

FOURTH EDITION

HackMaster

GAMEMASTER'S COUPON BOOK



AN ACCESSORY FOR GAMEMASTERS ONLY!

IF YOU ENJOY THIS ADVENTURE, LOOK FOR MORE HACKMASTER RELEASES FROM KENZER AND COMPANY.

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GAMEMASTER'S COUPON BOOK

A HACKMASTER CAMPAIGN RESOURCE

* GAMEMASTER'S EYES ONLY *

Welcome esteemed GameMasters to the latest tool designed for the enhancement of *your* HackMaster game. Make no mistake about it, the table is your domain and as a benevolent dictator you are obligated to assert your authority. The proliferation of Player coupons has been seen by some of questionable intellect to be an affront to that authority – a veritable tool to chip away at the hallowed walls separating you from the common rabble. Not so say I. The brilliant minds of Hard Eight have permitted the player militia to draw strength from their measly little coupons before releasing the true fury you now hold in your hands.

While you are bound by the same rules as players in that only one coupon may be played upon them per session, do not feel fettered by these constraints. While the players may take some small measure of solace in their limited vulnerability to direct coupon effects, there are no restrictions placed upon you using coupons on your cast of monsters and NPCs. Should your players escalate the coupon arms race, make sure you allow them the pleasure of witnessing a bold demonstration of your first strike capability and huge arsenal!

Included in this product are 107 coupons scientifically designed by the best minds in the Hard Eight research and development laboratory. For ease of use, they have been categorized into sections devoted to particular uses of these powerful armaments.

Sheet One

“Level Playing Field”: How often has some snot nosed punk come to your table with an elf fighter maxed out to 20 Strength who then proceeds to hack through your intricately balanced dungeon? Or how about that female pixie fairy with excessive comeliness who fascinates your chief NPC villain? Sure, you can go back to the drawing board and spend countless hours rewriting your adventures to ensure that they challenge your group. But why allow your players to put the onus on you, the already overworked GM, to remedy a situation of their own making? Slapping a handy coupon on such egregiously min/maxed characters is by far the simpler solution.

Sheet Two

“The Too Talented Mr. Ripley”: Some more clever players forgo the excessive attributes in favor of other benefits, but nonetheless may pose a problem

for your campaign. These coupons serve as some “extra baggage” for those characters that are simply too smart and talented for their own good. Of course, nothing prevents you from using these aids on any player (or protégé, henchman or hireling as the case may be). Have fun with these, but be sure to enforce the role-playing!

Sheets Three through Five

“Just plain ‘ol fun”: This selection of coupons is on the whole more of an annoyance to players than a real threat. Use them to tweak the noses of your players. Several of the coupons will inflict EP penalties so keep these handy when characters threaten to advance more quickly than you had planned.

Sheets Six through Eight

“Covert Aid”: There are times when your best laid plans go awry. Critical hits are the bane of monsters and a lucky streak on the part of your players may threaten to disrupt the overarching plans of your carefully crafted scenario. These coupons serve to either strengthen your allies (monsters and NPCs) or to disrupt the combat potential of your adversaries (the players). Feel free to play them liberally as the situation warrants, especially if your players are playing coupons of their own in a pathetic attempt to extricate themselves from a situation of their own creation!

Sheet Nine

“Smackdown”: While you ALWAYS have the option of resorting to the Smartass Smackdown table, certain players raised in an atmosphere of coddling may interpret this action as arbitrary and capricious. While they are of course utterly wrong, the chastened player may resort to pouting and become a disruptive element. An enlightened approach is to issue one of these coupons as “plea bargain” instead of resorting to the maximum punishment of the HSST. This is especially effective if the player is a conspicuous user of coupons himself – after all, turnabout is fair play.

There are, naturally, other valuable campaign saving coupons on this sheet. If you have allowed a powerful magic item into the game that the players have found an unintended way to exploit, here's your chance to eliminate any such item (even an artifact!).

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A HackMaster Campaign Resource for HackMaster: The Role-Playing Game 4th Edition

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HACKMASTER COUPON

BOLDNESS IS A CHILD OF IGNORANCE

-60 fractional points to Intelligence



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

A GROUCH ESCAPES SO MANY LITTLE ANNOYANCES THAT IT ALMOST PAYS TO BE ONE.

-50 fractional points to Charisma



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

A STRENGTH TO HARM IS PERILOUS IN THE HAND OF AN AMBITIOUS HEAD

-75 fractional points to Strength



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CHRONIC ARTHRITIS

-75 fractional points to Dexterity



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE TWO MOST ABUNDANT THINGS IN THE UNIVERSE ARE HYDROGEN AND STUPIDITY

-80 fractional points to Intelligence



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

BEAUTY IS ONLY SKIN DEEP; UGLY GOES ALL THE WAY TO THE BONE

-2 full points to Comeliness



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

COMMON SENSE IS THE COLLECTION OF PREJUDICES ACQUIRED BY AGE EIGHTEEN

-75 fractional points to Wisdom



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I HAVE NEVER TAKEN ANY EXERCISE EXCEPT SLEEPING AND RESTING

-75 fractional points to Constitution



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

SILLY RABBIT, TRIX ARE FOR KIDS

-65 fractional points to Wisdom



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

GROSSLY OVERSTRENGTH

-144 fractional points to Strength



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

GENETIC WEAKNESS

-1 point to Constitution



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CARPAL TUNNEL SYNDROME

-75 fractional points to Dexterity



To Redeem: presents to Players. No cash value. Authorized by the HPGCHA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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HACKMASTER COUPON

I COULD BE BOUNDED IN A NUTSHELL AND COUNT MYSELF A KING OF INFINITE SPACE, WERE IT NOT THAT I HAVE BAD DREAMS

Character gains the Quirk
Chronic Nightmares



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I LOATHE PEOPLE WHO KEEP DOGS. THEY ARE COWARDS WHO HAVEN'T GOT THE GUTS TO BITE PEOPLE THEMSELVES.

Character gains quirk Animal Antipathy (dogs)



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

EXPERIENCE IS A COMB WHICH NATURE GIVES TO MEN WHEN THEY ARE BALD.

Character gains flaw Male Pattern Baldness



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE TRULY WISE PERSON IS COLOR-BLIND.

Character gains the flaw
Color Blindness



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE ABILITY TO DELUDE YOURSELF MAY BE AN IMPORTANT SURVIVAL TOOL

Character gains
the Delusional quirk



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CERTAIN FLAWS ARE NECESSARY FOR THE WHOLE. IT WOULD SEEM STRANGE IF OLD FRIENDS LACKED CERTAIN QUIRKS.

Character gains randomly
determined quirk



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

A LOT OF PEOPLE MISTAKE A SHORT MEMORY FOR A CLEAR CONSCIENCE.

Character gains the quirk
Short Term Memory Loss



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

OLD AGE IS NOT SO BAD WHEN YOU CONSIDER THE ALTERNATIVES

Character Ages 2d4 years



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

COMPETENCE, LIKE TRUTH, BEAUTY AND CONTACT LENSES, IS IN THE EYE OF THE BEHOLDER

-40 skill Mastery points from
a skill



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE SADDEST THING IN LIFE IS A WASTE OF TALENT

Character loses one Talent (preferably one he seldom employs)



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

UNDER THIS FLABBY EXTERIOR IS AN ENOMOUS LACK OF CHARACTER

Character loses 2d8 Honor



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I'D GIVE MY RIGHT ARM TO BE AMBIDEXTROUS

Character gains
Ambidextrous talent &
Amputee, arm flaw



To Redeem: present to Player. No cash value. Authorized by the IHQ2CA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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HACKMASTER COUPON

THERE'S SO LITTLE HOPE FOR ADVANCEMENT.

Training costs for one level are doubled for a character



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

MEN ARE BORN IGNORANT, NOT STUPID; THEY ARE MADE STUPID BY EDUCATION.

Character fails a course



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

A CHILD OF FIVE COULD UNDERSTAND THIS. FETCH ME A CHILD OF FIVE

A MU automatically fails to learn a spell and may not copy it into his spellbook



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

BLESSED IS HE WHO EXPECTS NOTHING, FOR HE SHALL NEVER BE DISAPPOINTED

Character receives no EPs for the gaming session



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

EXPERIENCE IS THE NAME THAT EVERYONE GIVES TO THEIR MISTAKES.

EPs are reduced by 15% for everyone in one session



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

DIMINISHING RETURNS

All EPs earned this session by one player are reduced by 25%



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

HYPERINFLATION

All expenditures cost double this game session.



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

NOTHING VENTURED, NOTHING EARNED

One PC loses all temporal honor, EPs and GPs gained during this evening's session



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

EVEN STEVENS

Next time the PCs choose to elect an MVP for the session, they must also pick a PC as Least Valuable and award an equal and opposite EP penalty to that PC. Card remains in effect until an MVP is chosen.



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

OBVIOUSLY CRIME PAYS, OR THERE'D BE NO CRIME

Character loses half of wealth carried to thieves



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I THINK THE WORLD IS RUN BY C STUDENTS

Quality of Teacher is below average when character trains



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE WORLD TOLERATES CONCEIT FROM THOSE WHO ARE SUCCESSFUL, BUT NOT FROM ANYBODY ELSE

Character fails a skill check and loses 2 honor



To Redeem: present to Player. No cash value. Authorized by the IHQGM.

Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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HACKMASTER COUPON

NOTHING EVER GOES AWAY

Negate a Remove Curse



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

RESISTANT STRAIN

Negate a Cure Disease

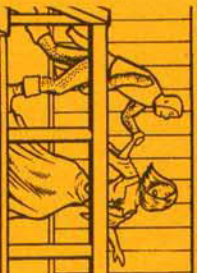


To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

ABSTINENCE IS A GOOD THING, BUT IT SHOULD BE PRACTICED IN MODERATION

Character suffers 2 alignment infraction points if LG or LN



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IF YOU'RE NOT OUTRAGED, YOU'RE NOT PAYING ATTENTION

Character gains Hackfrenzy quirk for 24 hours



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CRY BABY

Player gains the Low Threshold of Pain flaw for a day



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CANDY ASS

Player gains the Wuss of Heart quirk for a day



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

TEMPORARILY INSANE

For the remainder of the adventure, PC acquires 3 random minor quirks (mental). Any that he fails to demonstrateably role-play become permanent



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

COMMUNICATION BREAKDOWN

Target spell caster comes down with Laryngitis (duration of 1d4 days)



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

COST OF LIVING ADJUSTMENT

All party hirelings demand a 20% pay increase



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

SALES TAX

All purchases in a given town are now permanently subject to a 10% sales tax



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

WE HAVE ENSLAVED THE REST OF THE ANIMAL CREATION, AND HAVE TREATED OUR DISTANT COUSINS IN FUR AND FEATHERS SO BADLY THAT BEYOND DOUBT, IF THEY WERE ABLE TO FORMULATE A RELIGION, THEY WOULD DEPICT THE DEVIL IN HUMAN FORM.

A party member's animal avatarly attacks him. Even if subdued, it will forever be an enemy.



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

METABOLICALLY CHALLENGED

Character gains 3d6 pounds. This weight is impossible to lose.



To Redeem: present to Player. No cash value. Authorized by the HMCDA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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HACKMASTER COUPON

MAGICAL SHORT CIRCUIT

A magical device uses three times as many charges than it normally would



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

BROWNOUT

A spell or device only delivers half the damage rolled by the player



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IN REAL LIFE, UNLIKE IN SHAKESPEARE, THE SWEETNESS OF THE ROSE DEPENDS UPON THE NAME IT BEARS. THINGS ARE NOT ONLY WHAT THEY ARE, THEY ARE, IN VERY IMPORTANT RESPECTS, WHAT THEY SEEM TO BE.

Use on a character when he drinks a potion. The potion is actually delusional.



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

AWARDS ARE MERELY THE BADGES OF MEDIOCRITY

Cancel all EP awards this session (see Tables 14C and 14D on p. 185 of the GMG)



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IT IS AMAZING WHAT YOU CAN ACCOMPLISH IF YOU DO NOT CARE WHO GETS THE CREDIT

MVP award cancelled for session



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

NO ONE EXPECTS THE SPANISH INQUISITION

Entire party subject to alignment and encumbrance audits



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IF YOU DON'T KNOW WHERE YOU ARE GOING, YOU WILL PROBABLY END UP SOMEWHERE ELSE

The party becomes lost



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

DID I FIRE 6 SHOTS OR ONLY 5?

Target character loses all of his arrows/quarrels/sling stones or bullets



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

YO-HO BLOW/THE MAN DOWN!

PC has nasty cramps, make a TOP check or fall from pain (duration 1d4+1 rounds)



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE WORLD IS DIVIDED INTO PEOPLE WHO DO A THING - AND PEOPLE WHO GET THE CREDIT

Present this coupon after your players have nominated a MVP. All players save the MVP receive NO experience points.



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CITIZEN DWAYNE

PC may not avoid any single question asked of him. A truthful & honest answer must be given regardless of the results



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

LEAD ZEPPELIN

All of the target character's coinage is transmuted into lead



To Redeem: present to Player. No cash value. Authorized by the HMCNA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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HACKMASTER COUPON

DENIED!

Nullify any natural "20" rolled and have the player re-roll



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THERE IS NOTHING MORE EXHILARATING THAN TO BE SHOT AT WITHOUT RESULT.

Negate any hit by a missile weapon



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CAN'T GET NO SATISFACTION

Target character automatically fumbles



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I'M SORRY, DID I BREAK YOUR CONCENTRATION?

Target spellcaster suffers a spell mishap



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IF A THING IS WORTH DOING, IT IS WORTH DOING BADLY

Target character automatically fails a skill check



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IN THE COURSE OF MY LIFE, I HAVE OFTEN HAD TO EAT MY WORDS, AND I MUST CONFESS THAT I HAVE ALWAYS FOUND IT A WHOLESOME DIET.

Target spellcaster suffers a spell mishap



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

MURPHY WAS AN OPTIMIST

Target player must roll again and accept the new results



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IF YOU CANNOT CONVINCE THEM, CONFUSE THEM

Each member of the party must save vs. magic or be Confused (per the 4th lvl MIU spell)



To Redeem: present to Player. No cash value. Authorized by the HHCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

DÉTENTE

This coupon nullifies any other coupon played



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HACKMASTER COUPON

RESIGNATION

A player's protégé gives the character a letter of resignation and 2 weeks notice before he leaves to work for an NPC



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HACKMASTER COUPON

TILT!

You may physically adjust the result of any one die roll to any number adjacent to the number actually rolled



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HACKMASTER COUPON

UH OH, BETTER GET MAACO

Target character's armor suffers 20 points of damage



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HACKMASTER COUPON

I AIN'T GOT TIME TO BLEED

One of your monsters/NPCs is healed 20 hit points



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

OUCH!!

The base severity of a monster/NPC's critical hit increased by an additional 1D12



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HACKMASTER COUPON

AS TO ABUSE - I THRIVE ON IT. ABUSE, HEARTY ABUSE, IS A TONIC TO ALL SAVE MEN OF INDIFFERENT HEALTH.

A hit by a monster causes 3x damage but only to PCs w/ a CON bonus



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HACKMASTER COUPON

DYING IS A VERY DULL, DREARY AFFAIR. AND MY ADVICE TO YOU IS TO HAVE NOTHING WHATEVER TO DO WITH IT

One of your monsters/NPCs receives a Cure-All (per 6th lvl Cleric spell)



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HACKMASTER COUPON

SOME PEOPLE THAT LIVE DESERVE DEATH, AND SOME PEOPLE THAT DIE DESERVE LIFE

An NPC slain by the party is raised from the dead



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CLUCK, CLUCK, BOOM!

All monsters/NPCs gain +1 to-hit and damage for the duration of one battle



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HACKMASTER COUPON

A DAY WHICH WILL LIVE IN INFAMY

For 24 hours, all opponents the party encounters get +1 to-hit & +2 damage



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

IT'S SO EASY

One of your Monsters/NPCs gets a Mulligan



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

SMOKE 'EM IF YOU GOT 'EM

Deal an amount of damage to a character equal to the amount of damage they just inflicted on a monster/NPC



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

LAY THE SMACKDOWN!

A successful hit by a Monster/NPC causes 2x damage



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

LEVEL PLAYING FIELD

Each time a cleric casts a cure spell, cure a like number of points to any monster in the room (duration = 1 battle)



To Redeem: presents to Player. No cash value. Authorized by the HPCMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I'LL GET YOU MY PRETTY...

Monster/NPC gets +5 to-hit with any called shot and crits on a natural 18-20



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HACKMASTER COUPON

THEY SAY VERBAL
INSULTS HURT MORE
THAN PHYSICAL PAIN

Give this coupon to a player and
laugh at him as his character
sustains 1d20 points of damage



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I MUST APOLOGIZE FOR
THE LACK OF BLOODSHED
IN TONIGHT'S PROGRAM,
WE SHALL TRY TO DO
BETTER NEXT TIME.

Double the damage
caused by any trap



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

DETANGLER

Negate an *Entangle* spell



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

TEMPORARILY INSANE

For the remainder of the adventure,
PC acquires 3 random minor quirks
(mental). Any that he fails to
demonstrably role-play become per-
manent



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

HMO PLAN

Monster/NPC healed
18 hit points



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

JUST A SPOONFUL OF
SUGAR HELPS THE
MEDICINE GO DOWN

Monster/NPC healed
21 hit points



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

FREEDOM IS A
NOBLE THING!

Monster/NPC released
from any *Hold* spell



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

I AM GOING A LONG WAY

(FOR ALL MY MIND IS CLOUDED WITH A DOUBT) —
WHERE TO THE ISLAND-VALLEY OF DIVISION SNOW,
WHERE THE WIND BLOWS OF THE WIND,
NOR EVER WIND BLOWS LOUDER BUT IT LIES
DEEP-HEADOWED, HAPPY, FAIR WITH ORCHARD LAVANS
AND BOWERY HOLLOW'S CROWNED WITH SUMMER SEA,
WHERE I WILL HEAL ME OF MY GRIEVOUS WOUND.

Monster/NPC is healed all leftish hit points



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
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HACKMASTER COUPON

TRUMP CARD

This coupon nullifies
any other coupon
played



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

NOW YOU SEE ME,
NOW YOU DON'T

Monster/NPC cloaked by
Improved Invisibility



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
Use one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CLOSE BUT NO CIGAR

-1d4 to ANY die roll



To Redeem: present to Player. No cash value. Authorized by the HMCQA.
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HACKMASTER COUPON

EXIT STAGE LEFT

Monster/NPC escapes via
Emergency Teleport
at Random



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HACKMASTER COUPON

SMACKS OF FOUL PLAY

The next PC to challenge or question a ruling must roll on the HSST



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HACKMASTER COUPON

I'M RUBBER AND YOU'RE GLUE

This coupon causes any other coupon played to either rebound on the player or to have exactly the opposite results intended



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

OUT OF WARRANTY

One magic item [specified by the GM] suddenly fails and is permanently inoperative

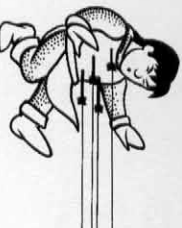


To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

MINOR MALEVOLENCE

Roll on Table B125: Minor Malevolent Effects [GMG p. 285] and apply the result to the PC as if he had just used an artifact's minor power. Reroll inappropriate results.



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

SAFETY RECALL

A magic item [chosen by GM] is deemed too dangerous and recalled by the manufacturer.



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

MINOR MALEVOLENCE Pt. II

Roll on Table B125: Minor Malevolent Effects [GMG p. 285] and apply the result to the PC as if he had just used an artifact's minor power. Reroll inappropriate results.



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

HE'S DEAD JIM

Target PC has a sudden brain aneurism & immediately dies



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HACKMASTER COUPON

MAJOR MALEVOLENCE

Roll on Table B126: Major Malevolent Effects [GMG p. 285] and apply the result to the PC as if he had just used an artifact's major power. Reroll inappropriate results.



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

CRITICAL MISFIRE

A M-U's fireball spell detonates directly on the caster.



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

...AND YOUR LITTLE DOG TOO!

Reduce any protegee, henchman, hireling, lackey, "hanger-on", familiar, animal companion or beast of burden to 0 hit points



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

THE SQUEAKING WHEEL DOESN'T ALWAYS GET THE GREASE. SOMETIMES IT GETS REPLACED

Give to bothersome Player: If he annoys you again, his PC dies and is replaced by a protegee (if he has one)



To Redeem: present to Players. No cash value. Authorized by the HMGMA. Limit one coupon per Player per gaming session. Not valid in conjunction with any other coupon.

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