Hack Journal

The Official Publication of the HackMaster Association

— DRAGONATOMY 101 — BROWNIES OF DOOM — HAVENS OF HACK —
— THE FINE ART OF THE FUNNY CAMPAIGN . . .
...EVEN MORE INSIDE!

Those Held Responsible...

To Be Found Herein...

From the Editor's Inner Sanctum:

James Reichstadt
HMGMA #CA-1-00132-01

Welcome to HackJournal number 6. Though intended as the Spoils and Swag issue, there is plenty of hacking goodness here for all. Thanks go out to all of the members who have submitted ideas and articles over the last few months. We now have a large number of articles in-house for inclusion in future issues; but don't let this stop you. In the months to come I plan to post some of these fine submissions on the HackJournal discussion forums online; these will be additional bits of wisdom to help you pass the time until the next printed issue finds its way to your mailbox.

Of note in this issue is our first bit of real-world goodness: the infamous Brownies of Doom. This great submission came about as a direct result of chatter on the HackMaster web site. Also this time around we have new ideas to expand your pillaging and looting possibilities, including a reason to grab the tapestry, and ways to invest your loot.

Finally I'd like to let you folks know that what we really need in the way of submissions is articles oriented towards players. Be it new uses for old skills, old uses for new skills or even articles on the fine art of min-maxing characters, we want it all. As always, feedback is most appreciated.

James

Coming Next Issue: The Millerite Goblins, from the Numerical Wooden Derivative Computator.

HackJournal Submission Guidelines

A strong preference will be shown for electronic submissions. Paper submissions must be painstakingly retyped into the computer by hardworking pixie-fairies – so a submission would really have to knock our socks off for us to justify such intense labor. Keep your total submission below 1 MB!

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 file formats. If you hand-draw your map, scan it into the computer and save it at 300 dpi resolution in .TIF or .JPG format. Lower resolution images (72 or 150 dpi) do not print clearly.

Look through an 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. Charts and tables of supporting data count as art. Generally speaking, we prefer articles of 700-1,500 words.

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

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***
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 formatted objects, please).

Table: Kewl Stats for Wicked GMs
        Column 1        Column 2        Column3
        first           second          third
***
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Our staff will format tables and read-aloud text as you have seen in each issue of HackJournal. Visit our discussion boards and our website for more information and all the tips and tricks for fledgling HackWriters!

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If your art is selected to appear in HackJournal, we will ask you to fill out an Exhibit C, assigning the rights to use your art to Kenzer and Company. However, do not include an Exhibit C with your submission. If we accept it, we'll ask for one prior to publication. Upon publication of your artwork, your HMA membership will be extended by **six months!**

Art submissions must be high-resolution (300 dpi) JPG or TIF format. E-mail **jiffy@kenzerco.com** with the subject line "HACKJOURNAL ART SUBMISSION." No parodies or obvious likenesses of real people or copyrighted/trademarked characters will be considered.

*Best when used in conjunction with a daily regimen of brushing, flossing and a low-sugar diet. Kenzer & Company makes no guarantee of sustained dental health. This claim is frivolous and can't be supported in any way.

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From the Cell of HMA HQ...

Here we are at HackJournal issue #6. I would like to thank the membership at large for making this issue possible, and I'd like to thank James for his hard work putting it together. This issue was probably particularly stressful for him to assemble and edit because he and his family just bought a new house. Congratulations to the Reichstadts.

A few issues ago I made the statement that the HackJournal is all about you. And it is. This is a publication by and for the membership of the HackMaster Association. The loudest and clearest way you can let us know what you want to see published is by writing it and submitting it. For those of you who are only recently joining us in the HMA, inquiries and actual submissions should be e-mailed to hackjournal@kenzerco.com.

And here's another tip for those newcomers among us. Kenzer & Company has a large and very active online message board. Friends and fans of our company hold discussions about our product lines, the product lines of other companies and just gaming in general. More to the point, there is a HackJournal category right off the main page of the message boards where members can discuss the journal, brainstorm and make suggestions. The URL of our message boards is:

http://www.kenzerco.com/forums/ubbthreads.php

I want to discuss the now-infamous list published in the last issue of HackJournal of HMGMA members who allegedly hadn't taken their exams.

That list has errors that were unavoidable. Let me say this: not every GM on that list was actually overdue on his HMGMA exam. In fact, a number of them had taken and passed their exams. After dealing with a fair number of GMs who rightfully wanted to know why their names appeared on the list when they had, in fact, passed, I discovered that there are two main contributors for errors on the list. The first is HMRA stores that did not submit results after they proctored a test. Quite understandably, retail stores are very busy and it's a simple matter for things to slip through the cracks. The second contributor is the time lag from when that article was written to when it actually appeared in member's mailboxes. Some GMs took and passed their exam in the gap between those two events. To those GMs whose names appeared erroneously on that list, I would like to personally apologize. No dishonor was meant, and the membership at large should not consider that list a source of shame. It was a simple administrative tool that HMA HQ used to communicate to a large number of people. Incidentally, GMs can now take the HMGMA exam for free online at the HMA web site. The URL is:

http://www.kenzerco.com/hma

Lastly, I want to announce that the HMA is dissolving the HMRA retailer program. This was a particularly difficult decision for us because we here at Kenzer & Company believe deeply that healthy and thriving retail stores lie at the very heart of a healthy and thriving game industry. Some of us here, myself included, have professional game and hobby retail management experience, and all of us are very supportive of retail stores. Unfortunately, the demands of managing a rapidly-growing organization like the HackMaster Association have become too great to coordinate through a chain of stores. It's not fair to the retailers. It's not fair to the membership. We would like to thank those stores who participated in the program. We here at HMA HQ climb to the highest point in the office and dip our HackMaster +12s to you...

Muah!

Jamie LaFountain
HMGMA #IL-MG-0019-01

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HackMaster

The Fine Art of the Funny Campaign

by Joe Reimers

HMGMA IN-1-00395-02

Most gamers tend to take their games seriously. On occasion, however, gamers want something less intense, less serious, even downright silly. After weeks or months of dealing with intense, serious gaming (not to mention that minor detail called real life), a few weeks of laid-back humorous gaming can be relaxing, refreshing and fulfilling. Now I realize that silly gaming isn't everybody's cup of tea, and that's fine. If you like to have the occasional laugh-it-up session, though, read on!

As the GM running the humorous campaign, it is ultimately up to you to ensure that the game is funny. That doesn't mean you have to have all the jokes prepared and that you have to have a laugh-a-minute lineup. It does mean that you are responsible for ensuring that the right atmosphere is present and that you have enough humorous background material to keep things going smoothly. Trust me: make basic preparations and your players will create their own humorous situations.

The success or failure of a humorous session begins before the dice are even taken in hand and characters generated. It is imperative that an appropriate mood be set from the very beginning. There are many ways to go about doing this, depending on the nature of the humor your group enjoys and what sort of mood they seem to be in. If your group is not pressed for time, watching an appropriate movie or TV show to set the tone is often a good starting place. Depending on what you are playing, this could include anything from a Monty Python movie to "Army of Darkness" to an episode of "The Simpsons." The important thing is that your group comes out prepared to laugh and have a good time. If possible, it is often helpful to relate the movie or TV show to the game actually being played.

Setting the right tone doesn't stop at pre-gaming entertainment, though. If you use props, then make darned sure you use appropriate props. Ensure that the background music you play is appropriate and mood-enhancing (chant rock CDs, Muppet sound tracks and similar items work very well.) The idea isn't to have your players on the floor laughing at this point, though, it's to have them in a relaxed environment where they are comfortable laughing and generally having a good time. Jokes or humorous anecdotes are quite appropriate while players are getting out their equipment or even rolling up characters. It's only necessary to have a couple of jokes or anecdotes ready: if your players are up to the humor, they'll take your jokes and run with some of their own. If you reach this stage, you're good to go.

The hard part about running a humorous campaign is keeping it funny while sticking to the rules and to the adventure. Here is where Quirks and Flaws are a huge asset to you as GM: not only are they a means to take advantage of PCs, they are also a tremendous vehicle for injecting humor. For instance, a character may be trying his Art of Seduction skill in a local tavern, and the GM can decide that just as he's making his move, his narcolepsy sets in. Or a burly guy can challenge your color-blind character to a game of darts... with Honor on the line, of course. The possibilities are endless!

Of course, the reverse is also true: just as Quirks and Flaws can be exploited for humorous reasons, so can Skills and Talents. I try to make a point of allowing PCs with "unusual" skills to have the opportunity to put them to use at some point in the campaign. This rewards players who created deeper characters who are not just combat machines, while keeping the humor level high. Of course, the partner requirement to this is that you require PCs to roll ability checks on a very regular basis. In the module "Quest for the Unknown," one of my characters did not have the reading/writing skill, but had heard about a place starting with a "Q." He found a couple "smart-looking" people and asked what a "Q" looked like. I then rewarded him with a 1/26% skill level in reading/writing. From that point on, he's made a point to find every Q he possibly can, and has taken to "reading" so he can count all the Qs in the books. We all know that if you give players an inch, they'll take a mile. In this case, put it to work for you! You get the ball rolling, they'll come up with sillier ways to use their skills!

Do not underestimate the importance of things like flavor text! My players love the old, tired clichés and their variants: have the route to the dungeon take them past a grassy knoll, near a gazebo, by a davenport and dangerously close to a thicket. Also, use flavor text to set up encounters: on the fringe of this grassy knoll, my group saw some really, really, cute bunny rabbits. I mean just darling. The kind that makes girls go, "Aaaaww, aren't they cuuuuuute?" It is here that the humorous campaign reaches its pinnacle: the party, seeing the cute bunny rabbits, will naturally attack, hoping for some easy EPs and lunch. Fortunately for my party, one of my players had the appropriate skills and rolled well enough, that after a yummy lunch of roast anthraxian and a fair amount of time, he was able to determine what it was he and the party had eaten, and was able to get the disease treated just in time. The party laughed almost all the way into the grave, and would have been wiped out if not for some really lucky die rolls.

As you can see from the examples above, "humorous" and "lethal" are not mutually exclusive. You are not supposed to be a pushover: keep your players on their toes! As the GM, it is up to you to come up with potentially deadly encounters that could be pulled off in a funny way. Getting critted by an orc is serious business. A mimic imitating a gazebo, now that's comedy! And your players will laugh all the way to their characters' graves and come back next time, begging for more.

Antiques and Art Objects

By Brandon Peterson

HMGMA # FL-1-00838-02

All HackMaster characters worth their salt know the value of a good sword, a suit of armor, and a glistening gem. But what about the value of a moment of pure beauty, captured forever by a skilled craftsman in the form of art? In the real world, some of the most valuable objects known to exist aren't gilded and covered in rubies, but rather they are simple objects of art whose beauty has withstood the rise and fall of empires.

In HackMaster, these items are known as antiques and art objects. While some rules are given for the items' identification with the Appraising skills found in the PHB, no information is given for their generation. The GameMaster is left to decide what the object is along with its real value. While this freedom is wonderful, it does require the GM to make determinations with very little information.

As an aid, I have prepared the following charts to help determine an art object's nature and overall value. While these simple charts can't fully encompass the full breadth and variety of art, let alone the campaign specifics of religions or significant artists, they can give the GM a basis on which to formulate an object's description and worth.

For example: The object generated was:
1) A large painting of a religious nature
2) Done by a regionally renowned artist
3) A good execution with average materials
4) 138 years old and in good condition

The GM could interpret this to be
1) A piece depicting Saint Swillins defeating the Orkin hordes about 3 feet by 4 feet in size
2) Painted by local artist Throdberry Smythe before he died 100 years ago
3) In good shape in spite of its age.

Such details would need to be filled in, but they would add to the richness of the campaign, possibly even springing adventure ideas (Hey, does this Saint Swillins have a tomb?)

To determine the nature of the item, roll on the following tables in the order presented. If a result says to modify another table's rolled result, record the notation and use it when you arrive at that table. Keep a running tally of the Value Rank, which starts at 0. It is possible to have a negative Value Rank.

1) **Type of Art Object Table:** This table determines the type of artwork and basic materials used. The more fragile the materials, the less likely it is to be in exceptional shape and of great age.

2) **Artist's Renown Table:** This table determines the artist's notoriety and fame. Most artwork carries an identifying mark or signature, sometimes known

So... would Gabriel be considered a sidekick, or a protégé?

Table 1 — Art Object Type

Roll	Result
1-5	Paper Art - A piece of artwork utilizing any flat parchment like paper or papyrus, such as a print, calligraphy, or an illustrated manuscript. (-2 result levels on condition and age tables)
6-15	Fabric Art – Artwork incorporated into a fabric, such as a tapestry, embroidery, or quilt. (-2 result levels on condition and age tables)
16-30	Furnishing – Any type of functional piece of decorative furniture, such as a bed, table, cabinet, or throne. (-1 result level on condition and age tables)
31-45	Painting – A work of art in a pigmented media, usually done on wood or canvas. Watercolors, oils, acrylics, and enamels are examples. (-1 result level on condition and age tables)
46-60	Scrimshaw and Woodwork – Art carved and incorporating wood, bone, scales, or any other hard organic medium. Carved ivory, a carved walking staff, or a fishbone comb are examples of this type. (-1 result level on condition and age tables)
61-70	Ceramics – Fine pottery that might serve a functional purpose like glassware. Examples include urns, statuary, and fine china.
71-80	Glasswork – Decorative glassware that also might serve a useful function, such as decanters, chandeliers, or goblets.
81-90	Stonework - A carved or otherwise worked piece of hard earth, sometimes functional. A marble statue, granite birdbath, or sandstone sarcophagi lid would be an example. (+1 result level on condition table)
91-99	Metalwork – A forged, modeled work in any metal, often functional. A silver tea set, engraved steel comb, or an ornate doorknob would fit the bill. (+2 result levels on condition table)
100	Magical – This rare piece of art has a magical property. An animated statuette of a dancer, an illusionary portrait, or any magically augmented piece of art would do, but the artwork shall never serve any purpose other than to entertain. (+3 result levels on condition table)

Table 2 — Artist's Renown

Roll	Result
1-15	Unknown – This artist is an almost complete unknown, probably a hobbyist. (-3 Value Ranks, -3 result levels on quality of materials and quality of work tables)
16-30	Obscure – This artist is an average craftsman, who is unremarkable and whose work isn't usually sought. (-2 Value Ranks, -2 result levels on quality of materials and quality of work tables)
31-45	City Renowned – This artist is respected in one settled area, but generally unknown outside that area. (-1 Value Ranks, -1 result level on quality of materials and quality of work tables)
46-65	Regionally Renowned – The artist is known and respected in a local area.
66-85	Nationally Renowned – The artist is well known and respected throughout the entire land. (+1 Value Ranks, +1 result levels on quality of materials and quality of work tables)
86-95	Continentally Renowned – The artist is a very famous and highly sought craftsman, whose work is known to almost all collectors in the land. (+2 Value Ranks, +2 result levels on quality of materials and quality of work tables)
96-99	Worldly Renowned – This artist is a true master, and only the poorest of collectors are unfamiliar with the master's work. (+3 Value Ranks, +3 result levels on quality of materials and quality of work tables)
100	Movement Leader- This artist is a true popular visionary, whose work is so influential as to have an artistic movement founded on the principals the artist sets forth. The average person has probably heard of the artist's work. (+4 Value Ranks, +4 result levels on quality of materials and quality of work tables)

Table 3 — Art Object Size

Roll	Result
1-5	Tiny (-3 Value Ranks)
6-25	Very Small (-2 Value Ranks)
26-45	Small (-1 Value Ranks)
46-65	Average
66-85	Large (+1 Value Ranks)
86-90	Very Large (+2 Value Ranks)
91-96	Huge (+3 Value Ranks)
97-99	Massive (+4 Value Ranks)
100	Gargantuan (+5 Value Ranks)

Table 4 — Art Object Quality of Materials

Roll	Result
1-5	Awful Materials (-3 Value Ranks)
6-25	Poor Materials (-2 Value Ranks)
26-45	Below Average Materials (-1 Value Ranks)
46-65	Average Materials
66-85	Above Average Materials (+1 Value Ranks)
86-90	Good Materials (+2 Value Ranks)
91-96	Excellent Materials (+3 Value Ranks)
97-99	Finest Materials (+4 Value Ranks)
100	Unique Materials (+5 Value Ranks)

Table 5 — Art Object Quality of Work

Roll	Result
1-5	Awfully Executed (-3 Value Ranks)
6-25	Poorly Executed (-2 Value Ranks)
26-45	Below Average Execution (-1 Value Ranks)
46-65	Average Execution
66-85	Above Average Execution (+1 Value Ranks)
86-90	Good Execution (+2 Value Ranks)
91-96	Excellent Execution (+3 Value Ranks)
97-99	Brilliant Execution (+4 Value Ranks)
100	Masterpiece (+5 Value Ranks)

Table 6 — Art Object Age

Roll 5d20 x 1d4 to determine the item's age. Penetration dice count on all dice rolled, so it is possible to have discovered a truly ancient piece.

5-25 years	(-2 Value Ranks)
26-75 years	(-1 Value Ranks)
76-150 years	100%
151-300 years	(+1 Value Ranks)
301-600 years	(+2 Value Ranks)
601-1500 years	(+3 Value Ranks)
1500-3000 years	(+4 Value Ranks)
3000 and up	(+5 Value Ranks)

Table 7 — Art Object Condition

Roll	Result
1-5	Badly Damaged (-3 Value Ranks)
6-25	Damaged (-2 Value Ranks)
26-45	Worn (-1 Value Ranks)
46-65	Average
66-85	Good (+1 Value Ranks)
86-90	Excellent (+2 Value Ranks)
91-96	Near-Perfect (+3 Value Ranks)
97-99	Perfect (+4 Value Ranks)
100	Flawless (+5 Value Ranks)

Table 8 — Art Object Subject Matter

Roll	Result
1-10	Abstract (-2 Value Ranks)
11-20	Monster (-1 Value Ranks)
21-30	Human or Demi-Human
31-50	Natural
51-70	Historical
71-90	Religious
91-99	Wealthy/Noble (+1 Value Ranks)
100	Royalty (+2 Value Ranks)

Final Table — Art Object Value

Value	Worth in GPs	Value	Worth in GPs
-19	1	+7	5000
-18	10	+8	6000
-17	20	+9	7500
-16	30	+10	10000
-15	40	+11	12500
-14	50	+12	15000
-13	60	+13	20000
-12	70	+14	25000
-11	85	+15	30000
-10	100	+16	40000
-9	125	+17	50000
-8	150	+18	60000
-7	200	+19	70000
-6	250	+20	85000
-5	325	+21	100000
-4	400	+22	125000
-3	500	+23	150000
-2	650	+24	200000
-1	800	+25	250000
0	1000	+26	300000
+1	1250	+27	400000
+2	1500	+28	500000
+3	2000	+29	650000
+4	2500	+30	800000
+5	3000	+31	1000000
+6	4000		

5) **Quality of Work Table:** Even the best artists sometimes do less than stellar work, and the most amateur hobbyist can create a stunning piece of beauty. This chart measures the quality of the artwork the artist produced.

6) **Age Table:** That which is older is more valuable in the world of art and antiques. Some are recent pieces done but a short while ago, while others are the treasures of ancient kings.

7) **Condition Table:** Artwork that has been mistreated is less valuable than artwork that has been lovingly cared for. A restoration might be possible to improve a work, but the GM will need to determine those particulars.

8) **Subject Matter Table:** The final table deals with the subject of the art. Art which serves a royal purpose (such as a throne or royal portrait) is more valuable than an abstract piece or a representation of a monster. This chart is intended to be widely interpreted by the GM, so feel free to make a human-themed sculpture a nude or a warrior holding a sword if you wish. A religious item could be an ornate holy symbol of Odin, or possibly an ornate box holding the holy bones of Saint Swillins.

as a "trade mark." The more famous the artist is, the more value is placed on their work and the more likely they used good materials and did a better job.

3) **Size of Art Object Table:** This gives a size relative to the piece of art. Consider the average piece of art as something that could be easily carried in one's hands, such as a chair, a metal platter, or large illustrated book. Most people believe bigger is better, thus the larger the work the more valuable it is.

4) **Quality of Materials Table:** The higher the quality of materials, the more valuable the work. A painting done in pigmented oils will be more valuable than a work done in pencil. A sculptor who uses ivory and jade will create more valuable works than one who uses poor marble and bugbear bones. Unique materials are one of kind, such as wood from the oldest treant or silk spun from the demon queen of spiders.

Total up the amount of Value Ranks for the item and look on the Final Table — Art Object Value to determine the item's worth. Base value is 1000 GPs.

I hope you find this aid helpful in your adventuring, and keep in mind that all these values are dependant on the PCs knowing what they got and knowing who wants the items. Remember their appraisal skill checks, and feel free to make pieces a forgery if the PCs already have enough gold. Happy GMing!

Brownies of Doom

Wendy Case

HMGMA MA-I-00645-02

Well, I used to fret when game attendance dropped or was lackluster, and pore over my dungeons for hours, trying to pinpoint where I went wrong. Agonizing soul searching ensued - was I meant to be a GM? Do I have what it takes to wear the mantle of the HackMaster Elite?

Then I realized something. It's all about the food.

Ladies and Gentlemen, I raided my recipe box, and came up with something to keep my losers *cough* - I-I mean players - at the table long after the pizza and beer had been consumed. Bonus: it had the added advantage of dragging them out of that lull, that pervading sense of complacency bordering on apathy that poisoned their fogged little minds.

The recipe is a brownie recipe. It was given to me by a friend, Robin, later modified by me... and it is not for the faint of heart. In dark halls of heroes, this tasty treat is purported to pop the pennies off of dead Half-Elves without benefit of Clerical intervention. I post it here for your enjoyment.

GameMistress of Doom's Brownies of Resurrection

Ingredients:

1c.	Sugar
3/4 c	White Flour
1/3c.	Cocoa Powder (Hershey's European or Ghiradelli ground sweet are best)
1/2 tsp.	Salt
1-2 Tbsp	Espresso Powder or Coffee (do NOT make into liquid!)
1/2c.	Softened Butter
2	Large Eggs
up to 1/3 c.	Water
1/2 Tbsp.	Flavor Extract - raspberry, vanilla, cherry, or mint are all good. Use store extracts or liqueurs.
1 package	Semi-sweet Chocolate Chips

Preheat oven to 350 deg. F. Combine sugar, flour, cocoa, salt, and coffee in large bowl. Add softened butter and cut in part way with a spoon. Add eggs, beat with spoon, adding water by the tablespoon only if the batter is stiff, or too dry. Add the extract of your choice, and the chocolate chips. Stir. Plop into a greased brownie pan, 8x8 or 9x9, or an 11x7 biscuit pan. Bake 20-30 min. Cool, then add fudge icing if desired. Makes 16-20 smallish brownies.

The baking time here is perfect for those of us GMs who come to game ready to begin, but have perhaps a half hour to kill while the players get their acts together. Time well spent. I've never had a lazy player since I started putting these out for my players.

Dragonatomy 101

Brandon Peterson (HMGMA# FL-I-00838-02)

Tony Moore (HMGMA# FL-I-00478-02)

With a great sudden shudder, the mighty beast collapsed into the floor of the frosty cavern, cracking the iced surface with its great bulk as it suddenly became lifeless and grew as cold as the frozen air around it. The adventurers struggled to their feet as they gazed in reverent awe at what they had defeated. The great white wyrm had almost taken all their lives in it's last foray of attack, attempting to sweep them all out of the cavern with it's wings and gigantic tail, throwing them out to drop thousands of feet to the frozen river below. It hadn't succeeded, though now several members of the party were badly injured, and the priest of Odin hurried among them, healing through his gawd's grace the injuries that he could.

Silverhelm, the knight, and elven warrior Drydell had combined their attacks and struck the dragon together as a last ditch attempt to save them all, and it had worked. Now, the two stood and marveled at the frozen cave that was the dragon's lair, as its walls sparkled in torchlight around them. But there was not only ice causing the light from the flames to scatter, there were coins imbedded in the ice - thousands of them.

As Olaf the dwarven battlemage was healed by the priest he looked on at the two fighters. Their eyes grew narrow and greedy as they surveyed the fortune sealed in the monster's lair wall, and they drew their weapons again. Manically, the two warriors began to chip at the walls, seeing if they could extract the treasure with the same weapons with which they had just slew it's guardian. Their combined efforts were yielding little, and they grew frustrated with the ungiving ice that eventually gave up a just few measly copper coins after minutes of effort.

"Damned beast," cried Silverhelm. "Our lives almost ended by that hell-spawned lizard and the best we can hope for is copper as our reward? The dragon mocks us even in death!"

"Aye, human," Drydell spitted out angrily. "I thought dragons were supposed to be hoarders of huge fortunes. It seems we will have nothing to take away from this battle other than our scars, and I see you will have more of them than I. Your sword arm did not serve you as well as mine did in that last attack, manling."

"Quiet, you two," shouted Olaf, as the dwarf got to his feet and approached the dragon's carcass. He had heard enough of their arguing before to know they would soon be at each other's throats in frustration. As the two turned to stare dumbfoundedly at him, Olaf opened his pack and drew out a bundle of sharp, clean surgical instruments. He selected a large scalpel, and started making a large incision along the belly of the great beast, carefully not to cut too deep or too shallow. "There is much treasure here, my two fighting friends, but you may not have the eyes to see it. This beast itself is worth more gold than you could ever pull from these frozen walls. Now be quiet and let me harvest our bounty."

Welcome to the first installment of Dragonatomy, class 101. In this short series of articles, we will help clarify and demystify the uses of the various important organs of the dragon. These organs are very potent, with a variety of uses mundane and magical. We start this first installment with the largest organ of the dragon: it's skin (or hide). Refer to pages 70-103 in the HOB Volume II for the basis of these works, which clarify and embellish those notes.

DRAGON HIDE

There are a plethora of uses for dragon hide. It is a unique material, organic and pliable, yet maintaining many of the properties of fine forged metals. Two factors are important in calculating the value of a dragon hide: the age of the dragon and the condition of the hide. Older dragons possess much higher quality scales than young dragons do, and they possess more hide to cover their bulk. Hide units (HU) are the basic unit of measuring a hide's worth and usability. To calculate how many hide units are available, add together the length of the dragon's tail to the length of the body, then multiply that number by 2.5. This formula gives the base HU of the beast. Multiply the HU times 100 to determine the hide's base value in GP. The hide itself weighs 5 pounds per base HU.

The hide is usually the organ most damaged by the attacks and spells that kill the great beasts, though careful or lucky adventurers can sometimes leave the hide mostly intact. To determine the hide usability, review the methods used to

Hide Unit Usability

100% HU Usable: Almost all damage to dragon from non-damaging spells and attacks (called shots to eyes or other vital organs, poison, illusionary attacks, mental attacks, death magic, critical hits, dragon-slaying weapons, etc.) Hide is worth 100% base GP value.

80% HU Usable: Half of the damage to the dragon from non-damaging spells and half of the damage from normal attacks and spells. Hide is worth 75% base GP value.

60% HU Usable: Normal attacks and spells used to kill dragon. Hide is worth 50% base GP value.

40% HU Usable: Half of the damage to dragon from normal attacks and spells and half of the damage from very damaging attacks and spells (fireballs, acid, disintegration, size L or larger weapons, burning oil, etc.) Hide is worth 25% base GP value.

20% HU Usable: Almost all damage to dragon from very damaging attacks and spells. Hide is worth 10% base GP value as such large portions are unusable.

slay the beast and use the following chart. A Basic Anatomy skill check at Very Difficult (-10%) or Specific Anatomy Dragon skill check at Average (+30%) is required to harvest the hide at full value. Failure results in an additional drop in the chart below to the next lowest level of HU usability and value. The hide's HU usability can never fall below 20% HU usable from improper harvesting.

Multiply the base HUs by the percentage of usability and base GP value by the percentages noted to determine the hide's final HU and final GP value (round both numbers down). The hide still weighs its full weight of 5 pounds per base (unmodified) HU.

If a dragon slayer chooses not to sell the dragon hide, then there are many very useful items that he or she can manufacture from it. Amongst these are the following items. Only the hide from one dragon can be used to make these individual items, as even though dragons of the same species have very similar hides, the variations in coloration and scale thicknesses and sizes between dragons, even brothers and sisters from the same nest, keep even the most skilled craftsman from being able to combine hides or use hides piecemeal. One will notice the weight of items made from dragon hide weigh significantly less than the unfinished hide itself. This is due the nature of working with dragon hide. An artisan working with dragon hide selects only the finest scales from the piece of hide, working those pieces for the finished product and discarding the majority of the hide as unsuitable.

ARMOR:

Size:

Tiny - Requires 20 HUs and weighs 5 pounds.
Small - Requires 80 HUs and weighs 15 pounds.
Medium - Requires 160 HUs and weighs 25 pounds.
Large - Requires 240 HUs and weighs 40 pounds.

Dragon hide armor requires that much of a large dragon hide be usable (see chart above). Only skin from a young adult or older dragon is suitable for manufacture into armor, as younger dragon scales have not hardened enough to be worked into armor. The suit must be made by a skilled armorer of no less than Master ability, and requires a Difficult (+0%) Armorer skill check with a penalty of -5% per age category of the dragon. Many armorers consider a manufacturing a suit of dragon hide armor an almost holy task, treating it as a showpiece for their mastery of their craft, and a suit of dragon hide armor is treated as more of a work of art than a purely functional means of protection. A person wearing a set of dragon hide armor adds +10% to Feign Toughness skill checks, +20% to Graceful Entrance skill checks, and a whopping +30% to Intimidation skill checks due to the powerful nature of the armor's appearance, gaining some of the fear-generating power the dragon had in life.

The cost of such armor is 10,000 GP per dragon age category (20,000 GP per category for large armor), and the suit takes 15 weeks plus the dragon's age category in weeks to create. Dragon hide armor is very tailored to the individual, and during the time of the armor's creation, the person being fitted for the armor must meet with the armorer once per week for sizings and adjustments. The AC of the armor is four worse than the AC of the dragon it came from, and may be enchanted for up to an additional +5 in magical protection bonuses if the dragon was of an advanced age (+1 per age category of Old or older). This enchantment provides specific protection against attacks similar to the dragon's breath weapon (i.e. acid for black, lightning for copper, etc.). When such an attack is made against the armor wearer, an additional bonus of 1/2 of the enchanted magical protection bonus (rounded down yet never less than +1) is applied for the wearer's saving throw rolls, and the wearer will take 1/2 or 1/4 damage if the save is made (1/4 damage is taken only if the attack is exactly the breath weapon of the dragon). This enchantment must be made by a Magic-User of at least 18th level, will require the use of the Magic-User spells Enchant an Item, Armor, and Permanency. The process takes a base three full weeks plus one additional week per +1 magical protection bonus enchanted to the armor. As this process is so involved and draining, hiring a Magic-User for it will require a fee of 2000 GP per week.

Dragon hide armor maintenance is different than normal armor maintenance (see PHB page 318 and GMG pages 201 and 205). The maintenance cost is double that of typical armor at 150 GP per month of maintenance, though

dragon hide armor can go unmaintained up to 12 months before incurring AC penalties (see GMG page 201 for specific rules). Dragon hide armor may be repaired with difficult (+0%) skill checks in either Basic, Advanced, or Expert Armor Repair, costing 100 GP plus 50 GP per dragon age category of the armor per skill check and one HU used per skill check. The number of armor points repaired depends on which specific skill is used (PHB page 322). Only the unenchanted protection of the armor may be repaired, and any additional magical enchantment of the armor may not be repaired.

SHIELDS:

Size:
Buckler - Requires 10 HUs and weighs 2 pounds.
Small - Requires 20 HUs and weighs 4 pounds
Medium - Requires 40 HUs and weighs 8 pounds
Body - Requires 80 HUs and weighs 15 pounds

Dragon hide shields are a good alternative to dragon hide armor if the hide collected is not very usable, or as an addition to armor if a large hide survived mostly intact. Also, if a dragon is too young use for armor, shields can be made from the softer scales. A dragon hide shield requires a Difficult (+0%) skill check, with a penalty of -1% per age category of the dragon, plus 50 GP per shield size category to create. The shield will have the normal AC and hit points of a shield of its type, but may also be enchanted with up to a +5 bonus (+1 per two dragon age categories after Hatchling). This enchantment offers a bonus to saving throws and reduction of damage from certain attacks similar to that of dragon hide armor (see above), though it is diminished in that the enchantment only offers a bonus of +1 to saving throws, with one die of damage subtracted per attack. This enchantment must be made by a Magic-User of at least 16th level, will require the use of the Magic-User spells Enchant an Item, Armor, and Permanency. The process takes a base one full week plus one additional week per +1 magical protection enchanted to the shield. As this process is so involved and draining, hiring a Magic-User for it will require a fee of 1000 GP per week.

Dragon hide shield repair is handled with the skill Shield Repair, Metal (PHB page 330). Each skill check requires 20 GP + 10 GP per dragon age category and one HU used per skill check. Only the unenchanted protection of the shield may be repaired, and any additional magical enchantment on the shield may not be repaired.

SPELL BOOK COVERS:

Spell book covers are another fine use of dragon hide. The specifics of this are covered in the Spellslinger's Guide to Wurld Domination pages 85-87. It takes 20 HUs to make a spell book cover, requires a successful Bookbinding: Spell Book skill check to complete, and there are various bonuses depending on the type and AC of the dragon slain (see Table 7L SGTWD page 86). Don't forget the honor bonuses listed in the SGTWD for the mage who decides to show off their impressive spell book!

HONOR TOKENS:

The intact head of a dragon may be used as a party honor token if properly stuffed and mounted (See GMG page 57 for specifics). This requires the dragon hide be in at least 60% usable condition and will require a good taxidermist (leatherworker) of at least Master ability to make a Very Difficult (-5%) Leatherworking skill check. The job will require the use of 5 HUs per age category of the dragon, and the time and materials required for the task will be 2 days per age category and 100 GP per age category of the dragon. It will weigh 10 pounds per age category of the dragon. Any party using a dragon's head as its group honor may add a base 5 full honor plus 1 full honor per age category of the dragon to their group honor, due to the fierceness and reputation of these fabled beasts.

Dragon hide may also be used to make personal honor tokens. Boots, belts, capes, and other small garments that can be made normally out of leather may be made this way. It will require a leatherworker to make a Difficult (+0%) Leatherworking skill check and one week to produce a dragon hide item and will cost ten times the typical listed cost in the PHB to make, though it will weigh as listed there. The HU requirement is detailed below.

Size:
Tiny - 2 HU per item.
Small - 4 HUs per item.
Medium - 8 HUs per item
Large - 12 HUs per item

Any character wearing or displaying a dragon hide honor token, including an armor or shield, gets +1 temporal honor bonus (+2 for shield and +3 for armor) in addition to the normal honor bonus when exercising "Bragging Rights" about the battle (See GMG page 58). These bonuses are non-cumulative for the same dragon (i.e. +3 total for both armor and shield, not +5).

However, there are some drawbacks to displaying dragon hide in the open. Any character wearing or displaying anything made of dragon hide will earn the enmity of ANY dragon they encounter, regardless of alignment. Defeating an oppositely aligned dragon in combat is one thing, but skinning it and showing off the skin is something that no dragon will tolerate.

That concluded the first of our lessons. Join us next time for even further delving into the makeup of those most fearsome beasts in Dragonatomy 102.

PLAYER'S ADVANTAGE
Hacking with Everyday Items

Unfortunately players always want to throw something strange at the GM. And well you should; the above average player sees every object as a potential weapon. As players of the finest game in the universe you can expect your GM to be able to handle any item as a weapon and quote you a speed and damage rating on the spot.

The following list (shown on the adjoining page), while by no means complete, will give you some idea of the potential of everyday objects and guidelines for "assisting" the GM in determining the potential of such items. Always remember to apply the non proficient attack adjustment when your players use any of these items.

HackMaster

HAVENS OF HACK

This issue we're pleased to present another installment in our Haven of Hack feature, which we debuted in HackJournal issue #4. Remember, Havens of Hack are not meant to be complete adventures, or even complete encounters. They are the stock from which soup can be make, plot hooks to fill gaps in a GMs existing adventure.

Tomb of the Trickster Mage

Jedediah Gofourth

HMGMA# SC-1-00554-02

OVERVIEW

Obsessed with practical jokes and an inappropriate sense of humor, the mage Galphin was never taken seriously in life. It wasn't until after his death that he became famous (some say infamous) for the cunning traps he left in his tomb.

Improvised Weapons

Name	Type	Similar	Speed	Small/Med/Large	Special	Size
Piton	P	dagger	0	d6-3/d6-3/d6-3	-	T
Prybar	C	mace	3	d6+1/d6/d6-1	-	M
Chair	C	-	4	d6-2/d6-2/d6-3	-	M
Chairleg	C	club	3	d6-1/d6-2/d6-3	1	M
Poolcue	C	club	2	d6-2/d6-3/d6-4	1	M
Fork	P	knife	1	d6-3/d6-4/1	-	T
Stick	C	club	3	d6-3/d6-3/d6-4	-	S
Big Rock	C	-	6	d6-2/d4/d4-1	-	L
Table	C	-	7	d6-1/d6-1/d4-1	1	H
Fire Poker	P	-	0	d6-3/d6-2/d6-1	-	M
Venison Leg	C	club	3	d6-2/d6-3/d6-4	-	M
Meat Cleaver	H	handaxe	-1	d6/d6-1/d6-2	-	S
Chain	C	-	2	d6/d6-2/d6-4	2	M
Bottle, Empty	C	-	4	d4-2/d4-1/1	3	S
Broken Bottle	P/H	knife	1	d4-2/d4-1/d4	-	S
Bottle, Full	C	-	4	d6-2/d4-1/d4-3	3,4	S
Pitchfork	P	trident	5	d4-1/d6/2d4	-	L
Hoe	H	-	5	d6-2/d6-2/d6-2	-	L
Shovel	H	-	5	d6-1/d6-2/d6-2	-	L
Rake	H	-	5	d8-3/d6-2/d6-3	-	L
Torch	C	club	0	d6-1/d6-2/d6-4	1,5	M
Pot	C	warhammer	4	d4/d4-1/d4-3	-	M
Halfling	C	-	7	d6-1/d6-2/d6-3	6	L
Goblin	C	-	7	d6-1/d6-2/d6-3	6	L
Pixie	C	-	5	d20-19/1/0	6	M

1. Breaks on an attack roll of 1,2 or 20 (critical hit still occurs)
2. On a 20 you can entangle a limb either taking a weapon out of play or allowing you to attempt to drop the target to the ground on a strength check.
3. Any successful hit causes this item to save vs. crushing blow or break.
4. On a hit target must save vs. breath weapon or be blinded for 1d4-2 rounds
5. Additional d4 fire damage on a successful hit.
6. May only be effectively used as a weapon if unconscious or dead.

The entire burial complex is an ode to the mage's unique brand of humor and understanding of engineering.

The Door

The cyclopean door of the mausoleum looms before you. A detailed carving of a girl holding a flower is set into the center of the massive stone entrance. There does not seem to be any obvious traps or latches for opening the mausoleum.

GM Info: The flower is the key. Turning it clockwise opens the door. Turning it counterclockwise activates a trap that rearranges the clothing of the person turning the flower. Any person who is over 5' tall will suffer 1 point of damage and any male affected will lose 10 temporal honor points.

The Entrance

This room is decorated with garish colors and odd swirling motifs that are almost nauseating. It almost appears as if the decorator was under the influence of a confusion spell (or color blind). The head of a green and mauve deer sits on the far wall above a ladder leading down.

GM Info: The ladder is approximately 60' tall and is the subject of the trap. The deer head is the key to this trap, as tugging down its left antler will disable the magic imbued in the ladder (temporarily). Each person must tug on the left antler or the ladder will disappear while the person is climbing. The disappearance only affects people who did not tug the antler. If someone should fall the deer head will begin cackling maniacally until someone hits it on the nose.

Hallway

The decorator of this hallway was slightly saner than whoever decorated the last room. The walls are green, the floor is blue, and the ceiling is black. At the far end of the hall are 2 doors. The door on the left is a harsh blue color with a sword etched into the middle. The door on the right is a soft pink color and has the image of a rose carved into it. Neither door appears to be trapped.

GM Info: This trap should be extremely obvious. If anyone falls for it its their own fault. The blue door is for men only, the pink for women. Both doors lead to exactly the same place. To make it clearer a man will always walk out of the blue door and a woman will always walk out of the pink one. The effects can be reversed. The victim just needs to walk back through the appropriate door.

The Maze Room

You have entered a yellow room with passages leading in all directions. Behind you the passageway appears to be between the two doors you have just entered from. A ladder leads up as well as down.

GM Info: This is a fun room. Each exit leads to this room (except for the blue and pink doors obviously). It doesn't matter which exit they take but it does matter which order they try the paths. The correct sequence is Forward, Forward, Back, Left, Up, Right, Back, Down. Leaving through the blue and pink doors resets the pattern.

The Showcase

This room has been painted gold and three silver doors line the far wall. Each door has a red number painted on it. In front of each door is a fluffy red carpet with the word "Welcome", embroidered on it. The ladder you just descended on has turned purple.

GM Info: One door leads further into the mausoleum while the other two are traps. The first trap is a room full of ravenous mosquitoes while the second trap is a killer mimic. The door leading further is locked and trapped with a spring-loaded needle. The needle injects one dose of Type E poison. Upon opening the correct door a tripwire must be avoided to keep from being doused with blue skin dye. The tripwire needs to be first detected and then a dexterity check must be succeeded or a bucket drops on the person who triggered it.

Mausoleum

This is the main room of the mausoleum. The room is decorated as the area outside the mausoleum. The ceiling is painted to be the sky and someone has laid down sod and grass on the floor. The girl on the door is holding out her hands as if holding something but there is no flower here.

GM Info: The first flower can be removed from the door and placed here but it returns to the entrance after 1 hour. The trap is a little more severe than the first one here. Turning the flower clockwise will affect the person holding the key as a Type II Ankle Bracelet of Gender Bending. Turning the flower counterclockwise will unlatch the door but opening the door without checking for traps will release a spray of Type D Acid originating at the door. The spray is 5' wide at the base and 30' wide at its terminus and reaches a length of 20'. A successful trap check will reveal the valve lever that is triggered when the door is opened.

Treasure Room Hoax

This room appears to be filled with gold and gems. Piles and piles of treasure hide the floor from view. A small uninteresting looking wooden door is set at the far side of the room.

GM Info: Appearances can be deceiving. This treasure is rigged to transform into candy striped rot grubs if it leaves the mausoleum. Each gold coin or gem is 1 rot grub. Give the players as much as they want. The real treasure room is behind the rickety wooden door. It takes a combined strength of 35 to open the door despite its fragile appearance.

Treasure Room

This plain room appears to have been painted black. There doesn't seem to be any doorways besides the one you just opened. Little cobwebs can be seen hanging from the ceiling. It is just an empty room.

GM Info: Aren't illusions fun? This room is shrouded in an illusion to make it look empty. It is then covered with another illusion to make it look like a crypt. Anyone disbelieving both of these illusions will be able to see the treasure as well as a door on the left and right. The treasure in this room is Ax4, Bx2, Ux3, and X with a random assortment of cursed items thrown in. The true crypt is to the left while the library is to the right.

Library

This appears to be where the mage kept his collection of books. The fluffy green carpet clashes horribly with the red walls. Rows of books fill the room to capacity. Several musty tomes lie in a pile on the room's only table.

GM Info: These books can be found within.

Agrami's Guide to the Afterlife: 5 necromantic spells level 1-4

Bubon's Humorous Anecdotes: Anyone reading this book must save versus spell or laugh hysterically for 1d4 rounds.

Galphin's Book of Recipes: Anyone reading this book will begin to smell like food. This will attract wandering monsters for 1d4 days.

You've Got to Read This: Anyone reading this book will trigger a fire trap, runes of eyeball implosion, and a sepia snake sigil.

Elenwyd's Guide to Corsetry: Any males reading this book loose 10% of their honor unless they ignore the text and just flip through the pictures.

Asrim's Night of a Hundred Tales: 3 invocation spells level 3

Any other book in the library is worth 5gp. There are 5d100 books.

The Crypt

This room is less garish and a bit more serious than the others. The walls and columns are painted black and gold runes decorate everything. In the center of the room is a pedestal with a black coffin trimmed in red satin atop it. The runes provide an eerie glow to the room and it feels as if you are being watched.

GM Info: This is the final resting place of Galphin. His personal spell book lies within his coffin. Taking this book without speaking the proper words will cause the mage's contingency spells to kick in, funneling his spirit into the culprit's body. The appropriate words are hidden within Galphin's Book of Recipes. Anyone reading that book must make a reading check to see if they find the hidden words. The words are Culathu Beretta Nycough. The spell book contains the following

School	Amount	Level
Trans	2d6	1d8
Illus	2d4	2d4+1
Necro	1d4	1d6

Wandering Monsters

The following monsters can be found within the tomb, most appear to be very confused.

Attention Getter (HOB I P35)

Babbling Instigator (HOB I P40)

Pack Bat (HOB I P53)

Carnivorous Brain Mites (HOB I P92)

Vent Squawler (HOB VIII P61)

Ver'men (HOB VIII P62)

Living Trap HOB VIII P16)

Attention Grabber

Joe Adventurer's Guide to Long-Term Financial Growth and Stability in Garweeze Wurld

Joe Reimers

HMGMA IN-1-00395-02

As we are all aware, there are numerous reasons for a party to go adventuring: the loot, the prestige, the loot, the babes, the loot, the fame, the loot, the honor, the loot, the sense of adventure, and most importantly, the loot. By now you have no doubt discovered that "loot" is more than just money, gems and magic items, anything of value can be considered loot. Of course, most adventurers turn non-useful loot into cash so that they can purchase much needed goods, supplies, services and education. Sooner or later, though, there may come a time when your party will have enough money that carrying it all around becomes too cumbersome and too much of a risk. At the same time, though, do you entrust your fortune to a total stranger to keep an eye on?

One of the simplest ways to "consolidate" your life savings into a more portable form is to invest it in valuable objects: a gemstone worth 300 gold pieces will take up less space than 30 actual gold pieces! This is a very popular way for wealthy adventurers to transport large sums of money without a jingling coin pouch: 10 gems are far easier to transport than a knapsack full of coins. Novice players will complain if the astute GM does not buy the gems back at exactly the same rate as he sold them but typically the characters lose a nominal amount (fees, devaluation, etc). Yet I would argue that the convenience and portability afforded by the purchase of jewelry and gemstones more than offsets the monetary loss. After all, you are gaining substantial benefit for the change!

The veteran player, upon reading the above paragraph, will undoubtedly comment with something along the lines of, "tell me something I don't know!" Indeed, the point of this document is to provide insight into making your money work for you, and not simply minimizing your losses. There are a myriad of options available for the wise investor to make the most of his wealth. None of them are get-rich-quick schemes, and while most are not without risk, the rewards can well offset any risk taken. I am, of course, referring to investing your hard-earned money.

Clearly, what you can invest in is a direct function of how much you have available to invest. Someone with a comparatively small nest egg would be well-advised to invest in gems, jewelry or art. In these cases, it is of great benefit to ensure that your character knows and understands something about that which he is investing in. For instance, Art Appreciation or Art Appraisal is absolutely essential for the investor who wants to invest his money in painting or sculpture. Over time, works of art can appreciate in value, and it takes a skilled eye to determine which pieces of work are likely candidates. The truly shrewd investor will not stop at merely purchasing works of art, however; the commissioning of an original work of art can bring far more prestige, far more Honor and the value of a truly great original can well exceed the commission fee for the artist. Imagine the return the original investor of the Mona Lisa would be due!

Similarly, an investment in unfinished gemstones can reap wondrous rewards, especially if a player-character is an accomplished gemstone cutter. The potential return on investment with polishing your own gemstones is quite significant. Even hiring a gem cutter can prove to be a shrewd investment. There is always some risk in pursuing this route, but the potential rewards make the risk well worth it.

Players who are better established and have reasonable amounts of money saved up may want to consider the purchase of real estate. Aside from the logical advantages of owning property (such as a place to stay rent-free and a place to hide the aforementioned loot), real estate can be used for a wide variety of money-making ventures. One of the simplest is simply setting up a farm and hiring several hands to tend to it. If run properly, a farm can turn a modest profit within a growing season's time, offsetting its expenses and adding some coin to the owner's coffers. More ambitious investors may wish to invest in the more lucrative yet riskier business of owning a tavern or inn, or at least serving as a silent partner. Inns and taverns often generate good income (if they are properly run) but can also lose money very rapidly. In addition, taverns are rife with rumors and tales, and leads for new expeditions can often be found there.
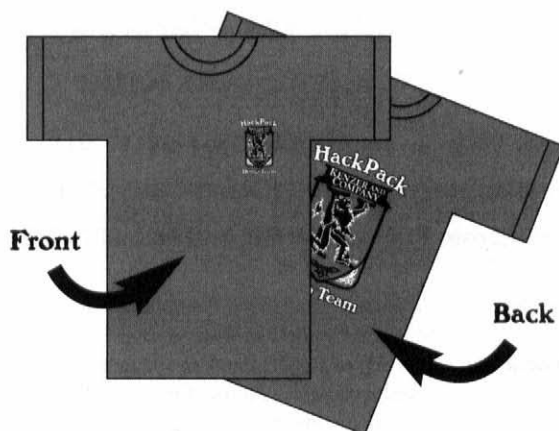
The single greatest downside to investing in real estate is that you are then tied to a specific locale. Sure, you can go off adventuring, but long quests and extended travel become that much more difficult. Should you wish to embark on such long-term adventures or journeys, or should you invest in property in varied and distant locales, it is absolutely imperative that you entrust the care and upkeep of your properties to loyal and trustworthy henchmen or sidekicks, or even a protégé! You do not want to give the impression that your place has been abandoned and is ripe for the picking, indeed, in your absence you want your property to continue to remain completely self-supporting and add some extra coin to your coffers. The shrewd investor will make a point of making unannounced visits at irregular intervals to ensure that all is running as it should.

Another very great risk in the acquisition of real estate is spreading oneself too thin too fast, so regular and ongoing expenses cannot be met. It is well and good to spend 50,000 hard-earned gold pieces on a prime tract of farmland, but consider also that you must pay out potentially upwards of 50 or 100 gold pieces per month in wages, upkeep, supplies and the like. If you wish to grow grain or produce, you must spend the money to get the seed and fertilizer. Then there are local taxes to be paid and other legal fees to cover. As a general rule, anyone owning real estate should have not only enough money to purchase the land, but also set aside enough money to keep the operation running for at least a full year beyond its peak income phase. Thus, if you purchase a farm immediately after the harvest, you should have enough disposable cash on hand to provide for its upkeep for 2 years; after all, an early frost can negate next year's harvest and with it its income!

From the above observations, it can be inferred that investing in real estate is at best a risky and expensive proposition with little potential for a decent return. This is untrue: as with any investment of this nature, it will take time for the investment to show a net lifetime profit, but in many cases, the land can pay for itself in a few short years. The real key is to make sure that annual income exceeds annual expenditures, and your investment is sound. The single greatest advantage to investing in real estate is that it is one of the most stable forms of wealth known: it cannot be taken by a thief in the night, it cannot be counterfeited, it cannot be destroyed. What is on the land can be destroyed, but that property is yours to develop and grow as you see fit. The value of real estate extends beyond the simply monetary; it guarantees a place for you to go during "down time." It provides a stable environment for you to keep your other treasures and possessions, and you alone determine just how safe and secure your property is.

Aside from adventuring, there is no such thing as a quick financial fix in HackMaster. Nevertheless, shrewd money and property management and a few good investments can help the smart player make the most out of the treasure he finds.

Numerical Wooden Derivative Computator for Planar Travels, a.k.a. Slide Rule

Andrew Franklin (HMGMA#OK-1-00193-01)

With Mike Horsepool (HMGMA#CD-2-00696-02)

and Benjamin Pierce (HMGMA #NY-1-00197-01)

The Numerical Wooden Derivative Computator for Planar Travels was developed by the Millerite Goblins, or True Goblins, several eons ago. It is a small device, about the size of a man's hand, constructed of fine wood, like cherry or pine. Two carved rectangular pieces of wood with a slide between them fit together to create a calculating device. One piece is slightly longer than the other and both are notched to form seven possible contact points. Seven small wooden cylinders, each about the size of a pea, can be inserted through the hollow center of the two rectangular pieces.

Millerite Goblins, who created this magic item eons ago, can use the "Slide Rule" intuitively, but most adventurers would be like teenagers handed a modern slide rule, since instructions are not included. Operating the device requires a leap of logic. First, the operator must be aware of the existence of multiple Prime Material Planes and that there are many alternate possibilities for their own existence. Only during a solar eclipse will the hidden writing on both rectangular pieces of wood, a set of arcane mathematical symbols, be revealed. These symbols are typically in Ancient Elven or Ancient Goblin. The rectangular pieces of wood, given a foot or so of space to manipulate, can slide together into any or all of the seven notches. Each of the notches can then accept one wooden cylinder each. As each plane in the universe has its own name in Gawdspeech, the key to operating this device is to translate from Gawdspeech to the language on the device. The True Goblins developed the first slide rule using Ancient Goblin as the intermediary language. It is rumored that Baaky O'Napieroi, the goblin sage given credit for creating the Numerical Wooden Derivative Computator for Planar Travels, considered other languages but chose his own language, Ancient Goblin, because it was the best. An unrecorded grey elf later developed a version of the device whose instructions are in Ancient Elven. As the main users of the "Slide Rule," the elves and the goblins standardized their alphabets at 26 letters, making the universe consist of 8.35 billion possible planes.

Since this number was essentially unfathomable, magic-users and sages began harvesting Pan-Dimensional Rovers, creatures whose males freely travel the planes and do not get lost, even when they stubbornly refuse to ask for directions. The discovery of the chemical basis of this being's directional sense was then parlayed into a lucrative invention, the "Slide Rule Mark II." Users could now track planes and if they carefully noted the letters in the seven possible insertion positions, they could start mapping the planes. Goblins and Elves use different alphabetical systems despite their common number of letters, so their "Slide Rules" are physically incompatible.

GAME MECHANICS AND EP AND GP VALUES:

The Numerical Wooden Derivative Computator for Planar Travels draws low levels of ambient magical energy from the planes to power its movement. The device typically recharges itself in a few days. Roll 20d10 for how many hours it takes to recharge under normal conditions, and adjust upward or downward up to 5d10 hours based on how much magic was used in the area recently. For example, if the device is left on the site of a great magical battle, then it will take 5d10 additional hours to recharge because the magical energy is more "tapped." In an area where magic is possible but little has been used for a while, say in a barbarian village, the device recharges more quickly. Dispel Magic or other spells which eliminate magical energy in an area will slow down the recharge time, as the device gathers unused magical energy, not suppressed magical energy. Once the device is charged, and a world is chosen by sliding the wooden inserts into the two rectangular pieces, shaking the device vigorously for one melee round will activate it.

Upon activation, the device begins to open a rift between the chosen plane and the plane the characters are on using a variant Teleport Intercampaigna spell. Unlike Teleport Intercampaigna, knowledge of the target destination is not required (though any interactions with other GM's games instead of variant planes within the GM of your home GM requires HMA guidelines on character transfers be followed). The rift will form a 20' sphere centered on the "Slide Rule." Any sentient creature within the sphere may freely travel to the chosen plane within the next 6 minutes, though parties of greater than ten man-sized individuals overload the small device, and cause horrible mishaps. Non-sentient creatures and unliving objects (including undead) must be touching a sentient creature; however material inside containers on a sentient travels normally. There is no ill effect if the rift is not entered before it closes, and no event short of a Dispel Magic or similar mana-eliminating spell will close the rift.

Creatures on either plane which have the ability to Detect Phase will see the aperture if they are within range.

After the party opens a rift, they must successfully navigate the planes, a realm which is hostile to humanoids. Have the character controlling the device make a check on the Slide Rule Operations skill. If the character makes the roll, then they travel successfully within 1d400 miles away in a random direction from their exact position on the world they just left. The party will not land inside a building or any other situation where terrain would cause immediate death; this is a safety mechanism built into the device. If the character makes the roll with a chance under their chance to Improve Skill plus any bonuses for Opportunist and Honor, then they arrive safely at the exact point, barring any need for corrections of position for safety's sake. If the character fails the roll, then everyone in the party must make a Saving Throw vs. Constitution. Subtract the Wisdom Magical Defense adjustment bonus from the roll. Characters who succeed by 2 or less get upset stomachs, characters who fail by 1-4 have headaches (if they have Migraines, they will have a Migraine attack), characters who fail by 5 or more faint, and those who fail by 10 or more enter a coma for 1d6 hours. For characters who faint, there are unable to act for 1d6 rounds. After that, make an additional Saving Throw vs. Constitution; failure on that indicates they will fall unconscious for 1d6 rounds and then recover. Experience with planar travel and preparedness for the jump affect all these savings throws at the GM's discretion. The operator should always get a +1 to save, and an unskilled user (see the skills section) who rolls a 91-100 on the percentile dice gives the entire party −5 to their saves, as the jump went against the current and nearly annihilated the party. The "Slide Rule" operator must have enough free EPs within their magic item EP cap to use the item. The "Slide Rule" is not party treasure for the sake of magic items EP caps.

There is a deluxe "Slide Rule" with a built-in Pan-Dimensional Rover brain. This allows the device to recall for itself thirty different world configurations. They are filled in the order used, and nothing save a Limited Wish or Wish can remove a previously archived world's coordinates. To travel to an archived wurld, the user calls out the name of the archived world in the language on the "Slide Rule" they wish to visit, and the device opens a rift to that world as normal. Looted models will have 1d6 random locations filled. 75% of any variety of these devices are in the Ancient Goblin notational system, 20% are in Ancient Elven, and 5% are in other languages. When placing treasure, this can be substituted for an Amulet of the Planes at the discretion of the GM.

Slide Rule Magic Item Statistics

Item	EP Value	GP Value
Slide Rule	6000	90,000
Deluxe Slide Rule	8000	130,000

NEW SKILLS

Mathematics, Basic (Academia, 2 BP, INT, d8, 400 gp, +0% course difficulty). A character who learns math is considered a weirdo by most adventurers, A character with this skill is able to do simple math equations. He understands basic math and elementary algebra. He can compute areas and volumes of common objects. Prerequisites: None.

Mathematics, Advanced (Academia, 3 BP, INT, d5, 500 gp, +15% course difficulty). A character with this skill is able to understand complex mathematics including geometry, trigonometry and calculus. This gives him many applications, such as determining the party's travel time with non-constant movement rates, determining what is the best investment, and estimating the volume of a container. He is also capable of issuing proofs and demonstrations of common mathematical facts. A character with Mathematics: Advanced is capable of creating his own mathematical theories. A successful roll on this skill aids in other skills which require precision, such as Surveying, Complex Geometric Estimation, Cartography, and Construction (+20%). Attempting higher-order operations without the assistance of an abacus, blackboard, and slide rule incurs a penalty on the skill check (-20%). Prerequisites: Mathematics: Basic

Pan-Dimensional Geometric Topology (Academia, 5 BP, INT, d3 mastery die, 2000 gp, +20% course difficulty). Prerequisite: Mathematics, Advanced. PDGT is a special field of mathematics that looks at space on the various planes and travel calculations between the planes. Characters who travel between planes without using this skill are apt to become lost, as position in planes is NOT relative. A successful check on this skill is required before ANY cartography or direction-sensing skills or items may be used; they must be tuned to the planes. Failure means those items will malfunction. Attempting to travel with a Slide Rule without a successful check on this skill incurs a -5 penalty to the party's Constitution rolls, as subtle differences humanoid brains cannot easily appreciate must be accounted for.

"Slide Rule" Operations (Sophisticated Task, 4 BP, INT/DEX, d4 mastery die, 4000 gp, +10% difficulty). Prerequisite: Pan-Dimensional Geometric Topology or Spirit Lore AND Divine Lore.

Any character can learn to use a "Slide Rule," albeit with difficulty. Those who study this skill acquire a basic understanding of where to place the wooden inserts, how to move the two rectangular pieces so they are not worn down, and the common notational systems used by sliding peoples. This skill is used any time the player characters attempt to "Slide." It is also used to archive Wurlds in the memory of deluxe models, to convert coordinates discovered in one notational system to that of the Slide Rule the character possesses, and to determine how much time remains by watching magical energy flow into the device.

"Slide Ruler" Skill Suite (Academia, 11 BP, INT, d4 mastery die, 7040 gp, +25% course difficulty). Sometimes, you just want to learn how to use a Slide Rule quickly; while considered cras by most travellers, taking the skill as a suite provides the typical benefits and grants the skills Mathematics, Basic, Mathematics, Advanced, Pan-Dimensional Geometric Topology, and "Slide Rule" Operations. However, it is rarely offered as a suite, and thus the chance to find this course is rolled at -30 for True Goblin, -40 for Elven institutions of learning and -60 elsewhere, since it is rarely offered and the damned goblins are always trying to learn it. Pedantic scholars call this suite the Wooden Numerical Computator for Planar Travel Crash Course. Note that Millerite Goblins will ALWAYS try to Haggle over the price of the course, raising it substantially if not countered by superior haggling by the PCs. The course cost for the skills is thus a MINIMUM price.

Most Millerite Goblins who have attained the age of majority have the "Slide Rule" Operations skill and a substantial minority will have the "Slide Ruler" skill suite. They will be highly reluctant to share this knowledge with PCs unless richly compensated, and even then will try to welch on the deal!

Beginning characters can take the Mathematics, Basics and Mathematics, Advanced skills as normal; they should have appeared in the fourth edition Hackmaster PHB but a mathematically-challenged intern sabotaged the printing of those manuals. Beginning characters who wish to take Pan-Dimension Geometric Topology, "Slide Rule" Operations, or the "Slide Ruler" skill suite at character creation must make a course availability check (see GMG,189) at -60. Bards receive NO class-based bonuses to this roll. No school modifiers apply to the roll, either. Great Honor and Opportunist affect this roll, and Grey Elves of Middle Upper Class and Upper Upper Class receive an additional 10% bonus to find the skills (rumors have it that the Elven Empire passes this down to its most noble-born). Beginning characters receive ONE opportunity to find the course for each skill. If they succeed and can afford it, they may purchase the skill as a normal character creation skill. GMs may increase the difficulty of finding these skills to maintain the sanctity of their campaign, and if they have said this before character creation, any player who disagrees is immediately subject to a Hackmaster Smart Ass Smackdown Table roll!

Magical Saddles of Garweeze Wurld

M. Nathan

UK-1-00940-02

MELKORS BLAZING SADDLES

The infamous Blazing saddles were first created by the stern Battle Mage Melkor the Agitated for use by an order of Knight Errant which he had blessed with his patronage. The Order of the Resplendent Weasel Hawk (so named after the revolting raptor known to haunt the Grevan Steppes with its chilling cries of SkeeeHaaaawHii) was busily engaged in a long standing feud with the Fire Giants of the Heptos Mountains. As any traveler worth his salt knows, the Heptos Mountains, in particular the largest peak Karanor, are prone to sudden and quite deadly rises in temperature. Everyone knows the tale of Gimbold the Pleasant who desperately attempted to read off a protection from fire scroll even as it burned before his eyes on those uncaring heights. And so the Knights of the Weasel were in a quandary for every time it looked as though victory was theirs they were forced to flee when the temperature became too much for them and their lackeys. Melkor set about creating these artifacts which would enable a rider and his horse full protection from the heat for as long as necessary.

The saddles are magnificent in terms of workmanship and are to be envied for this reason alone. They are made from strips of beautiful leather, lacquered with red, bronze and crimson. On the top side, behind the mounts head is an emblazoned bronze sun with the wickedly grinning face of Melkor in the center. The saddle as well as being comfortable and exquisitely beautiful bestows upon both the rider and the mount the same effects as a Ring of Fire Resistance. In addition Melkor couldn't resist adding something to make his masterpieces stand out from the crowd and so he created an enchantment that would enhance the natural abilities of any mount upon which it was placed. This enhancement is the addition of a powerful breath weapon. By touching the bronze nose of Melkor within the center of the sun ornamentation and telepathically urging the mount to attack a specific target, the horse, or any similar sized creature, can expel up to 15d4 worth of fireballs every day. These can be distributed as needed and have a range of 160 yards, behaving exactly the same way as the 3rd level magic-user spell of the same name. As the rider is only directing the missiles he does not make the attack roll, the mount does. It is known that from time to time the rider attempts to take advantage of the limited communication enabled by the saddle and give commands other than the fireball attack, the rules of the magic do not allow this. GM's should feel free to use the spell mishap tables if riders attempt to use this function for any other purpose.

The saddles where used very successfully by Melkor's Knights but unfortunately after vanquishing the giants, the Knights died of anti-social diseases caught whilst spending the giants' loot. The exact whereabouts of the saddles slipped into mystery and are currently unknown. Melkor himself was slain some 200 years afterwards by the Albino Scoria Dragon known to the wise and learned as Pinky. The saddles crop up from time to time in bar tales and campfire folklore but apparently they are not very popular amongst the mounts who have worn them. Apparently having several Fireballs stored in ones stomach is akin to very bad trapped wind. This tends to make any horse lumbered with the saddles cantankerous to the extreme. Riders had better treat their mounts with care and respect as it's not unknown for horses wearing the saddles to tire of the constant kicking by their masters and in short order buck and dislodge them and then expel the fireballs in their entirety upon their surprised and bruised rider.

EP Value: 3,000   GP Value: 15,000

KRELDARS SPIDER HARNESS OF CRAWLING DOOM

The nefarious Drow Battle Mage Kreldar Marrowmight created these versatile spider saddles during the anarchic Wars between his native city of Bresh'Nek'Rull and the Illithid Republic of Nong. These saddles are beautiful in their simplicity of concept. Essentially they merge monstrous spiders and their Drow masters into a greater whole. They mesh the two creatures into one, which share combined hit-points and having the highest attack roll of either creature.

The Spider Harnesses come in two varieties, the relatively common Lesser Saddles which can now be found throughout the Netherdeep, due to the wide spread copying of Kreldar's designs and the far rarer Greater Harnesses, crafted by the twisted intellect of Kreldar himself centuries ago.

The Lesser Saddles have the following powers and abilities. First, they act much like a potion of Dragon control with the following exceptions. The harness must be placed on a spider of at least large size but not larger than 10'. The control power is bestowed upon whoever places the harness on a suitable spider. The spider can save vs. spell at -2 to avoid the effects but has to make a successful save every single round the harness is on its back. The harness automatically attempts to secure itself around the spider which can attempt to buck it off. A bucking spider can shake off the harness on a roll of 10-20, modify by the GM's discretion depending on the size breed and health of the specimen. If the bearer of the harness jumps on after harnessing the spider he can reduce the spider's chance to buck the saddle and himself by making a Strength check each round and adding the difference to what the spider needs to roll. For example a Drow scout with a Strength of 14 throws a Lesser Saddle followed by herself onto a Giant Cave Spider. She rolls 12 on the first strength check so the spider

FRAIM

now needs to roll between 12-20 on a d20 to successfully buck the rider and harness this round. Obviously jumping on the back of an enraged Cave Spider is no mean feat, so a successful jump skill check is needed at hard difficulty, those with the acrobatic skill suite get +10% on this roll.

Once the spider is subdued the effects last until the harness is removed. The user of the harness when mounted on the spider shares a hive mind with the beast, with its psyche dominant. He sees what the spider sees, feels what it feels, thinks what it thinks and vice versa. The rider and mount are a symbiotic entity and are so attuned they share nourishment from any meal eaten by spider or rider. Despite benefiting from the higher attack the rider and mount still attack separately. In addition to this, the honing of the senses extended mental capacity engendered by the link gives the rider a plus 1 to Dexterity and Intelligence and means that the spider-Drow entity cannot be surprised in a similar way to that of a Pixie Fairy.

Through the dark adamantine mesh of the harness, the spider and rider physically bond. To remove a rider from his spider symbiote against his will a successful bend bars-lift gates roll must be made. If successful this cause 3d6 damage to both spider and Drow and a successful Threshold of Pain check must be made because of the horrific trauma involved in the physical and mental separation. Failure on this roll means the rider slips into a coma for 30 days - Constitution. The spider must make a successful saving throw versus death magic or perish. If a rider wishes to dismount he must spend a full 5 minutes un-bonding his flesh with that of the spider and the strange minerals of the harness.

A bizarre side effect of the harness is a unique and almost touching dependency between spider and master; when dismounted the spider follows its rider around much like a puppy. After a month of riding the spider, the spider and its rider suffer a -1 to all rolls when separated from one another. Furthermore the spider will succumb to ennui and die after a number of weeks equal to its hit dice if not reunited with its master. The master will develop the minor depression flaw whilst apart from the spider and should the spider die this will blossom into full fledged depression. Even stranger, after a year together the results of separation become even more intense with the modifier for being apart increasing to -4. The most troubling and mind boggling phenomena however is the fact that the two creatures intellects begin to bleed together. After a year of devotion, the spider gains a +5 to intelligence, if the spider now has at least 7 intelligence it gains the ability to communicate but the bizarre chittering hybrid language is only fully understood by its master.

Drow love to torment their children with tales of unwitting dark elves who have used their harnesses on particularly ancient spiders who instead of being controlled have used to come to dominate them and use them as puppets in their eons old schemes. These stories are almost certainly apocryphal but almost every Drow claims to know someone, who knows someone, who knew someone it actually happened to. Thankfully for the Drow, their immense arrogance means that they are not put off using the harnesses.

The Greater Harnesses are identical in all regards except that they are created for use with spiders which are at least 12'. In addition they come fitted with a ballista +1 which shoots heavy black iron-shod bolts which inflict 3d6/3d8/3d10 and have a range of 120/240/360. The Greater Harness also counts as full plate barding due to the chitinous growths induced on its wearer. If the harness is removed at any point, these growths dissolve relatively quickly. To simulate this cross off one armor hit point every non-melee round.

The Greater Harness also speeds up the mental growth of the wearer giving the spider plus 8 Intelligence after only one month. The Greater Harness also allows the spider-Drow entity to automatically control up to 30 hit dice of spiders. When separated the spider and rider maintain contact telepathically as long as they are on the same plane of existence. The withdrawal symptoms still occur however because the spider harness makes the spider and rider act like a pair of love-struck teenagers, pining and moping when separated.

As a consequence of these harnesses a new and deadly sport has taken hold in the Netherdeep. eight Drow wild spider riders are gathered in an arena during religious festivals. Each is given a spider harness, however depending on the whim of the high priestesses half or fewer are genuine. Eight large, vicious female arachnids are taken into pens where the harnesses can be thrown on their backs easily. The bronco busters then jump on as the spiders are released into the arena. Only one Drow may leave so any who aren't eaten by enraged spiders must fight to the death with the remaining contestants and loose spiders. Anyone who survives the arena eight times is given the title Darkmaster of the

Web and given command of the Drow cavalry. This has happened only once; mostly due to the manipulations of a high priestess. The current Darkmaster of the Web is an 18th Level Dark Knight named Drevin Blackspine.

Every spider harness is unique and all bear the insignia of whichever Drow Household commissioned them. They are jealously guarded and like most Drow magic they dissolve once exposed to sunlight and withdrawn from the nourishing radiation of the Netherdeep. Most harnesses are customized with saddlebags or spell component pouches and such, often with harnesses for patrol leaders bedecked with standards and battle trophies.

A hard-line, fundamentalist cabal of Drow priestesses believes that the spider harnesses are blasphemous because they resemble the accursed Driders, who of course are deeply taboo. The bond between spider and rider does somewhat resemble a Drider but only at from a distance. Close up the differences are obvious, particularly when it comes to size. These Drow fanatics will attack on sight anyone using a harness.

Lesser Harness	
EP Value: 2,000	GP Value: 8,000

Greater Harness	
EP Value: 10,000	GP Value: 40,000

SKY TERROR

No-one knows the origin of Sky Terror. It's not even known whether it's unique or one of many. Only one thing can be said about the Sky Terror saddle with any degree of certainty - everyone who uses it to slip the surly bonds of earth and touch the face of the Gawds eventually gets cocky and ends up as people pizza.

Sky Terror is a saddle that fits either a griffon, pegasus, hyppogriff or similar sized mount. Its powers are useless on a non-flying mount. It is quite stunning to look at, crafted of the finest cobalt blue leather from the inner cheek of a venerable Blue Dragon. On either side of the saddle, just in front of the rider's legs are brilliant golden lightning bolts. The stirrups are encrusted with sapphires and any mount wearing it looks more magnificent and its rider more dashing. A marvelous feature which always pleases the "honor conscious" is the automatic appearance of a tiny stylized sigil with a line through it embossed in finest onyx for each aerial foe vanquished from the saddle in single combat by Sky Terrors owners.

The main advantage of anyone employing Sky Terror as a saddle is the additional aerial maneuvers it allows, however these are often at considerable risk to both rider and mount.

The creature wearing the saddle can now dive at either the standard double speed for double damage or triple speed for triple damage or even breakneck quadruple speed for quadruple damage. If these last two are chosen a ride check must be made at difficult for triple speed or very difficult for quadruple speed. If the check fails the rider and mount crash spectacularly into the ground at incredible speed. The speeds involved are so powerful that the rider suffers d8 rather than the usual d6 for falling at triple dive speed and a bone shattering d10 at quadruple speed. If demi-humans were meant to fly they would have been given built-in parachutes so that's the breaks. The maximum of 20 dice still applies for this falling damage. During any dive of triple or quadruple speed the rider must make a Constitution check at -2 and -4 respectively to avoid throwing up and losing a point of temporal honor.

The creature wearing the saddle gains maneuverability class A but this causes the creature to age 4 times as quickly because of the supernatural strain. The Gawds designed these creatures to go at set speeds, any faster and there whole biology starts to go.

Once per day the wearer of the saddle can be commanded to make a dive bomb attack by the rider screaming at the top of his lungs "Incoming!!!" This takes two rounds to perform. The first round must be used to dive at quadruple speed requiring the skill check as normal. If this succeeds, on the next round the flying mount is able to make a dive bomb attack at each target within its full quadrupled movement in a straight line and within 15 feet of either side. So for example a griffon could effect creatures in a 30x1,200 area. The dive bomb takes the form of screaming globs of viscous energy that build up

along the dive and drop of as the creature levels out on the bombing run. They cause 3D8 damage to all in the area of effect without appropriate cover; ideally a couple of feet of plated steel. The damage may destroy light structures or at the very least set them on fire. A successful save vs. breath weapon halves the damage. In addition to this the psychological impact of this kind of assault may force troops whose lines are affected to make a morale check at the GM's discretion.

Sky Terror 'was used quite successfully by the cavalier Grey Glove the Salacious during the Wars of the Cloistered Dauphin. He ravaged and butchered in the name of his king for many years until he fell at the decisive battle of Blood Grass Point where he unsuccessfully regained control of his mount after a brilliantly executed bombing run against the mercenary crossbowman his king's enemies had employed. Unfortunately after routing their position he was distracted by a maiden watching from the west tower of Fortress Skalan and he crashed into the South tower obliterating himself, his trusty pegasus Winghoof and most of the tower. Thankfully for the Dauphin this provided precisely the breach his siege engineers could not and his forces stormed the castle ending the war. Sky Terror was never found.

70% of the time the Sky Terror saddle is found with a set of magical head gear commonly known as The Flight Goggles of The Clouds. As well as looking rather fetching and protecting the wearer from bugs impacting on his eyes they also come equipped with a built in safety feature. Upon hearing the command word which is usually something along the lines "Aaaahhhhh!!!!!!!" or "Oh my Gawd! Oh My Gawd!! OH MY GAWD!!!!!" a feather fall spell is activated as though cast by a 10th Level Magic User. The goggles are bright blue like the saddle itself and have the same bold lightning bolt motif. Because of the built in ear muffs the wearer is only able to hear at half normal efficiency. Also as a result of having so magical an item in close proximity to ones brain, persistent wearers often develop strange quirks and begin to use phrases such as "Chocks away!!" , "Tally Ho!!" and "This shall be our finest hour!!". The Goggles have 4d10 charges.

Sky Terror
EP Value: 2,000   GP Value: 10,000

Flight Goggles Of The Clouds
EP Value: 900   GP Value: 4,000

BEHIND THE SHIELD

The Monk with an Amputee Flaw

David Smith

HMGMA #PA-1-00712-02

What happens to a monk character when he acquires an amputee flaw (whether at character generation or through a called shot or critical hit)? It would appear that many monkish abilities — open-hand attacks, dodging and knocking aside missiles, etc. — assume a normal number of arms and legs. What happens when one of these limbs is chopped off or otherwise rendered useless?

First, the monk loses 1 open-hand attack per 2 rounds. However, he would never receive less than 1 attack per round. Therefore, a monk with a missing limb would receive 1 open-hand attack per round from 1st through 7th level. (At 8th level he would attack 3 times every 2 rounds.) Furthermore, under ordinary circumstances (i.e., not under the influence of a haste spell or other similar magicks) the monk can never have more attacks per round than he has limbs, so even at 21st level the monk amputee receives only 3 attacks per round.

Second, the monk's ability to dodge or knock aside missiles (PHB p. 53) is impaired. The required saving throw is made at −2 on the die.

Third, the monk's ability to climb walls and avoid falling damage (PHB p. 54) is hampered. All climb walls checks are made at −10% and avoiding falling damage requires a Dexterity check at −2 to the ability score. If the Dexterity check fails, however, the monk does not take additional damage for being an amputee as described in the GMG. Rather, he takes only 1d6 points of damage for every 10 feet he falls.

Finally, the monk's mystical ability to create an Intimidating Display (PHB p. 54) is diminished. Any saving throws against this ability or its improved version (Really Intimidating Display) will be at +4 on the die. The reason for this penalty is that a dancing monk missing a limb is more a cause for amusement than anything else. Having a stump waved in your face just isn't very hypnotic.

Other penalties may be added at the discretion of the GM.

Of course, these guidelines can't cover every situation. What happens in the case of a monk who loses two or more limbs? As a GM my ruling would be that such a character is effectively useless and ought to be retired. (I also wouldn't permit a double-amputee character to enter the game as a monk.) If a player insists on playing such an anti-munchkin, the above penalties should be made more severe. For example, the character will lose one full open-hand attack per round, to a minimum of 1/2. Climb walls checks would be made at −50% in the best of conditions (climbing requires three limbs) and downright impossible in other conditions. Intimidating Display and Really Intimidating Display would be totally useless as the character becomes an object of fun and merriment (think of the Black Knight in Monty Python and the Holy Grail). Attempts to use these abilities will result in a loss of Honor for the character. Finally, a monk with no arms would be unable to use the special ability Shaking Claw.

Please note that none of the normal penalties for being an amputee would be abrogated under these rules. A monk who was missing a leg would still have his movement rate decreased by 3 points, and a monk with a missing arm would be unable to wield a staff (or any other two-handed weapon).

Naturally, your players may find these rulings unduly harsh. Well, "harsh" is part of life on Garweeze Wurld and these players should be grateful that their characters aren't the objects of a blood curse or the targets of a vituperative GM smackdown. A couple of minor penalties are nothing compared to the wrath of Blind Luvia or, worse yet, the GM himself.
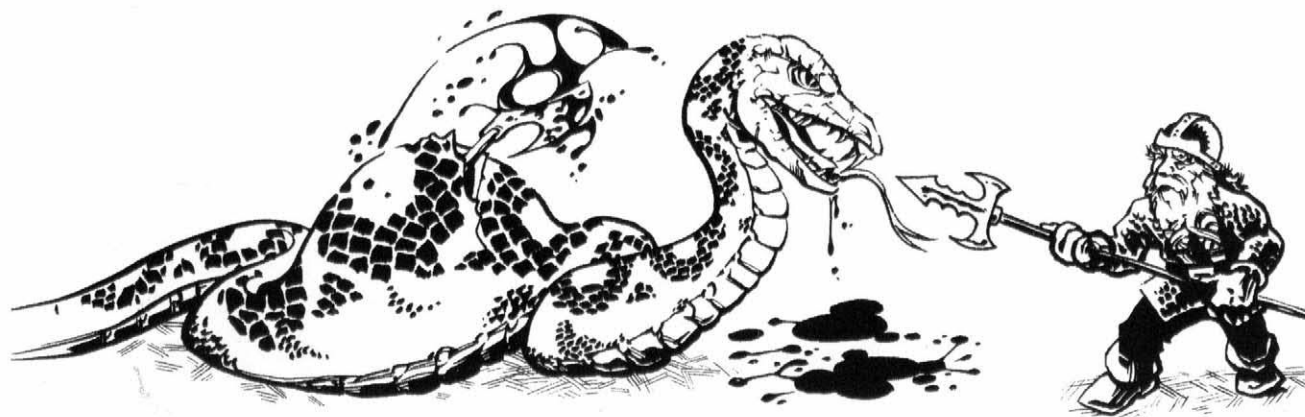

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Collector's Paradise	2502 Juan Tabo NE	Albuquerque	NM	87112	505-332-1664	snagames@earthlink.net
Comic Dreams	377 W. Louise Ave	Manteca	CA	95336	209-823-7393	mechsable@aol.com
Dark Tower Games & Comics	2614 1/2 6th Avenue	Tacoma	WA	98406	253-572-7041	darktower@isomedia.com
Dragon's Keep	131 North University Ave.	Provo	UT	84601	801-373-3482	
Dragon's Lair	4910 Burnet Road	Austin	TX	78756	512-454-2399	info@dlair.net
Dreamland Comics	105 W. Rockland Rd.	Libertyville	IL	60048	847-680-0727	dreamland95@yahoo.com
Flamingo Street Collectibles	130 New Canaan Ave	Norwalk	CT	06850	203-840-1694 fax 203-846-0024	hauntedelf@hotmail.com
Friends Hobby & Computer	2411 Washington St	Waukegan	IL	60085	847-336-0790	bob@friendshobby.com
Game Wizard	704 NW 65th	Seattle	WA	98117	206-781-4933	
Game Zone	2302 E. Colorado Blvd.	Pasadena	CA	91107	626-304-2637	gamezone1@earthlink.net
Harlequin Games and Hobbies	2321 W Main St	Turlock	CA	95380	(209)656-0540	rtc@harlgames.net
Hidden Fortress LTD	51 East Street	Southampton	Hampshire, UK	SO14 3HX	+44 02380 710550	enquiries@hidden-fortress.com
Hobby Center	1003 W. Hardy St.	Hattiesburg	MS	39401	601-582-6822	hobcnt@aol.com
Keep, The	4734 Parnell	Fort Wayne	IN	46825	260-471-4336	thekeep@gte.net
Lone Star Comics	11661 Preston Road #151	Dallas	TX	75230	214-373-0934	asettle@lonestarcomics.com
Merlyn's	1 N. Browne St	Spokane	WA	99201	509-624-0957	Goribob@aol.com
Midnight Comics & Games	13711 Westheimer, Suite Q	Houston	TX	77077	281-293-0226	sandman@midnightcomics.com
New World Games & Comics	4414 SE 44th St	Oklahoma City	OK	73135	(405)677-2559	lordvargon@yahoo.com
Scenario Game & Hobby Shoppe	37120 Fremont Blvd	Fremont	CA	94536	510-792-9333	chuckkw@pacbell.net
Scholars'	34 Central Square	Bridgewater	MA	02324	508-279-1712	scholars2@mindspring.com
Secret Door, The	2227 Mt Carmel Ave	Glenside	PA	19038	215-517-8446	thesecretdoor@att.net
Self Help Books	9th Flr, 101 Wickham Tce.	Brisbane	QLD, Australia	4000	(07) 3839 9727	wilkiem@hotmail.com
Sentry Box	1835 10th Ave. SW	Calgary	AB, Canada	T3C 0K2	403-245-2121	johansen@nucleus.com
Tita's House of Games	1608 Bancroft Way	Berkeley	CA	94703	415-765-2140	CarlBrodt@aol.com
Undermountain Games	3188 London Road	Eau Claire	WI	54701	715-838-7277	c_schafer@hotmail.com
Valhalla's Game Center	6161 W. 44th Ave.	Wheat Ridge	CO	80033	303-463-5451	loki@valhallas.com
Violet Vortex Games	1147 Main Street	Milford	OH	45150	513-248-2221	theo@violetvortex.com
Wizards	115 South Main St.	Russellville	KY	42276	270-726-3030	tsunamikoan@msn.com
WizKids Games	8912 161st Ave NE	Redmond	WA	98052	(425)497-9579	store@wizkidsgames.com

THANK YOU FOR YOUR SUPPORT!