

WILDERLANDS OF HACK: RULES UPDATE #1

1—MOVEMENT IN COMBAT

When characters or monsters move in combat, they can take one of three options:

Combat Move: move their combat move allowance (typically 4,6 or 8 inches) and also make their normal attacks or other combat actions. If you move in a straight line, you may make a Charge attack, possibly combined with certain other Combat Options, as judged by the DM.

Double Move: move twice your combat move allowance. You do not get an attack or action, but may move around corners, dodge around obstacles, make sharp turns etc.

Run Move: you move at your Running Pace (triple your combat move). You must go in a straight line and cannot make significant turns. You do not get an action or attack, except that if you Run into melee contact you may make a single Charge attack (not combined with any other Options).

2—BREAKING MELEE CONTACT

When a character is in base-to-base contact with an enemy, it is dangerous to attempt to leave. There are three ways to disengage.

Fighting Withdraw: the character moves 5 feet away from the enemy. The character does not get to attack, unless an enemy moves back into contact on a later initiative card in the round. The enemy does not get a free attack when the character steps back.

Reckless Disengage: the character simply ignores the enemy and makes a standard Combat Move and action in the round. The enemy gets a free attack the moment the character moves.

Retreat: the character turns and makes either a Double Move or Run Move away from the enemy. The enemy gets a free attack which counts as a Rear attack (+2 to hit, ignores DEX bonus and shield, thieves get full backstab).

3—EXPERIENCE FOR HENCHMEN

Treasure: when treasure is given to a henchman, roll 1d6+4 and multiply the result by 10: that is the percentage of the treasure that the henchman immediately spends on his family, hobbies, parties, fancy clothes etc. and the value is applied to his experience point total. He retains the rest to spend on equipment and the like.

Cashing in Chips: each henchman of a player character gains experience equal to one half the number of Fate Chips (round up) cashed in by his master, but as if cashed in by a character of the henchman's level. Example: Fred the Wizard (level 8) cashes in 4 chips at the end of session which are worth $400 \times 4 = 1600\text{xp}$. His henchman Bongo (level 1) receives the value of 2 chips for a first level character: $100 \times 2 = 200\text{xp}$.

4—SPECIAL FEATURE CARDS

In addition to the special feature card drawn at first level, characters gain another card (best of three draws) at 4th level, 8th level, 12th level and 16th level.

5—ACQUIRING ARCANE SPELLS

Beginning Spells at first level for Magic-Users and Elves, 2nd level for Gnomes and Bards, each caster gets Read Magic and 1 other first level arcane spell of his choice in his book.

Gaining a Level: each time a caster gains an experience level, he chooses 4 spells that he might want, and they can come from any spell level that he can cast, and the DM rolls randomly among those spells to see which one he can add to his book (with a dose of magic ink).

Copying from a Scroll: a character can copy any arcane spell of a level he can cast into his book, but this process destroys the scroll (requires Read Magic and magic ink).

Copying from a Spell Book: a character can copy any arcane spell of a level he can cast into his book, but this process wipes the spell from the original book (requires Read Magic and magical ink).

Spell Research: is useable only to create new spells.

Trading Spells: since creating a Scroll does not destroy the original spell from the spell book, the only way to freely teach another person a spell is to create a Scroll (see magic item creation) and allow him to use the scroll to copy into his book. Henchmen and NPC's are loathe to do this and will only consider it if an equivalent or better spell is offered in exchange.

Bards: Bards cannot use or make scrolls until they reach 10th level. They can, however, using the Read Magic spell to copy a spell from a captured scroll into their book.

Traveling Spell Books: the rules for a traveling spell book are changed. In order to copy a spell into a traveling spell book, a caster must first make a scroll of that spell.

6—MAXIMUM NUMBER OF SPELLS PER LEVEL

As mentioned in the House Rules document, each arcane caster has a maximum number of spells for each spell level that he is allowed to have in his book. This number is based on Intelligence, and I'm including the numbers here:

Character's Intelligence	Maximum Spells per Spell Level
9	6
10-12	7
13-14	9
15-16	11
17	14
18	18

7—DESPERATE SPELL CASTING

In extreme circumstances, an arcane caster may cast a spell by reading it directly from his spell book. However, this will wipe the spell out of the book, just as if it had been a spell cast from a scroll.

8—A NOTE ABOUT SPELL BOOKS

It may be helpful to imagine a spell book as a potent magic item, mystically linked to the caster, rather than merely a reference work from which he only studies formulae to produce magic effects. The spells written therein are charged with magic energy and linked to the caster's soul. That's why he needs a Read Magic spell to read anyone's spell book but his own. That's why spells disappear when copied, unless the scroll-making rituals are undergone. That's why while all spell books are indeed heavy and bulky (20 plus pounds), they nevertheless always have enough pages to contain all of the owner's spells.

9—NOTES ABOUT SCROLLS

In order to cast a spell from a scroll, an arcane caster must first use a Read Magic spell on the scroll. He can do so long in advance, but each scroll must have been "read" ahead of time before it can be cast. Note that when thieves and bards gain the ability to use scrolls, they can use both arcane and divine scrolls. Clerics and Druids can cast divine scrolls immediately upon first inspection.

10—Opening a Standard Dungeon Door: dungeon doors are usually stuck, if you want to open them and still have a chance for surprise, roll 1d6, add Strength Bonus, get a 5+. If the first attempt fails, you may try more times, but there is no chance to surprise an enemy behind the door.

11—Opening a Lock or Barred Door: if a door, chest, or other container is fastened by a lock. There are two non-magical methods of attempting to overcome the lock: lock picking and acid.

- **Lock Picking:** A thief, monk, lackey or gnome can open a lock on a successful Open Locks skill check, provided he has thief's tools (or a selection of wires can be improvised at a -10%). Barred or Latched doors are easier and grant the opener a +15%(unless the door is a single solid piece and sealed tightly, in which case only force will do). If he fails, or if no such character is present the lock can be forced or opened with acid.
- **Acid:** To open a lock using acid, 1 dose of acid is used (15gp). The character attempting the acid rolls 1d20 and must get his DEX score or less to burn the lock open. If he fails, the lock is jammed permanently and no further attempts to use acid or thief skills will ever open it. Acid is ineffective against barred or latched doors.

12—Breaking and Prying Containers and Doors: if a container's lock remains defiant or a sealed door remains sealed, mocking you, the usual reaction is to break it down or use force to pry it open. Each prying or breaking attempt takes a full turn. Multiple attempts may be made on the same target without limit.

- **To pry:** character must have a Crowbar and then must make both a DEX check and a STR check. The DM determines whether the check is EASY, MEDIUM, HARD or VERY HARD. If the character doesn't have a proper crowbar and uses an improvised tool, apply a -4 penalty.
- **To break** character must have a Sledge Hammer, Pick or Axe and must make a STR check. The DM determines whether the check is EASY, MEDIUM, HARD or VERY HARD. If they character lacks the proper tools and uses improvised ones, apply a -4 penalty.
- **Joint Effort:** each helper adds 1 plus his STR bonus to the STR check of the lead man for either prying or breaking.

Consequences; if a prying attempt fails, or if a breaking attempt succeeds, any fragile contents of a container, such as a potion bottle, or delicate jewelry will break. Each turn attempting to break or pry requires a Wandering Monster check, and the check involving breaking things is at a +2 on the die, due to the loud noises involved.

SAMPLES: here are some suggested samples, but DM can freely change difficulty at will.

ITEM	PRY	BREAK
Clay Urn or Amphora	Hard	Automatic
Wooden Crate	Easy	Easy
Wooden Chest	Medium	Medium
Iron Bound Chest	Hard	Very Hard
Strong Box	Very Hard	Very Hard
Stone Coffre/Trunk	Medium	Very Hard
Iron Strong Chest	Very Hard	Very Hard
Wooden Door	Easy	Medium
Reinforced Door	Medium	Hard
Metal Door	Very Hard	Very Hard
Stone Door	Very Hard	Very Hard

MAKING THE ROLL:

Once you know how hard it is to try, and have applied all due modifiers, check mechanism below:

EASY: roll 1d6, add STR bonus and other mods, get a 6+.

MEDIUM: roll 1d12, add STR bonus and other mods, get 12+
HARD: roll 1d20, add STR bonus and other mods, get 20+
VERY HARD: roll 1d100, add STR bonus and other mods, get 100+

13--LACKEYS (NPC CLASS)

Prime Requisite: Constitution

Experience Bonus: 5% if Constitution 13+, 10% if Constitution 16+.

Hit Dice: 1d6 per level until 6th

Maximum Level: 6

Armor: leather, also, beginning at 4th level: shield, scale, chain

Weapons: any axe, hammer, mattock, club, staff and dagger. May use tools as weapons without the improvised penalty. 2 others gained at 6th level.

Special Abilities: Porter power, Open Locks, Find/Remove Traps, Hear Noise. Fire Man, Detect Poison, Exchange, Shield Man, Battlefield Surgeon, Trusted Goon

Lackeys are skilled henchmen trained to support their principal during his adventures. Unlike other classes, lackeys can be in almost any race from humans to halflings to goblins.

CLASS DETAILS

Prime Requisite: A lackey's prime requisite is Constitution. If the lackey has a Constitution of 13-15 he gains a +5% experience bonus. If the lackey has Constitution of 16-18 he gains a +10% experience bonus.

Hit Dice: Roll a d6 to determine a lackey's hit points, plus Constitution bonus, if any. He gets 1d6 extra points plus Con bonus for each experience level thereafter until 5th level, the maximum level for lackeys.

Armor: A lackey can wear leather armor and may not carry a shield.

Weapons: A lackey may use any sort of axe, hammer, mattock, club, staff or dagger and may use any tool as weapon without incurring the improvised weapon penalty.

SPECIAL ABILITIES

Porter Power

If a lackey is wearing a Porter's Pack or Back Pack, any items inside them only count half their weight toward encumbrance.

Thief Skills

Lackeys have the ability to Open Locks, Find Traps, Remove Traps and Hear Noise, as a thief of the same experience level.

Fire Man

Beginning at 2nd level, a lackey with flint and steel can light a torch, candle or lantern in a single round, even if there is total darkness all about. He can also use a lit torch as a missile weapon with a 10/20/30 foot range.

Detect Poison

Beginning at 3rd level, a lackey can detect whether a trap, weapon, or treasure is smeared with poison, the percentage chance is the same as his Find Traps ability. He must spend 1 round visibly examining the object.

Exchange:

Beginning at 3rd level, a lackey within 5 feet of his boss can smoothly exchange any item in his hands with any item in his boss's hands without his boss spending any of his turn's action in doing so (assuming they act on the same initiative).

Shield Man

Beginning at 4th level, a lackey has learned enough about dungeon combat that he may now use a shield, scale and chain armor. He also can use the Shield Wall, Shield Sacrifice and Shield Push maneuvers in combat.

Battlefield Surgeon

Beginning at 5th level, a lackey has developed sufficient skill at sewing up wounds that he can cure 1d6 hit points of damage, once per person (1 turn—10 minutes-- of work each) after each battle that is fought. This requires needle and thread, a supply of cloth for bandages and 1 pint of wine or strong waters per patient. The attempt is not automatic, he must roll the highest of his Intelligence, Wisdom or Dexterity or less on a d20.

Trusted Goon

At 6th level, a lackey may pick any two weapons that his class normally does not have access to and gain proficiency with those two weapons. He can also choose 1 combat option that is normally restricted to classes other than his own, and may now use that combat option.

MAXIMUM EXPERIENCE LEVEL

Since Lackeys are specifically trained and function as underlings and henchmen, they cannot progress past the 6th level of experience.

LACKEY SAVING THROWS:

Lackeys use the same saving throw tables as thieves.

LACKEY COMBAT:

Lackeys use the same attack tables as thieves, and do **not** gain combat options or maneuvers except those available to all classes and as noted under the Shield Man and Trusted Goon abilities. They also do **not** gain thieves' backstab ability.

LACKEY EXPERIENCE TABLE

EXP LEVEL	EXP POINTS	HD	POWERS
1	0	1d6	Thief Skills, Porter Power
2	1200	2d6	Fire Man
3	2400	3d6	Exchange, Detect Poison
4	4800	4d6	Shield Man
5	9600	5d6	Battlefield Surgeon
6	19.200	6d6	Trusted Goon

RECRUITING LACKEYS:

Lackeys can be found in the regular henchman recruiting deck, but if a Normal Man (or halfling or goblin or gnome or dwarf etc) accompanies an adventuring party into a dungeon or similar dangerous quest and receives 100gp or more in treasure, the DM may allow him to become a first level lackey and be recruited as a henchman.