

Wryneck's Wheelhouse: Mobile Home of Doom



Support the Troops Edition
Compatible with HackMaster 4th Edition
An Adventure for Characters Level 4 - 6



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horrible tribute to petrifying monsters, or a ghoulish trophy display (or both). The hair stands up on the back of your neck as you see what has happened to the heroes and adventurers who have come before you. Doubtless they came here with high intentions, great hopes and certain of their own valor—are you any different? Will your fate be any different?

Standing one behind the other ranked up the left side are a human swordsman, a dwarf with an axe, a half-ogre with a spiked maul, a grel with an immense bow and, furthest up, what appears to be another grel with a blade. On the right side, opposite their petrified comrades, are (beginning with the closest poor bastard to you) a horrified mage, a noble elven archer (you can tell he's noble from the tiara around his head), a shorn-headed halfling and another human (this one with what looks to have been a wooden shield) and, lastly, another mailed human (though you can't see his features because the visor of his bascinet is down).

The little guy whose head has been shaved is thug halfling, 2ND /5TH level CE assassin/berserker. The half-orc is actually a rather smallish half-ogre, also a CE berserker (6TH level) who lets the halfling do his thinking for him. The statue with the visor down was once a disfigured (but very competent) half-orc paladin. The two berserkers have not been damaged in anyway. They have been left behind as part of Eunice's "I get the last hack" revenge plan.

Beyond the stair and its grisly sentries lies a huge room. The room is a great square, seventy feet or so to a side. It is almost completely filled in the center by a gigantic low-walled fountain. This fountain is at least fifty feet across, a dodecahedral construction surmounted in the center by a beautiful, larger-than-life statue of a Nereid or Nymph holding a large flask. Water spouts up from the center of the flask and from the gaping mouths of fishes carved to appear as though they are leaping up from the water. The pleasant noise of the water arcing up and splashing down into

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Pinpoint Familiar

(Divination/Reversible)

(Magic User)

Level: 1

Range: 0

Duration: 1 rnd/level

Area of Effect: 20 yards/level

Components: V, S, M

Casting Time: 3 Segments

Saving Throw: None

This spell has just one purpose—to locate the familiar of another wizard. A mage could conceivably cast this spell for a variety of reasons, but the most obvious one is offensive. A mage whose familiar is killed is in danger of dying himself—a cunning mage that casts this dweomer can this use the information gleaned to aim an extra-special Magic Missile of Fireball, and...well, it doesn't take much to vaporize a toad or turn a ferret into a pincushion, and bats are no more resistant to lightning than the next vermin.

To locate another wizard's familiar (and note that the wizard, not the familiar, must be within the range of the spell), the magic user casts the spell, makes a V with the fingers of his right hand and peers about. The location of the familiar will become apparent as the eyes of the caster crosses its approximate location. After that the mage will know the familiar's location regardless of where it goes, as long as its wizard master is within range of the spell.

This spell is blocked by lead, by the reverse of the spell (Conceal Familiar), by Minor Globe of Invulnerability

Mergenszer's Spectral WatchDuck

(Magic User)

(Conjuration/Summoning)

Level: 3

Range: 20 yards

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 4 Segments

Saving Throw: None

By means of this unusual conjuration, the magic-user summons up a phan-

tom-like, spectral duck. It is visible to anyone, albeit somewhat uncertainly, like a ghost seen in dim light. He may then command the duck to perform as the guardian of a particular area, such as a passage or a door, or the perimeter of raft or small water craft. The spectral duck is wholeheartedly devoted to its summoner and will do everything within his power to keep him safe. It will immediately begin quacking raucously and flapping its wings loudly if any creature larger than a mouse approaches within thirty feet (or, if paddling around atop a body of water, within ten feet beneath).

The spectral watchduck is able to detect the approach of invisible, astral and ethereal creature, as well as those swimming underwater. This makes the little water fowl a superb guardian (particularly since it cannot be fooled by illusions).

If an intruding creature approaches within ten feet of the watchduck's master, it will immediately attack, though unfortunately only as a 1HD monster and



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Spittin' Image

AKA: Mirror Monster, Reflectocritter

Hackfactor: 18

XP: 2,100

Common Climate/Terrain Encountered: Any (mirror)

Frequency: Very Rare

Society: Loner

Activity Cycle: Any (but usually when victim is primping)

Diet: Nil

Intelligence: Exceptional (15)

Alignment: Chaotic Neutral

No. Encountered: 4

Size: S to M (2'-7')

Movement: 14"

Psionic Ability: Nope

Attack/Defense Modes: Nada

Morale: Daring (15)

Armor Rating: 3 (Prime Material) 8 (Ethereal Plane)

No. of Attacks: 1

Damage/Attack: 4-14 (2d6+2)

Significant Other Attacks: Spitting

Significant Other Defenses: Spells, Certain Immunities

Magic Resistance: 10%

Hit Dice: 6

Description: Thought to perhaps be related in some way to the Tween (Mulligan Spirit), the Spittin' Image has been the bane of more than one vain or primping adventurer. As to what the critter's real appearance is—who knows for sure? Whenever one is seen, it invariably looks like whomever it is attacking. The only thing that's known with certainty is that it is non-corporeal. A Spittin' Image's natural form is most likely that of a vaguely featured humanoid of uncertain gender and appearance. It has actually been described on more than one occasion as a "shimmering inconsistency, like a heat mirage seen in the distance", though it so quickly takes on the form of whomever is looking into its 'home' mirror that even this is probably not entirely accurate.

Melee: The Spittin' Image can only be attacked to full effect on the ethereal plane once it has taken on its reflective form, and cannot be harmed at all if it has not taken such a form (though, thankfully, it is only encountered in its natural state once in a very great



while, and even then only on its home plane).

The first round it becomes aware of someone staring into its mirror it will begin to manifest in such a way as to simply blur the reflective surface, as though whomever is looking into it is looking through watery eyes or a haze. The second round the surface of the mirror will return to normal—at this time the reflection being seen is in fact the Spittin' Image. On the third round the creature will step out of the mirror and attack.

There is no way to visually differentiate between the original person who was reflected and the Spittin' Image once it takes on its corporeal form.

Its attacks will typically take the form of the weapons it is reflecting—i.e., if a bard with long hair is brushing his hair in a mirror occupied by a Spittin' Image, and that bard is carrying a dagger, then the Spittin' Image will attack him with a dagger that is the exact twin (in appearance) of the original. The damage the creature inflicts will be the same regardless, though, whether it looks like its stabbing with a spear or hacking with an axe (this amount is always 4—14, or 2d6+2). The Spittin' Image ignores any non-magical armor or shield when it attacks and suffers only half damage from any attack on the Prime Material plane.

The Spittin' Image can cast Mirror Image once per turn up to a total of once per day/10 hit points maximum. It is immune to mind-influencing spells, psionics, Sleep, Charm Hold and like spells. It takes just half damage from normal weapons, requiring at

least a +1 enchantment to suffer the weapons full effect.

In addition to its regular attack, the Spittin' Image can also spit into the face of its victims once every other round (hence its name). Its spit has a range of 10 feet and causes just 1 point of damage—however, its target must save vs. poison or suffer Confusion as the spell. The person whose form the Spittin' Image has adopted suffers a -4 to this save. All others save normally.

Habitat/Demeanor/Social Organization: No one knows why a Spittin' Image attacks as often or as viciously as it does. Some have speculated that it exists to punish excessive vanity the way a Hubrisite punishes arrogance. Others dismiss such assertions as errant nonsense, saying the creatures live in mirrors and they're just firkin' mean. They are always solitary, and are capricious. They may tolerate one person looking to "their" mirror, then go postal on the next one. They delight in causing pain and stirring up mayhem. All Spittin' Images dream of being able to move into a little hand mirror that's accessible to large numbers of people in a public place (like a tavern or a whorehouse).

Ecology: Though at first glance not dissimilar from certain spectral forms of undead, Spittin' Images are actually living creatures (albeit strange ones). They are kindred to such things as Tweens and...and other things like Tweens. A Spittin' Image would be really bad news at a beauty pageant or in a house of mirrors.

Dissection & Exploitation

Medicinal: The gooey, multichromatic sludge left behind when a Spittin' Image is killed will evaporate quickly, but if scooped up with alacrity can be stored in a ceramic phial. This sludge can be rubbed as a skin crème onto the face to improve Comeliness by +2.

Spell Components: The sludge can be used in lieu of any other spell components for a Mirror Image spell that will triple the number of images produced, and double the duration of the spell.

Hide/Trophy: Zilch

Treasure: J, K, P, O

Edible: Nada

Other: Nil



Meadow Kraken

AKA: Dirt Kraken, Devil Land Squid

Hackfactor: 25

XP: 4,500

Common Climate/Terrain Encountered: Temperate

Frequency: Very Rare

Society: solitary

Activity Cycle: Any

Diet: Carnivore

Intelligence: Semi (2)

Alignment: Neutral

No. Encountered: 1-2

Size: H (30' + long)

Movement: 3", 12" Burrow

Psionic Ability: Nil

Attack/Defense Modes: None

Morale: 16 (Foolhardy)

Armor Rating: 6

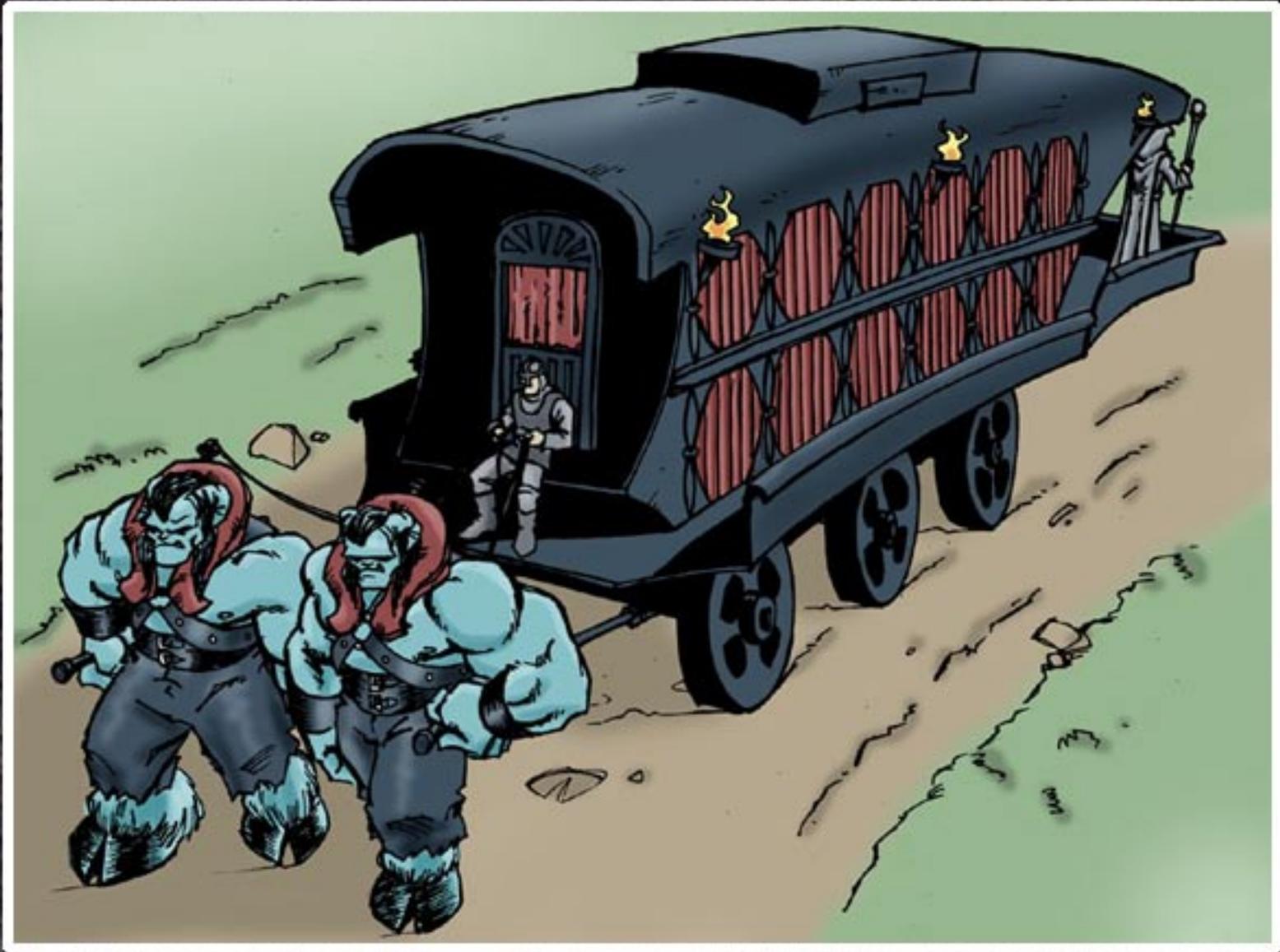
No. of Attacks: 9 (8 tentacles and one beak)

Damage/Attack: 2-7(8)/5-20

Significant Other Attacks: Constriction

Significant Other Defenses: Stinking Cloud, partial damage from blunt weapons

Magic Resistance: Standard



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