the least glorious jobs in the castle, Velard performs it admirably. His contentment in the position has long seemed strange to other Council members, but his results have always been outstanding.

Viktor Trumas (male half-ogre fighter 14th level)

Viktor is fairly unique among the Knights. For a half-ogre, he is extraordinarily disciplined. (Few half-ogres have what it takes to become a Silver Knight.) He is a shrewd

the Southern Orc League were to become normalized the value of this coin might rise, on the other hand if the Orc League collapses then these coins will be worthless as money.

Ahh, you are admiring the Kenku Geeg. Yes it looks like a golden egg. As you can see, it is stamped on the bottom with the face of the kenku king. No, I can't tell one bird-man from another, but the kenku I got it from did say that it was their king. The Geeg weighs about 1/5th of a pound. They are supposedly worth 10 gold pieces each. I took them more as a curiosity than anything else.

Yes, it is true that not all money comes in the standard circular shape. The gnomes have perhaps the most variety when it comes to coin shapes. The shape of the coins is different for each gnome kingdom, so they tend to be difficult to sort at times. Some gnomes use square coins, others use triangles, octagons, or even in one case, gear-shaped coins. Interestingly the little blighters have managed for the most part to adhere to the 1/10th of a pound standard for their coins.

Gnome titans have actually developed a bronze coin. Originally the bronze coin, called a Cred, was used only by the military as a means of paying wages. These coins would be spent at special stores operated by the military for their face value. Soon, however, they began to be traded to non-military members for goods and services, but at a lower rate than the military had posted for them. The Creds each have a number stamped on one side and the current general in charge of the gnome titan armies on the other. The number is the amount of gold pieces it is supposedly worth. Typically, the exchange rate from the military to civilian gnome titans is between 50% to 10% of the coin's face value. The value of these coins is even lower outside of the gnome protectorates. Older Creds can sometimes be sold to collectors at a decent profit, especially when the collector doesn't have a particular general's coin.

Even the grel have their own currency. They have made their platinum and hard silver coins in the shape of a four pointed star and sharpened the edges of the silly things. I try to avoid taking these, since I need to keep them in a chainmail belt pouch to keep them from cutting their way out. The grel call these coins Shuriks. Grel have some of the plainest coins I have ever seen. They usually have little more than a geometric shape on them, although some grel who mint coins will put their own face or that of a tribal chief on the coin. This tends to be a short-lived practice, as it typically leads to bloodshed within the tribe.

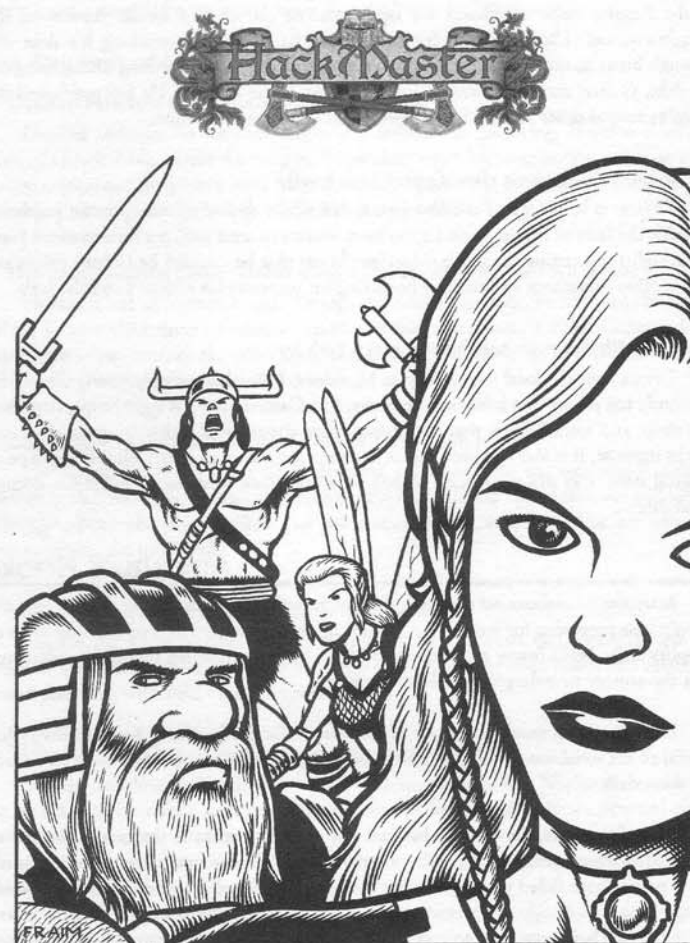
The Empire of Chuun, far to the east, has some of the most attractive coins I have seen. They come with pictures of animals and monsters stamped on them—instead of kings! They even have a jade coin, which has a value on par with Hard Silver, a metal they don't seem to have. I have a number of jade coins with everything from a rat, to a chicken, to a unicorn, to a dragon on them. Strangely enough, the low value coins, such as copper and silver, seem to be the most likely to have an emperor's face on them. I have, on more than one occasion, been able to sell the jade coins from Chuun to art collectors for many times their face value.

The Skithering Yith Monkeys actually do have a small society protected by the Circle of Sequestered Magic. These critters have the strangest currency I have ever seen. The monkeys call their money "bills." They take parchment and inscribe strange runes upon them. Depending on the rune, the values range from a copper to 100 gold coins. Very few apart from magic-users and Skithering Yith Monkeys will accept these "bills," but it is a currency which you may encounter. I rarely accept these bills, and when I do, I exact a steep fee of 90%. There are simply too few people who want them. When I have them in the treasury, I am always willing to exchange them for face value—sometimes even with a discount just to be rid of them.

No, the Circle of Sequestered Magic does not use paper money. They actually mint their own coins. All of their coins are made of brass. They denote the value of their coins with a magic rune, which has certain properties. I don't actually have any of these coins, but it is my understanding that some of these coins can cause light or darkness, others have no weight, some create small illusions on their surface, and so forth. I have even heard that some will heat themselves to any temperature the owner desires, upon command. These coins are said to weigh only 1/10th the normal weight of a coin. It is hard to say what the exchange value for such marvelous money should be. I think many adventurers, some of my best customers, would pay a lot for such coins. I would be most interested in such coins if you were to encounter any. I did overhear that there was an abandoned tower belonging to the Circle of Sequestered Magic located in the Waylands, but surely they wouldn't have left such a prize behind. It is rumored, though, that they simply disappeared one day without any notice.

A final coin with supposed magical properties is the red-gold coins of the realm of the arch-lich, Ararnac Verbanna. Yes, I know his land has a magical barrier keeping him and his army locked within, but some of his coins have nevertheless leaked out. No one really knows why he mints these gold coins that have a rust red color to them. The rumor is that possessing these coins will compel their owner to seek out the arch-lich's realm and, once there, the arch-lich will turn you into one of his undead minions.

Well, that's enough for today. Tomorrow we will discuss the proper weights and purity tests to be used for each type of metal.



PLAYER'S ADVANTAGE

SIZE COUNTS: ROLEPLAYING THE VERTICALLY-ENHANCED IN HACKMASTER

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

"Grog is *not* happy, Perrin!"

Perrin winced at the all-too-familiar bellow from his half-ogre comrade. Grog had been in a foul mood for weeks now, ever since the Company of the Four Winds had cleaned out the lair of the ancient Swack Iron Dragon, Crooksnarl. The group was now rich, their packs stuffed to overflowing with gold and gems, and every member had new and potent magic, besides. Still...

"No, Grog is not happy at *all*!"

The other members of the party—Kyra, Stee-Vin, even little Hojo—all glared in the direction of the half-ogre, then turned to Perrin. "You're going to have to deal with him, Perrin," Kyra said. "You're the only one he'll listen to... I, for one, am getting tired of listening to him shout." The other members of the group nodded in heartfelt agreement. Perrin sighed inwardly as she got to her feet. She made her way to the far side of the camp, where Grog sat brooding.

"All right Grog, what's the matter? You've been upset ever since we killed Crooksnarl, and none of us know why. Wasn't it a good fight?"

The half-ogre scowled. "Yes, good fight."

"And didn't you get rich, just like I promised?"

The scowl deepened. "Yes, Grog rich now. Will be able to buy much beer and many women. That is not problem!"

Perrin threw up her hands in dismay. "Then what in the name of Luvia's blessed bifocals is the problem?"

"This!" Grog brandished a two-handed sword at her, waving the massive weapon in one hand as if it was a toy. "You promise Grog *big* sword, not little toy human sword! Grog's hand barely fits on hilt! When Grog going to get big sword, like you promise?"

Perrin sighed again. It was going to be a *long* trip back to civilization...

Let's face it: most of us in the real world see things from pretty much the same perspective. By that, I don't mean that we have the same opinions—I mean that we see things from roughly the same height off the ground, give or take a foot. Sure, Joe may be shorter than Sharon, and Fred may be the tallest person in the gaming group—but in general, most people go through life looking at things from a point about five or six feet from the ground.

In HackMaster, of course, you have no such restriction. You could be a pixie fairy and stand barely over a foot tall—or you could be a half-ogre and go through life looking down on people. Being very tall or very small has certain advantages and disadvantages. A proper understanding of these can make playing such a character much more enjoyable.

LIVIN' LARGE

The only sanctioned race that falls in the 'large' category is the half-ogre. Being larger than average has its pluses and minuses. For one thing, you can expect to take more damage. Two-handed swords hurt a lot more when you're a large creature, and half-ogres draw more hostile incoming fire than anything but an obvious mage. Buildings in a human community aren't generally built with your unique needs in mind. Imagine a world of doors you can barely fit through, ceilings that require you to stoop to avoid banging your head on them, and clothes shops which stock nothing in your size. This is the situation that the half-ogre faces daily.

Many things humans take for granted are denied to half-ogres. Many people assume that half-ogres wander about clad in loincloths and furs because they're primitive and barbaric. In truth, many half-ogres dress this way because furs and loincloths are all they can find. There are precious few specialty tailors in Garweeze Wurd that cater to the "Big and Tall" crowd, fashioning clothes of appropriate size out of especially sturdy cloth. These shops are rare and are generally only found in large communities with a sizeable half-ogre population. Likewise, most tools are not big enough or sturdy enough for a half-ogre to wield properly. For a good example of this, go borrow one of those toy shovels they make for four-year-olds and try to actually dig a hole with it. Chances are, you won't get very far; you'll have to stoop uncomfortably and the shovel will probably break before you get much accomplished. In order to get tools or equipment sized properly, half-ogres will generally have to have it made special—and pay through the nose in the process. Finally, there's the matter of food. Much of what half-ogres eat would make a strong man queasy, but this isn't simply a lack of taste on their part. Half-ogres have different dietary requirements from normal humans, a result of having one parent who's a strict carnivore. Vegetables, fruits, and grains simply don't do much for a half-ogre, diet wise—his body is acclimated to crave raw meat. Some half-ogres ignore their instinctual cravings in order to fit in, but this generally leaves them irritable, flatulent, and constantly hungry.

Of course, on the plus side, if you're unhappy about the lack of proper accommodations, you can bet that people are going to take it seriously when you complain! Half-ogres command respect, or at least fear, from smaller folk, simply by virtue of their size and strength. If a half-ogre is attempting to intimidate a smaller opponent, a positive modifier for size—say, +10 or even +20—would not be amiss. Half-ogres also have the advantage of reach. A normal human can reach things perhaps 8 or 9 feet off the ground. A half-ogre, on the other hand, could easily reach things 12 or more feet up. 10' deep pits become a mere nuisance when you can climb out of them under your own power... and a human standing on the shoulders of a half-ogre should be able to reach things 20 feet up with ease.

Perhaps the greatest advantage of being big (to a dedicated Hackjockey, at least) is the fact that you get to wield massive weapons that do tremendous amounts of damage. Sure, most of these weapons are heavy, unwieldy, and frighteningly slow... but who cares about details when you have a sword big enough to cleave through small houses? A half-ogre can wield a large weapon (such as a two-handed sword) in one hand, and a huge weapon with two hands.

Huge Weapons Table

Item	Cost	Weight	Size	Type	Speed Factor	Damage S/M/L	Availability Hi/Med/Low
Battle axe, Huge	—	56 lbs.	H	H	2	4d4/4d4/4d4	na/na/na
Spear, Huge ¹	—	40 lbs.	H	P	1	2d6-2/2d6/2d8	na/na/na
Long sword, Huge	—	32 lbs.	H	H	0	2d6/2d8/2d12	na/na/na
Warhammer, Huge	—	48 lbs.	H	C	-1	2d8/2d6/2d4	na/na/na

¹ Extra points subtracted from these weapons is divided by the number of dice used to compute damage with a minimum of 1 hp per die (for example, a giant strikes a halfling with a huge spear and rolls a "1" and a "5" on the dice for damage. Damage is 5 hp since 1 point is subtracted from each die but the "1" cannot be lowered further.

² This weapon inflicts double damage when firmly set to receive a charge.

Shown in the Huge Weapons Table is a small sampling of huge weapons. A complete table of these fearsome tools of destruction is featured in the upcoming HackMaster mega-adventure, *Annihilate the Giants* (October 2002). Note that, as with any item sized for a half-ogre, these weapons will be rare in most areas. Good luck finding an enchanted one, unless the local evil wizard happens to employ a lot of half-ogre thugs!

GAME MECHANIC

By Judy Haber

HMGMA #CO-1-00490-02

I have a house rule for HackMaster with regards to initiative and weapon sizes. I run a sanctioned game, but I don't think this rule detracts from that. It is mostly for realism.

Characters that get two or more attacks in a single round must have the initiative for those attacks separated by 2 segments plus the weapon speed (minus for fast weapons). For example, a player character with a weapon of weapon speed 0 may attack on segments 1 and 4, but not 1 and 2. The reasoning behind this is we picture the character making a strike, having to draw back his weapon, maybe feint, dodge, circle, etc. A segment is a very short amount of time. I can't see a character being able to swing a battle axe twice in rapid succession (i.e., two segments in a row). It's only possible to do so with a dagger, short sword, or other quick weapon... in my game at least.

The other rule of initiative I employ is when using a weapon in each hand. The longer of the two weapons must attack first; the initiative for the smaller weapon has to be adjusted to go after the longer weapon (the above rules also apply). Again, the reasoning behind this is for the sake of realism. A character wielding a long sword and a dagger must get in close enough to his opponent to make a stab with dagger, but can slash at normal fencing range with the long sword. It doesn't make sense to move inside the range of the sword to stab and then move back outside to slash with the sword. Instead, I see the hero slashing with his long sword, feinting inside past his opponents swing to make a stab with his dagger, feinting and circling back outside to begin the dance anew.



Attacking with two weapons could take more than a single sement...

All these situations can and do cause attacks to spill over into the next round, but those are the risks you take in HackMaster.



RUSTLERS OF THE NIGHT

Solomen Faeborn

HMGMA #SC-1-00554-02

Thelia'regis

DESCRIPTION: During the day a Thelia'regis resembles an attractive elven maiden with copper tresses. It is only when the sun falls below the horizon that the true nature of the beast becomes apparent. The nocturnal form of the Thelia'regis is a quadruped with a mane of copper quills and a barbed tail. The head is vaguely lupine with viper fangs and a bony horn on its nose.

COMBAT/TACTICS: Thelia'regis are vulnerable during the day, relying on guile and seduction to lure victims into a false sense of security. Thelia'regis prefer daggers and short swords in their maiden forms but forgo all weapons when in beast form. At sunset the Thelia'regis begins the transformation into her beast form. It takes three rounds to complete the change during which time all witnesses must save versus petrification or be stunned by the horrible transformation of the beauty into a beast. While in beast form the creature can claw

Thelia'regis

AKA: Maiden Beasts
HACKFACTOR: 12
EP VALUE: 3000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M (6' tall) or L (9' long)
MOVEMENT: 18
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 0
NUMBER OF ATTACKS: 1 or 3
DAMAGE/ATTACK: by weapon or 1-4/1-4/1-6
SPECIAL ATTACK: See Text
SPECIAL DEFENSE: Immune to normal weapons
MAGIC RESISTANCE: Standard
HIT DICE: 7+2

twice for 1-4 each attack and bite for 1-6 points. If all three attacks strike the creature receives an automatic bite attack the next round for double the damage. Normal weapons bounce from the creature's hide unless magical or blessed. Once a day a Thelia'regis can cast phantasmal fireball as a seventh level magic user but only in maiden form.

HABITAT/SOCIETY: These creatures are solitary hunters that feed on humans, demi-humans, and humanoids alike. Once every few months they mate with a willing male that later becomes prey. It takes three months for the 1-4 cubs to be born. These cubs do not develop a humanoid form until they are three years old at which time they are fully mature. Cubs immediately begin hunting within a week of birth and are rarely found with their mothers.

ECOLOGY: The exact origin of these creatures is unknown. It is known that they



Beware the comely face and attractive figure of the Thelia'regis.

are evil carnivores that feed on humanoid flesh. Some sages believe that they are related to lamias but this has yet to be proven.

YIELD:

Medicinal: The gall fluid of a Thelia'regis can cure male pattern baldness with a 5% occurrence of unnatural side effects.

Spell Components: Nil

Hide/Trophy Items: The horn of a Thelia'regis can be carved into a rod of gender bending.

Treasure: B, U

Other: Nil

Pixie Wolf

DESCRIPTION: Pixie wolves in pixie fairy form have no distinguishing traits, although the more careless ones may have blood-stained clothes. They can transform into hybrid creatures, with lupine features, fur, claws and pixie fairy bodies complete with bushy antennae and furry wings. 20% can also change into dragonfly-winged wolves with red eyes that glow in the dark.

COMBAT/TACTICS: Pixie wolves in pixie fairy form will use weapons common to their occupation or class. In packs, females and young encourage the adult males to attack more viciously. If a female is attacked, the male pixie wolf fights at +2 to hit and does full damage for each successful blow. If young cubs are attacked, the female gets +3 to hit and does full damage. Cubs never attack and are fully grown within a month.

HABITAT/SOCIETY: Pixie wolves are exiled from pixie fairy society when they are discovered, keeping their own company and running in packs. Pixie fairies whose birth mothers contract lycanthropy are infected on their next reincarnation. Pixie wolves that are reborn from uninfected mothers are cured of the disease.

YIELD:

Medicinal: Drinking the blood of a lycanthrope will automatically infect the imbiber.

Spell Components: The blood of any lycanthrope can be used for a rare spell that causes lycanthropy.

Hide/Trophy Items: Nil

Treasure: B

Other: Nil

Pixie Wolf

AKA: Lupinus Fairykin
HACKFACTOR: 3
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-16
SIZE: T (1-2' tall)
MOVEMENT: 8", 20" Fl/8", 20" Fl/4", 18" Fl
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5/5/7
NUMBER OF ATTACKS: 3 or 3 or 1
DAMAGE/ATTACKS: 1-4/1-4/2-4 or 1-3/1-3/1-6 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Silver or +1 to hit
MAGICAL RESISTANCE: Nil
HIT DICE: 3

Curhackule

DESCRIPTION: These shape-shifting beasts can appear to be any form of dawg but are in reality vicious otherworldly predators. In their true form they have vaguely canine bodies with the head of a giant rot grub sprouting from their necks. Behind each shoulder are two barbed green spines and the tail is long and reptilian, ending in a squid-like pad. The grub head is mottled gray and a row of black spots on either side act as eyes for the beast. Two long slimy tentacles also sprout from the neck, acting as the creature's tongues.

COMBAT/TACTICS: Curhackules use their ability to appear like dawgs to get near human and demi-human settlements. If other dawgs are present they kill and replace them because dawgs can automatically sense that these creatures are not truly canine. When they attack they assume their true form, which takes 3 segments to accomplish. The Curhackule attacks with both clawed paws for 1-4 points of damage and bite for

Curhackule

AKA: Corruption Hound, Doppeldawg
HACKFACTOR: 5
EP VALUE: 1500
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal to Semi (1-3)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-8
SIZE: L (10' long)
MOVEMENT: 15
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NUMBER OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/1-12
SPECIAL ATTACK: Burrow to heart
SPECIAL DEFENSE: See Below
MAGIC RESISTANCE: Standard
HIT DICE: 7



The shape-shifting Curhackule can appear as any sort of dawg.

1-12. If a curhackule deals 12 points of damage with a single bite the victim must save versus death magic or die instantly as the curhackule consumes his heart (even if the victim is successful he is still subject to penetration damage as normal). In their natural form they cannot be surprised due to a keen sense of smell and multiple eyes.

HABITAT/SOCIETY: Curhackules are from an unknown demiplane that leaks into the prime material plane when the moons align. A few packs of these beasts have taken up permanent residence on Garweeze Wurd.

ECOLOGY: These beasts are efficient predators that feed on canine and humanoid flesh alike. They seem to favor the taste of dwarves and pixie fairies.

YIELD:

Medicinal: Using parts from a corruption hound for medicinal purposes will kill the patient in two rounds.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil



MAGE'S ADVANTAGE MAGICAL FOOD, IS IT GOOD FOR YOU?

Paul Glozeris

HMGMA #IL-I-00221-01

People ask me all the time, "Why run around with a sausage of fiery dragon breath? Why not just use a potion of fiery breath? It seems to be a lot of extra work to make magical food when a good old potion will do."

Boohoo! To them I ask, "Why *not* enchant that food?" Your character has to eat and drink, so he might as well have that food he's lugging around have a second purpose. Stay versatile. After all, pack space is valuable on those adventures.

Another excellent reason to use magical food as opposed to potions has to do with saving throws. Once again, you've fallen into a pit trap and your potions are required to make saving throws to see if they broke (as usual). The glass probably shattered on

impact, but that loaf of bread would be just fine. Saving throws of food are *much* better overall compared to the saving throws of potion bottles.

Magic food creation is an excellent retirement career for old adventures to bank on. This type of food is very sought after and can fetch 2 to 3 times the value of the plain potion equivalent.

SO HOW DO I MAKE MAGICAL FOOD?

First off, the food that will be prepared must be of superb quality, prepared by someone with cooking skill of mastery level or better. Preparation of the magical chemicals requires the alchemy skill at mastery level or better. The potency and shelf life of magical food can be enhanced by the use of magical utensils during its preparation. Some examples include using the "legendary" spatula, mixers of high speed blending, and the Somreht cooking pot container. Attempting to prepare non-superb quality food or preparing the food with a less than mastery level in alchemy will result in unknown spell-mishaps being enchanted within the food. Eating such mis-enchanted food is a risky endeavor, indeed.

There are an infinite number of combinations of magic and food, from love chocolates to prunes of youth. Typically, magical food is baked and prepared by creative cooks. Many wondrous recipes are listed in the great cookbooks such as; *Zentar Can Cook a Beast, So Can You!* Here is a sample from the creations listed in that book so that you may begin cooking:

Zombie Cheese

An awful cursed cheese. Originally created by the twisted and demented evil cook Lujia with a piece of Limburger, this cheese turns the eater into an undead zombie permanently. To create the cheese, a potion of undead control, polymorph, and stinky cheese (limburger, but any stinky cheese will do) must be combined. It must then be buried in a crypt for at least a month. (Value: 7,000 GP)

Mama's Sugar Cookies

There's nothing like a sugar rush to give you that extra perk. Made by combining the ingredients of a potion of haste, π cups sugar, π cups water, 1 egg, 3 ts honey, 2 cups flour, and 1 ts baking soda. Bake at 375 degrees for 12 minutes. Adding extra sugar will increase the duration of the haste effect by 1 round for each π cups added up to 1 cup. But it should be known that the eater of these delicious cookies comes off his sugar high he will be slowed for thrice as long as he was under the effects of the hasted sugar cookies. (Value: 1,200 GP per dozen)

Explosive Beans

A dangerous meal, often fed to unsuspecting first year graduate students. Any who consume these beans must make a Constitution check. If they save, there will be no effect. Failure, on the other hand, means that they will take 6d4 points of damage 1d4 turns after ingestion. (Value: 8,000 GP)

Alarm Fire breathing Dragon Chili

Everyone has heard of it. Truly, it is a popular dish. It is similar to a potion of fire breathing. For each tablespoon of pepper used in the preparation, the breath will do 1d4 points of damage and the eater will take 1d2 points of damage. The cone will extend 30' outwards from the mouth of the eater. A maximum of 10 tablespoons is the acceptable legal limit in the Fangaerie and most other civilized areas. Regardless, the occasional chef has been known to exceed that limit with deadly effect. (Value: 12,000 GP)

Beso Healing Tea

One cup will heal 1d4 hit points. Up to 4 cups may be consumed per hour. There is a 1 in 10 chance that the tea will also cure a natural disease with a night of good comfy bed rest. (Value: 800 GP)

Carrots of Infravision

While the infravision solution can be soaked into any vegetable, it seems to have the best effect when applied to carrots. (Value: 2,000 GP per bunch)

Fizzy Lifting Brew

This is an ale drink that will cause the drinker to float upwards for 4 hours. (Value: 800 GP per pint)



MAGE'S ADVANTAGE

TROUBLE'S BREWING: ALCHEMY AND HERBALISM IN HACKMASTER

Benjamin Pierce

HMGMA#NY-1-00197-01

Alchemy and herbalism: two words that can make a player's eyes light up (and make his GM groan with dismay). Between the two, a player can brew his own healing potions, identify magical potions, concoct acids and poisons... why, the sky's the limit! With a high enough skill level, there's nothing a cunning alchemist couldn't accomplish! Aqua regia! The transmutation of lead into gold! A diet soft drink that really does taste like the real thing!

Whoa. Slow down, there, hoss. Before you go gallivanting off, beaker in hand, there are a few things you should keep in mind. While alchemy and herbalism are useful, there are limits to what they can accomplish. These skills take time, require tools and facilities for anything but the most basic uses, and can have very nasty side effects if you screw things up.

To begin, it behooves us to take a good look at exactly what each skill can do. To the common dung-footed peasant of Garweeze Wurd, alchemy and herbalism look pretty much the same. You take some bizarre ingredients, mash them up, mix them in a beaker, and somehow magically come up with a mixture that will do what you want it to do. Even the more educated sometimes assume that alchemists work with powers and reagents, herbalists work with plants, and that's that.

The truth is much more complex. Alchemists specialize in the production of chemical compounds. The sources of these chemicals vary widely. An alchemist might gather saltpetter from bat guano and sulfur from bat guano and then mix them together with powdered Boalisk scale and licorice root. (Why he'd do this, we don't know, as all it would do is produce a tremendous stench—but he might.) The alchemist's expertise is on the production end—he knows a wide variety of chemical mixtures, and knows what ingredients he needs for each.

Alchemy has many uses. A skilled alchemist can identify magical potions without actually tasting them—a useful thing, if the potion happens to be a dangerous one! Such identification requires an Alchemy skill check at a penalty of 25% to the roll. A successful check will identify the potion. A failed check indicates that the alchemist is unable to identify the poison. A check that fails by more than 50% means that the alchemist believes the potion to be something entirely different—a Potion of Healing instead of a Potion of Delusion, for example, or an Elixir of Youth instead of a bottle of orc urine.



Alchemists can also apply their skill in other ways. An alchemist with the right supplies can test metals to see if they're genuine. Such testing confers a bonus of +20% to an Appraisal check if done at the same time. While the alchemy skill doesn't allow for the production of magical potions, it is a significant advantage to mages attempting to produce such potions. A mage of at least 7th level who has achieved Mastery level in Alchemy may dispense with the services of another alchemist and do all the work himself.

In order to use his skill to fullest benefit, an alchemist needs a lab. The costs for such a lab are covered on page 211 of the HackMaster GameMaster's Guide. Without such a lab, an alchemist is severely restricted in what he can do. He can attempt to identify magical potions, metals, and unknown compounds, but at a -10% penalty (in addition to any other penalties). An alchemist without a lab cannot concoct mixtures and potions. With the lab, however, the alchemist may brew a wide variety of compounds and mixtures. Such mixtures vary in cost (see the chart below.) Reagents aren't cheap. On the other hand, many of the compounds an alchemist produces can be sold for a tidy profit—unless otherwise noted, an alchemical mixture sells for twice the cost to produce. Such mixtures also take time to produce. As a rule of thumb, an alchemical mixture takes an hour to produce for every 10 GP of cost.

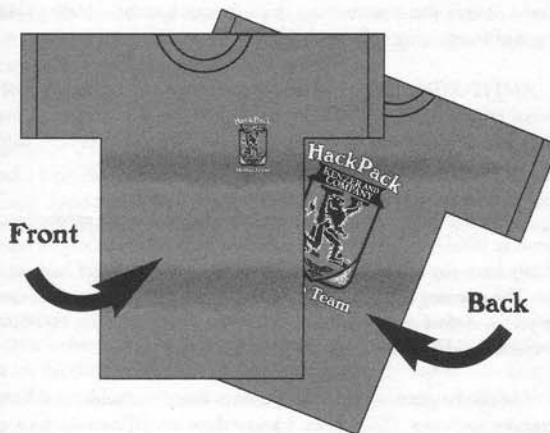


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The herbalist, on the other hand, has a field of knowledge that is both broader and more limited. The herbalist has an in-depth understanding of plants and their uses. While an alchemist might be able to tell you that willowbark tea is good for a headache, the herbalist could tell you where to find the willowbark, what time of year was best for harvesting it, and the proper methods of drying and infusing to ensure maximum potency. He could also rattle off a half-dozen other uses for other parts of the willow while he was at it—uses of which the alchemist would be completely ignorant.

The herbalist's art is not as spectacular as that of the alchemist. Most of his concoctions won't fizz, smoke, or explode—but they are just as useful. Herbalists can produce powerful healing compounds, hallucinogens, and mind-influencing potions. Likewise, their studies into the more lethal species allow them a thorough understanding of poisons—an understanding that the alchemist lacks.

Unlike an alchemist, an herbalist doesn't need elaborate paraphernalia and tools to prepare his potions. A mortar and pestle, a kettle, and a few simple gathering tools usually suffice. Unlike the alchemist, though, the herbalist seldom maintains a stock of anything but the most common herbs. Components for each potion must be gathered individually, at the peak of freshness, and this takes time. An herbalist may buy components as an alchemist would, or he may seek them himself. A successful Botany skill check is required to successfully find the components, and the herbalist must venture out into the wilderness—a risky proposition at best! The Botany check is penalized by 1% for every 5 GP of cost. Finding the ingredients for an antitoxin, for example, would necessitate a Botany check at -15%. Still, this can be useful when the herbalist is short on cash, or the GM rules that no one is selling herbs in the immediate vicinity.

Shown in the Table entitled Common Potions, Mixtures and Compounds are some of the most common potions, mixtures, and compounds produced by alchemists and herbalists. This list is by no means comprehensive; the GM will need to adjudicate PC efforts to produce other mixtures.

ACID: Acids are covered on page 207 of the HackMaster GameMaster's Guide. The acids produced by alchemists conform to these rules in every way.

ADHESIVE I: This thick, paste-like glue will bond porous materials with reasonable strength. It can be used on wood, paper, and similar materials, and will require Strength 12 or greater to break apart. The glue has a set time of 1 hour.

ADHESIVE II: This fast-drying adhesive is much more potent than Adhesive I, and can be used on non-porous materials. It has a set time of 5 minutes. Once set, a bend bars/lift gates roll will be necessary to break the bond. Glue swords to scabbards, helmets to heads...whatever. A million and one uses, most of them amusing!

ANALGESIC: Painkillers come in all varieties, and every alchemist or herbalist who's ever had to deal with a noisy apprentice has a favorite. Recipes can be as common as willowbark tea, or as exotic as Extract of Gelatinous Cube (for those nasty muscle aches—not to be taken internally). Analgesics can negate the effects of the Migraine flaw, or boost a saving throw against pain-related effects by +2.

ANTIDOTES: In addition to poisons, herbalists can also brew antidotes. Each antidote must be tailored to a specific poison (an antidote for Withering Blue, for instance, wouldn't work for another J-type Ingestive poison). The costs and difficulties are exactly the same as for the poison itself. Administering an antitoxin doesn't negate damage already done, but halts any further damage from the poison.

ANTISEPTIC: There are many useful antiseptics, and most of them sting like the dickens. Proper use of antiseptics in conjunction with a Healing skill check reduces the chance of contracting a disease by 40%.

ANTITOXIN: This is not an antidote, but instead a mixture of counter-agents for a broad range of poisons. Drinking an antitoxin will not negate damage already done by the poison, but will add a +2 bonus to saves against subsequent damage. This bonus is cumulative with the bonus for a successful Healing check.

APHRODISIAC: There are literally thousands of aphrodisiacs to be found on Garweeze Wurd, ranging from Gorsh Root to powdered Gorgon horn. Very few of these actually have any effect, but quite often, the patient's belief leads to improved performance. The upswing is that a really impressive-sounding aphrodisiac can command impressive prices. A dose of aphrodisiac will sell for anywhere from 100-500 GP, depending on the market and how exotic the substance is.

BASES: In game terms, bases perform exactly as acids, and have the same strength categories and costs. (Yeah, yeah, I know there are differences. It's a game. Put down the chemistry books.) An acid and a base of equal strength will neutralize each other.

Common Potions, Mixtures and Compounds

MIXTURE	ALCHEMY?	HERBALISM?	COST	SKILL CHECK
Acid A	Yes	No	10 GP	0
Acid B	Yes	No	20 GP	0
Acid C	Yes	No	50 GP	-10%
Acid D	Yes	No	100 GP	-15%
Adhesive I	Yes	Yes	10 GP	0
Adhesive II	Yes	No	100 GP	-10%
Analgesic	Yes	Yes	5 GP	+10%
Antidote	No	Yes	Varies	0
Antiseptic	Yes	Yes	10 GP	+10%
Antitoxin	No	Yes	75 GP	-10%
Aphrodisiac	Yes	Yes	50 GP	0
Bases	Yes	No	Varies	0
Burn Salve	No	Yes	5 GP	+10%
Counterscent	No	Yes	25 GP	0
Defoliant I	Yes	No	25 GP	0
Defoliant II	Yes	No	150 GP	-10%
Dye Bombs	Yes	Yes	25 GP	+10%
Fire Mix	Yes	No	10 GP	+10%
Flash Pellets	Yes	No	50 GP	-10%
Healing Potion I	Yes	Yes	50 GP	0
Healing Potion II	Yes	Yes	100 GP	-10%
Love Potion	No	Yes	250 GP	-20%
Poisons	No	Yes	Varies	0
Skin Dye	Yes	Yes	10 GP	+10%
Smoke Bombs	Yes	No	50 GP	0
Stimulant	Yes	Yes	10 GP	+10%
Stink Bombs	Yes	No	50 GP	0
Truth Serum	No	Yes	250 GP	-15%

BURN SALVE: This salve, usually made from aloe or similar ingredients, helps prevent blistering and soothe burned skin. Applying it within three rounds of the initial burning will restore 1-4 hit points and reduce the chance of scarring by 25%.

COUNTERSCENT: Counterscent is specially formulated to mask the scent of a creature. One dose will mask a man-sized creature for 2 hours. During this time, the creature cannot be tracked or detected by smell alone.

DEFOLIANT I: This whitish powder is used to kill annoying plants. It will kill most normal plants (up to the size of saplings) within 24 hours of application. Plant creatures will take 1-4 points of damage per dose. One dose is enough to cover a 5 square foot area, or affect one plant creature.

DEFOLIANT II: A more powerful defoliant, this one will cause normal plants to wither within 10 minutes. When used against a plant creature, it will inflict 4-24 points of damage. In all other ways, it is identical to Defoliant I.

DYE BOMBS: A dye bomb is a packet containing a powerful, indelible dye. Anything covered in this dye will be stained—usually some luridly bright color. Such dye cannot be washed off—most objects will be stained permanently. Living creatures will gradually return to normal over a period of 1 week. Dye bombs are handy for marking thieves, or locating invisible opponents.

FIRE MIX: This is simply a mixture of viscous and highly flammable substances that will ignite with a single spark. Using fire mix gives a +75% bonus to a Fire-building check. If used as a weapon, fire mix functions exactly as a flask of oil. Many barbarians love using prodigious amounts of fire mix, particularly when starting a cooking fire—the 'mushroom cloud' effect is considered a good omen by some tribes.

FLASH PELLETS: When struck or thrown against a hard surface, these small pellets burst with a loud bang and a bright flash of light. Those looking in the direction of the pellet must save vs. spells or be blinded for 1-3 rounds.

HEALING POTION I: The ever-popular "herbal healing potion" isn't as good as magic, but it's handy to have in a pinch. These potions invariably taste nasty, but restore 1d6-2 points of damage.

HEALING POTION II: A much stronger healing compound, this one restores 2d4 damage. However, the potion is strongly alcoholic in nature, with a potency of 40% and a value of 1.

LOVE POTION: Quite possibly the most-requested alchemical brew, the love potion doesn't work quite as well as advertised. The individual consuming the potion will have his or her inhibitions generally lowered, but will not magically fall in love. For 24 hours after consuming the potion, the victim will treat all members of the opposite sex and same general species as if they had a Comeliness 4 points higher than the actual score.

unless a successful save versus poison is made. The would-be suitor is well advised to use this potion in a secluded, romantic setting.

POISONS: The production of poisons by herbalists is covered on page 207 of the HackMaster GMG.

SKIN DYE: Smudge-proof and guaranteed not to run, skin dye comes in a variety of colors and will last for up to a week, unless washed off with alcohol.

SMOKE BOMBS: When lit, a smoke bomb produces a thick, billowing cloud of smoke, sufficient to obscure vision in a 10' by 10' by 10' area. Smoke bombs come in a variety of colors.

STIMULANT: We're not talking about elderberry tea here, or the triple-sugar chocolate truffles the apprentices favor. This is a powerful stimulant designed to keep the user awake and alert. Using such a stimulant reduces the amount of sleep required by 25%. There are, however, risks to prolonged use. After a week of using such a stimulant, the user temporarily loses a point of Con. He or she will lose another point of Con for every three days of use thereafter, as his body gets more and more worn down by the lack of proper rest and the strain of powerful stimulants. These points only return with a solid week of rest and relaxation.

STINK BOMBS: When lit, a stink bomb produces a ghastly, billowing cloud of stench with the same volume as a smoke bomb. Anyone within this cloud must make a saving throw vs. poison or suffer a -2 to all to hit and damage rolls due to nausea. This effect lasts as long as they remain in the cloud, and for 1 round thereafter.

TRUTH SERUM: A narcotic compound designed to make the imbiber pliant and suggestible. If the victim fails a saving throw vs. poison, the questioner gets a +50% bonus to Interrogation rolls for 1 hour.

MAGICAL METALS

By Solomen Faeborn

HMGMA #SC-1-00554-02

ORIHALICON: This yellow metal is created alchemically by mixing mercury and gold with the blood of a Gorgon. It is difficult to forge, but is extremely durable and lightweight. Armor fashioned from this material has the added benefit of being sympathetic to a creature's musculature system, doubling any bonuses derived from strength. The process for creating this rare alloy is known only to a select few and is seldom given out.

CELIDIUM: This rare metal is actually a mineral compound fermented from the blood of a Swack Iron Dragon. When exposed to oxygen it glows blue and tingles with pent up energy. Exactly 50 lbs of this material can be extracted from the corpse of an adult Swack Iron Dragon, although any flaw in the extraction process will ruin the entire haul. Items made from this material are perfect for enchantment and tend to hold up better than items made of lesser materials.

BARJACK GOLD: This alloy of gold, adamantium, and steel is an extremely durable metal. Armor made from this metal is lightweight and is excellent for enchanting. It is only produced by the elves of Aelidea. They keep the process for creating this metal a closely guarded secret.

ZERIDYL: This slick, black metal is a mystery to most. Gagwallers have been known to craft items from this strange alloy. Little else is known about it except that it is warm to the touch. It is extremely hard to damage and is impervious to psionics.

Magical Metals

Metal	AC Adj.	Armor Points	Weight Adj.	Cost Adj.	Maint. Adj.
Orihalicon	+2	+2	-75%	x1000	x20
Celidium	+1	+4	+10%	x700	x12
Barjack Gold	0	0	-15%	x2000	x35
Zeridyl	+1	+12	-5%	x2000	x50



HAVENS OF HACK

This issue marks the debut of Havens of Hack. These are "plot hooks" or extended encounters depending on your perspective. It's something to use to fill in the idle 45 minutes when your campaign ends early, the thing you use to teach your little brother HackMaster or even the demo item to run at a con or game store. The hooks themselves don't have monsters and treasure and stats, but rather are meant as a starting point from which you as a GM can proceed. Ideally with a group of these you have the makings of a palette of adventures to fill in the gaps in the map or the ideas you haven't tried. This issue's example is a wonderful one, equal parts mystery and discovery that can mark your PC's introduction to Gagwallers and their weird habits. Hack On!

Havens of Hack is a test run and we would like to know whether or not this kind of feature is useful to you. So please, take a moment to drop an e-mail to hackjournal@kenzerc.com and let us know if Havens of Hack is a thumbs up or thumbs down.

GAGWALLER RESEARCH OUTPOST

Solomen Faeborn

HMGMA #SC-1-00554-02

THE HILL

The birds are oddly quiet as you near the hillside. Getting closer you can see two large metal doors glinting in the sunlight. Each door is seven feet tall and covered with strange runes. A strange humming noise can be heard as you approach the hill and a sense of ominous foreboding fills the air. Next to the door is a small panel covered with glowing red buttons.

GM Info

These doors lead to a Gagwaller outpost deep within the earth. If any of the players can read Gagwaller they will see the phrase "Enter those who would be friends." Typing this phrase into the keypad will open the door. The only other way to open this door is to hit the keypad with electricity. The doors slide away from each other and disappear into the hill. Any attack against the doors will be deflected and anyone typing anything but the correct phrase will suffer 1-8 points of damage as a bolt of energy lashes out from the console.

The Elevator

The doors slide open revealing a single room that is large enough for several people. The humming noise is louder now; a strange metallic sound. The walls have a silver sheen and the floor is carpeted with a tough black material. A single glowing orb on the ceiling provides a soft illumination that adequately fills the room. A button is set in the far wall, displaying a red rune.

GM Info

This room is 20' by 20' by 20' and is merely a cargo elevator leading down into the main complex. Pushing the button, which says, "activate" (in Gagwaller) will cause the doors to slide shut and the entire room to descend rapidly.

Main Room

The doors slide open revealing a large room. Strange equipment flashes from the walls and ceiling and a large desk with buttons and scrying mirrors built into it takes up most of the floor. Three doors lead from this room, one on each side. A startled Gagwaller turns to face you from the desk, grabbing for a strange wand-like device from his belt.

GM Info

The Gagwaller at the desk is caught completely off guard. He was expecting a Gagwaller research crew to be coming down on the elevator. After the first round of combat he hits a button on the console that sets off an alarm. If the adventurers can keep the Gagwaller away from the console by physical means he will be unable to sound the alarm.



Gagwallers, as featured in Hacklopedia of Beasts Volume 3, page 44

If the alarm does sound, 1-6 of the remaining six Gagwallers runs into the room from the left door. Those that do not attack set up an ambush within the room. If the alarm does not sound, all six will be in the room when the adventurers enter.

The Living Quarters

This room is apparently a living area. Six bunks with twelve sleeping racks line the back wall. Next to each bunk are two lockers. To the left is a trough shaped device with twelve spigots above it. Each spigot has two knobs. A globe on the ceiling provides ample light. A table sits in the middle of the room with the remains of a complicated card game in progress scattered across its surface.

GM Info

This is the room through the left door. If the alarm did not sound the six Gagwallers in this room will be caught playing a card game. If the alarm sounds, the Gagwallers that remain in the room will draw their weapons and spread out to focus on the door. When the door opens they will all open fire on the person opening the door.

The lockers contain the following items:

- 1 A gagwaller to common to gagwaller dictionary (anyone with an intelligence of 19 can gain a 25% insight bonus to the gagwaller language after 3 hours of reading), a picture of a female Gagwaller and a gold necklace (worth 20 gold).
- 2 A book of Gagwaller pornography, a fluffy purple blanket, and a deck of cards (320 cards)
- 3-4 Empty
- 5 A Gagwaller bible
- 6 A strange square device with four buttons (a music player, the buttons are play, fast forward, rewind, stop.), and five square cards (music disks that fit into the player).
- 7 A picture of a Gagwaller family.
- 8 Empty
- 9 A broken Belt of Planeshifting
- 10-12 Empty

The spigots have running water. The left knob is hot and the right knob is cold.

The Armory

This room is lined with rows of strange looking devices. The walls are padded with a strange green material and the floor is carpeted in a purple material. A globe on the ceiling provides ample illumination.

GM Info

This room is through the right door.

There are six Gagwaller ray guns in charging holsters against the wall. There are 1-20 other weapons of various designs that are far too alien for a player character to wield. Sages will pay 1,000 gp or more for these weapons.

A Long Hallway

This long hallway has metal walls and a rubbery floor. A globe illuminates every ten feet in a harsh white light. Four metal doors are visible along the wall. Two doors are on each side and the hallway ends in a huge double door. Each door is emblazoned with red runes.

GM Info

The doors lead to the following rooms

- 1R Experimentation Room
- 2R Dissection Room
- 1L Zoo
- 2L Failed Experiments
- End Dimensional Shift Chamber

Experimentation Room

Several different tube shaped devices line the far wall. Each tube has a set of controls built next to a glass panel that leads to the tubes interior. Each tube is also emblazoned with different symbols above the entry point. The globe illuminating this room is very bright and several odd lenses are positioned in front of each tube.

GM Info

There are four different types of tubes in this room. The first type controls the shape of the subject as a polymorph other spell. The second is a virtual training machine. The third is a cryogenic sleep chamber and the fourth is a disintegration device.

Shape shifting tube

This tube changes the form of the test subject as the polymorph other spell but it uses technology that negates the system shock roll and the intelligence check associated with the spell. The device itself weighs 1000 lbs and is extremely difficult to move. If successfully removed from the complex it will work for 1-4 years before running out of power. To get a desired effect an operator must be able to read and write gagwaller. Playing with the controls without the appropriate language skills gets one of the effects shown in the table entitled Gagwaller Shape Shifting Tube (1d100).

The transformation takes two rounds. When the device is activated it latches shut and floods with a glowing blue fluid. Opening the entry panel while the transformation is in progress requires a combined strength of 32 and can have unforeseen results on the subject within (at the GM's discretion).

Virtual training tube

The virtual training tube fills with a yellow fluid when activated. The fluid acts as a brainwave enhancer that floods the subject's mind with information. The device weighs 1000 lbs and can last for 1d4-1 years before running out of energy. The following skills can be learned from the machine but any benefit from the machine can only be gained once.

- 1 gagwaller language +30%
- 2 Gagwaller customs and etiquette +30%
- 3 Botany +10%
- 4 Gagwaller culture +30%
- 5 First aid skill suite +10%
- 6 Survival skill suite +10%
- 7 Surgery Tools +25%
- 8 Engineering +30%

Gagwaller Shape Shifting Tube (1d100)

Roll 1d100	Resulting Effect
1	A red haired human female. Age 16
2	A black haired human male. Age 20
3	A blonde dwarf male. Age 79
4	A pink haired pixie fairy female. Age 3
5	A bald half-ogre male. Age 32
6	A blonde half-orc female. Age 19
7	A blonde human female. Age 14
8	A red haired half-elven male. Age 26
9	A gray haired human female. Age 67
10	A female Gagwaller. Age unknown
11	A male Gagwaller. Age unknown
12	A brown haired sylvan elf male. Age 118
13	A blonde high elf female. Age 62
14	A red haired dwarf female. Age 45
15	A drow male. Age 154
16	A black-haired grel female. Age 123
17	A brown-haired halfling female. Age 17
18	A green-haired pixie fairy male. Age 5
19	A blonde well endowed (+4Com) human female. Age 22
20	A misshapen (maimed) half-orc male. Age 37
21	A brown-haired halfling male. Age 22
22	A red-haired gnome male. Age 63
23	A blonde gnomeling female. Age 40
24	A brown-haired human female. Age 12
25	A blonde-haired human male. Age 46
26	A black-haired half-elven female. Age 26
27	A drow female. Age 124
28	An attractive (how can you tell?) female Gagwaller. Age unknown
29	An attractive (how can you tell?) male Gagwaller. Age unknown
30	A white haired high elf male. Age 328
31-60	Change Gender
61-70	Change Age 1-50 +15 years, 51-100 -15 years
71-100	GM Choice

Cryogenic sleep chamber

Anyone inside this tube when it is activated will be covered in a light blue frothy fluid and flash frozen. Once activated the tube will not open until its set time has elapsed or a countermand code is inputted. The device is set for 1d100 years and can only be deactivated with the countermand code (written in gagwaller above the console.). It cannot be opened by any other means short of complete destruction, which will also kill the subject. The device weighs 1000 lbs.

Disintegration tube

As the name implies, anything within this tube when it is activated will be destroyed. It is firmly grafted to both the floor and the ceiling and cannot be removed from the room.

Dissection Room

This room is white with the bite of ammonia wafting on the air. A large gurney, complete with metallic straps and belts, adorns the center of the room. From the center of the ceiling hangs a wicked assortment of scalpels and other medical equipment that is unfamiliar. Scattered equipment lines the walls and 12 blood-spattered smocks hang from hooks on the wall.

GM Info

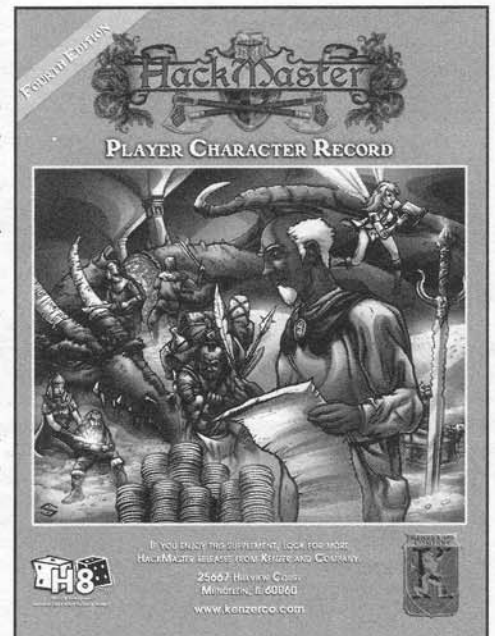
Anyone touching the equipment on the ceiling has a 1 in 4 chance of activating it. Once activated it will slice and cut with 1-8 scalpels for 1-4 points of damage apiece and shoot with 1-4 cutting lasers for 1-10 points of damage each.

A small green cube hidden against the wall is a personality swapper. If it is placed with the correct sides facing targets it will transfer the mental faculties of one body into another. Once removed from its power source in the wall it will lose its charge after 1 hour.

An extendable spigot in the wall contains a neon purple salve capable of healing 1-12 points of damage per dose. The spigot is labeled with the Gagwaller rune for "healing".

Two spigots on the wall are located under a sign that has the Gagwaller rune for "hormones" emblazoned in red above them. The spigot on the left is dark blue and the

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spigot on the right is mauve. One dose taken orally will cause the imbiber to double over in pain. If a male ingests the mauve fluid he will over the course of 1-6 rounds have his gender reconfigured. If instead he took the blue fluid he will gain 2 points of strength. Females imbibing the blue liquid will also change gender and the mauve fluid will cause a female to gain 2 points of comeliness.

Zoo

Several cells with glowing fields of transparent energy sealing them off line the back wall. Each cell has a control panel next to the entrance and a master lever on the left wall controls all of the cells. Several animals can be seen in the cages and two of the cells contain humanoids. One of the cells contains a half-elven girl wearing torn breeches and a badly stretched and ripped silk jacket that is much too small and another contains a halfling lad wearing robes that are way too big. On closer examination it is also apparent that he is wearing an overlarge corset and hose.

Cell contents

- 1: 4 osquips
- 2: 3 rust monsters
- 3: Ferdinand Hidetanner (See Below)
- 4: 1 gorizzla
- 5: 4 man-eating ferrets
- 6: 2 ettercaps
- 7: 3 elven dawgs
- 8: Alyssa Morningsun (See Below)

Ferdinand Hidetanner

Ferdinand was the son of a well to do halfling merchant before he was caught by the Gagwallers. After they finished their experiments they left him trapped in the body a half-elven dancer. He will beg the adventurers to free him, offering money and a good standing with his father's business. He is not above using his new body to convince the adventurers to let him go. If he is returned to his natural state he will make good on his offer to put in a good word with his father.

Abilities

- Strength: 13*
Dexterity: 17*
Constitution: 11*
Intelligence: 14
Wisdom: 8
Charisma: 15
Comeliness: 19*
*attributes of alternate body
HD: 1 (24hp)

Alyssa Morningsun

Alyssa was a low level mage who used dancing as a means to pay for training. She was captured by the Gagwallers while sleeping. When she awoke she was strapped to the examination table (See Dissection Room) next to what was apparently her own body. She is emotionally distraught by the experience and doesn't speak much. While Ferdinand is wheeling and dealing to negotiate freedom she simply weeps softly to herself. If she is restored to her natural body she will be extremely grateful. She has contacts within a nearby mages guild that can halve the training costs for any mage in the rescuing party.

Abilities

- Strength: 9*
Dexterity: 15*
Constitution: 10*
Intelligence: 17
Wisdom: 14
Charisma: 16
Comeliness: 12*
*attributes of alternate body
HD: 3 (31hp)

Room of Failed Experiments

The stench hits you even before you enter the doorway. The fetid odor of unwholesome and unclean things roils from the room in a thick miasma of rot and decay. Strange mewling and scratching sounds can be heard from within. Upon entering the room you are hit by a sight so repulsive it causes your gorge to rise. The mutilated and twisted bodies of humanoids and animals alike twist and thrash behind a crackling field of energy. Tentacles and tongues sprout from misshapen heads and eyes loll from their socket as the wave of mutated and foul flesh rolls as a mass. There is no definite individual within the coiled sinew and pus but more of a single entity that manifests various singular traits. A malformed head gurgles through a slime dripping tongue two words made poignant by the sheer atrocity of the situation "Kiiiiiiii Meeeeeeeee!"

GM Info

Anyone entering this room must save *versus paralyzation* or be nauseous for 2d6 rounds. There is nothing that the adventurers can do for the poor souls in the room.

Dimensional Shift Room

A large circular pad decorated with glowing runes takes up the center of the room. Flashing lights wink from various consoles around the room and five bright globes illuminate the area. The control panel is far too complicated to adjust but the activation button is obvious.

GM Info

Anyone stepping onto the pad while it is activated is teleported to the Gagwaller home world. Nobody returns from the Gagwaller home world.

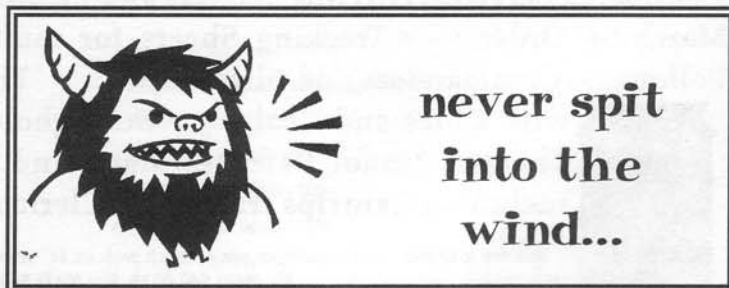
If the alarm is still activated when the characters enter this room a task force of 4d12 Gagwallers will teleport into the room. Characters can deactivate the alarm by pushing the red button that activated it in the first place.

Additional Information

A party of 5 Gagwallers has been exploring the area. If the adventurers stay in the complex for more than an hour the Gagwallers return. The adventurers can also be tracked if they do not remove the disks from the main console. These disks are similar to the music cards located in the living quarters. If the disks are not removed and destroyed, the 5 remaining Gagwallers or any other Gagwallers will hunt down the adventurers.

Story Hooks

1. One or more members of the adventuring party are taken by a group of Gagwaller hunters for experimentation.
2. The party is hired by a merchant to find his missing son.
3. The party is charged with the task of finding out the cause and putting an end to a series of local cow mutilations.
4. A popular local mage/dancer missing
5. A sage hires the adventurers to bring back a live Gagwaller.





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