



Orkin Wardawg

These merciless creatures resemble a large dog with the front claws of a cat and the head of a boar, though they have a dog's teeth instead of a boar's tusks. They are also meaner and uglier than the most vicious boar.

Orkin wardawgs are native to the deepest forests, and prized heavily by orcs who employ them to hunt game, as well as humans and demi-humans.

In the wild, orkin wardawgs usually live and hunt in packs of 2-8 individuals, with the strongest or most aggressive male (usually a greater orkin wardawg) serving as leader.

Orkin Wardawg, lesser: Adults usually stand about 3 feet tall at the shoulder, with a body length averaging

between 4 to 5 feet, and weigh between 144 to 200 pounds.

With HackMaster Basic coming out just around the bend we decided to offer up a couple of official creatures for the new system to whet your appetite.

Orc

These evil humanoids are bred and trained for warfare. They vary in height, but average roughly 6 feet tall, although their stooped nature makes it hard to tell. Their skin ranges in color and shades, depending on geographical location, but is often a dark brown/black mixture with strands of long, coarse black heads of hair.

Orcs never bathe or groom, and take pride in ritualistic tattoos and self-mutilation. Their faces are marked by a pig-like snout, and stained, chipped tusks that jut from their lower jaw.

Orcs seem to exist only to destroy anything they encounter. Even their own lair is eventually ruined, as orcs are filthy, destructive dwellers.

Their insatiable hunger and resentment toward all other living things drives them into a constant conflict with mankind. Orcs despise elves above all others and attack them on sight.

Orc

Alignment:	Neutral Evil
Initiative:	5
Speed:	9
Reach:	Medium
Attack:	+3
Damage:	2d8p +2 (scimitar)
Special Attack:	none
Defense:	-4 (+2 with medium shield)
Special Defense:	Shield use
Damage Reduction:	3 (armor)
Hit Points:	23+1d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	34

Orkin Wardawgs	Lesser	Greater
Initiative:	0	1
Speed:	9	7
Reach:	Short	Short
Attack:	+7	+9
Damage:	4d4p +1	4d4p +5
Special Attack:	none	none
Defense:	+3	+5
Damage Reduction:	4	5
Hit Points:	30+3d8	38+4d8
ToP Save:	9	9
Size:	Medium	Large
Move:	20 feet/second	20 feet/second
EPV:	122	350

Unlike their greater kin, they retain their youthful stripes through adulthood, causing outsiders to sometimes mistake them for adolescent greater orkin wardawgs.

Orkin Wardawg, greater: The adult of the species stands roughly 4 feet tall at the shoulder,

with a body length of about 7 feet, and weight of around 700 pounds.

When born, they have light brown hair with longitudinal darker stripes. The stripes fade when the creature is about half-grown, when it takes on an adult's grizzled brown coat. □

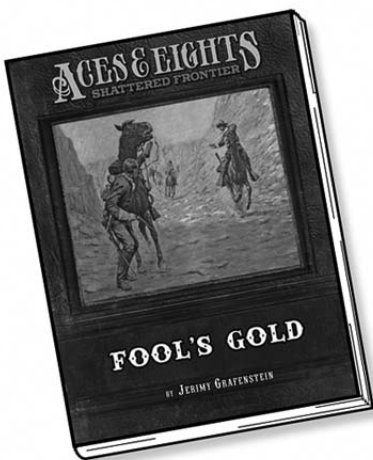
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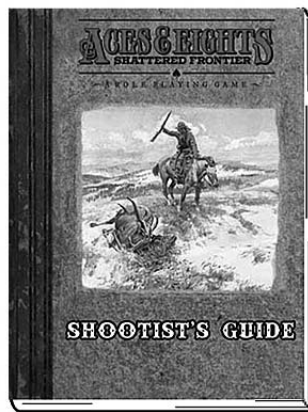
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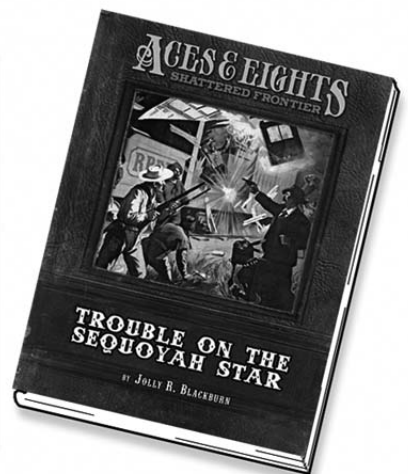
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THE SHOOTIST'S GUIDE — an essential tool for use with your Aces & Eights game! New Target Silhouettes, hunting rules, cover items and more.



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HackMaster Basic

Further peeks into
the new edition...

Player character Quirks and Flaws are a popular and uniquely HackMaster feature. **HackMaster basic** continues this tradition with the stipulation that PCs must roll for these characteristics. Don't fret... the quirks and flaws in basic are very tame and intended to facilitate roleplay.

We've taken the opportunity to address several shortcomings of 4th edition's quirks and flaws, most notably those with seemingly no downsides. For example, the frequently cherry-picked *Anosmia* flaw has been reworked.

Anosmia: People with anosmia have no sense of taste or smell. This is mistakenly believed to be an advantage by some adventurers as it permits them to enter areas with extremely strong odors that would repel others.

A serious problem stemming from this flaw is that an individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. Because he has never experienced the revulsion of tasting and immediately spitting out putrid food, neither has he had the visual cues identifying such noxious stuff burned into his brain. Anosmiacs are therefore very prone to food poisoning and dysentery.

In addition to the classics, we've also added several new ones. A particularly colorful quirk follows:

Foul-Mouthed: While most people may utilize the occasional epithet for particular emphasis, the foul-mouthed individual peppers his speech with a stellar compliment of vulgarities for no seeming purpose. Even when in polite company, the vulgarian finds it

extremely difficult to curtail his frickin' swearing.

As David Kenzer mentioned in KoDT #150, HackMaster basic employs a hybrid slot and point system for magic spells. This provides a spellcaster with many more options than they had in 4th edition – in essence you can now tweak your spellcasting to the tactical situation instead of employing a “one size fits all” solution.

For those of you thinking, “That’s great and all, but why do you have to change a system I’m comfortable with?” I’ll let you in on a secret. If you simply go with the defaults, the system mirrors 4th edition. You have the option of running a spellcaster just like you’re used to and then taking advantage of the new features as their benefits become rapidly evident.

A sample spell illustrating some of these principals follows:

Translate

Base SP Cost:	50
Components:	V, S, M
Casting Time:	10 seconds
Range:	Personal
Volume of Effect:	Personal
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 10 SP/minute Extend Comprehension to Written Text: 25 SP

This spell lets the caster comprehend unintelligible speech as easily as if it had been spoken in his native tongue. The caster can also extend his comprehension to written text in an unfamiliar language (at an additional Spell Point cost). In both cases, however, the caster must first touch the creature or text that he wishes to understand (which may prove to be a cultural or situational difficulty). Magical writing is immune to this spell's effect, nor does the spell translate secret codes or reveal writing hidden by magic.

The material component for this spell is a songbird's tongue.

Magic Items

HackMaster basic has magic items that parallel their 4th edition contemporaries. One novel feature is that wands utilize the point feature of the magic system. By expending spell points, you can economize on the number of charges a particular effect drains from the wand. Wands typically have many related features but the most powerful options require a fully charged wand to employ and are no longer accessible once many charges have been drained out of it. A sample wand follows:

Fire and Flame [Mage]: The potent Wand of Fire and Flame has several effects:

The wand's most rudimentary power, one that does not require charges and functions as long as any charges remain, is to produce a small tongue of flame at its tip. If used in conjunction with the Fire-Building skill, it provides a +50 bonus to Fire-Building skill checks.

The following list of increasingly potent effects requires the expenditure of charges.

- *Fire Finger* (1 charge and 5 SP): effect as Fire Finger spell inflicting d3p+6 points of damage with a range of 25 feet

- *Scorch* (2 charges or 20 SP plus one charge; 21+ charges remaining required): effect as a Scorch spell inflicting d3p+15 points of damage.

- *Flaming Orb* (3 charges or 30 SP plus two charges; 41+ charges remaining required): Creates a 10 foot diameter ball of flame at a range of up to 100 feet that can roll in any direction commanded by the Mage (this concentration precludes other actions) at a rate of 5 feet per second. Further, it can roll up and over any barrier, even along ceilings and ignites all combustibles in its path.

The flaming orb only persists for 10 seconds. However, the Mage invoking it may expend 1 Spell Point per second to maintain its existence.

Those coming in contact with the flaming orb suffer 2d6p damage (save for half) while those within a 5 foot radius of the fiery ball sustain 1d6p points of damage per 10 full seconds of exposure. The damage suffered cannot be reduced by armor or natural hides, etc.

A successful save by an individual in contact with the orb immediately causes it to wink out of existence.

- *Fireball* (4 charges or 60 SP plus two charges; 61+ charges remaining required): A small (3 inch diameter) ball of flame shoots forth from the end of the wand up to a range of 200 feet. At maximum range or anywhere along the path chosen by the Mage, or on contact with any obstacle, the tiny fireball bursts into a 20 foot diameter ball of flames. Whilst the fireball has no concussive effects, anyone within the area of effect suffers 6d6p damage (save for half damage). The damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles engulfed in the flames are also ignited.

- *Wall of Flames* (5 charges or 100 SP plus three charges; 81+ charges remaining required): The wand creates a wall of flames up to 60 feet wide and 20 feet tall (at the discretion of the wielder). Any creature that comes within 10 feet of any side of the wall is roasted for 6d6p damage immediately and another $\frac{1}{10}$ of that rolled sum per second that he remains within this vicinity. Further, any creature actually attempting to pass through the wall suffers an additional 6d12p damage. In both cases, the victim may attempt to save for half damage, but the damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles touched by the flames are also ignited.

Once invoked, the Mage must concentrate exclusively on maintaining the wall and expend 2 Spell Points per second doing so.

