

THE LORDS OF HACK

Lodge #1: The Dallastown Destroyers

Present

RULES UPDATE #2

FOR D&D:

**WILDERLANDS OF HACK
CAMPAIGN**

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SECTION 1: CREATION OF MAGIC ITEMS, POISON, AND MAGICAL RESEARCH

1--Scrolls: as detailed in the *Wildlands of Hack House Rules Booklet*, magic-users, illusionists and elves (all beginning at first level), clerics and gnomes (at 2nd level), and bards (at 10th level) can make scrolls for any spell that they can cast. It costs 50gp per scroll spell (vellum) plus 100gp per level of the spell (magic or sacred ink). It requires 1 week of work per level of the spell to create the scroll.

Additionally, tribal or impoverished spell casters can make a primitive sort of scroll carved into wooden or clay tablets. These substitute intense incantation and mystic trances for magic ink. They are essentially free of cost but take 1 month per spell level to create.

2--Magic Focus: by sacrificing one of his daily spell slots, any caster can create a magic focus that will be able to bring forth 1 particular spell 3 times per day. The creation requires 100gp per level of the spell in material cost (myrrh or incense), plus some physical object into which the spell is placed and 1 week of time per level of the spell. See House Rule Book for complete rules.

As with scrolls, Tribal or impoverished spell casters can make a focus without the myrrh or incense, free of charge, but the time is increased to 1 month per level of the spell.

3--Armor and Weapons by Focus Method: any caster can enchant a piece of armor or weapon using the same method as creating a magical focus. A +1 enchantment counts as a 3rd level spell and a +2 enchantment counts as a 5th level spell. The enchanted armor and weapon do indeed have the same chance of being destroyed when the creator dies, but can be used by any class that can use such weaponry. The rules for tribal or impoverished casters also apply. Elves also can create a "Focus Quiver" by sacrificing a level 1 spell slot. This quiver makes up to 20 arrows taken from it and immediately shot per day act as magical weapons for the purpose of hitting creatures invulnerable to normal weapons, but applies no bonus to hit or damage. A focus quiver works only for elves.

4--Potions: Magic-Users, Gnomes and Alchemists (level 3+) may create any potion. To create a potion requires a formula and a Potion Laboratory. When a caster decides to go into the potion construction business and has created his laboratory, he adds a new "spell level" to his spell book, for potion formulae (thus he has a maximum number of potion formulae based on his intelligence).

To brew a potion, a caster must first have a formula, which can be discovered through research in a library (magic-users, gnomes, or alchemists) or meditation and prayer (clerics and druids). After two weeks of study (at a basic library) or prayer, roll the character's Intelligence or Wisdom (arcane or divine respectively) or less on d100 to achieve the formula, a re-roll is allowed after each additional week of work. Once such a formula is discovered, it can be used to make multiple examples.

The potion laboratory requires a room with a fireplace and 2000gp worth of glass ware, astrological references and special equipment. For the base cost of the potion refer to the *Hackmaster Game Master's Guide*, the Gold Piece Price for each potion is divided by 2 to get the amount of gold that must be spent on ingredients. Divide the cost by 100 (round up) for the number of days required to brew the potion. However, each potion requires a special ingredient which must be quested for, and cannot be bought on the open market. Cursed potions have default price of 200gp.

Clerics of 5th level or higher can also make potions, but only those of Healing, Extra-healing, Elixir of Health and Undead Control. Instead of a potion laboratory, the cleric must use a silver font and basin inside of a consecrated shrine to his god. Such a font costs 3000gp and

can also be used to make Holy (or Unholy) Water. The time and cost for the potions are figured the same way as magic-user potions. Clerical potions require no special ingredients.

The basin and font can also be used to make Holy Water. The cleric, dressed in formal vestments, must cast (in order): Create Water, Purify Food and Drink, Bless, Chant and Prayer. This produces 10 vials worth of Holy (or Unholy) water, which must be immediately decanted into crystal vials (cost 3gp each).

Primitive or Impoverished spell casters can also make potions. They require only a dedicated hut or cave area and series of gourds or pots. The potion still requires its special ingredient, but does not have a gold piece cost, instead it takes much longer to create. The potion will take 10 times the length of time of a normal potion.

5--Poison:

Monster Poison: poison can be harvested from monsters. To harvest a dose of poison from a venomous monster, add the character's Intelligence and Dexterity (thieves, alchemists and evil clerics can also add their experience levels) and get that number or less on d100. Only one attempt per monster may be made, and an empty flask or vial must be ready to store it. If, however, the d100 harvest roll is a 93 or higher, the harvester is the process of harvesting and must make a save vs. poison or suffer the effects of the monster's poison.

Man-Made Poisons: a series of man-made poisons are also available. These are all very illegal and in most cities possession or manufacture of poison carries a death sentence. The types are as follows:

Type	Cost	Effect
Common Blade Venom	25gp	1d4 damage for 1d6 rounds, save +4
Strong Blade Venom	250gp	Death in 1d3 rounds, save applies
Common Food Poison	15gp	1d4 damage per turn for 2d6 turns, save +4
Strong Food Poison	150gp	Death in 1d4 turns, save applies
Common Contact Poison	75gp	1d4 damage for 2d4 rounds, save +4
Strong Contact Poison	750gp	Death in 1d6 rounds, save applies

Evil thieves, magic-users, clerics, and gnomes of level 5 or greater, and evil alchemists (level 2+) can make poisons. It requires a poison kit, costing 200gp. Each poison dose costs one half the retail cost to make, a 1 day per 10gp of poison value. The character must roll Intelligence or less on a d20 to successfully make the poison. If he rolls a 20 on die, he has poisoned himself and must make a save or suffer the full effects of the poison.

Using Poison: 1 dose of monster poison or blade venom will coat 20 arrows or bolts, on one sharp melee weapon for 10 rounds of combat. However, if someone using a poisoned weapon rolls a 1 on the attack roll, he has poisoned himself and must save or be affected. Food poison must be applied to a dish that the target eats or drinks. 1 dose of contact poison will cover about a 2 foot x 2 foot area. If anyone touches the covered object with bare skin, the poison takes effect.

6--Permanent Magic Items:

To create permanent magic items (including charge-using items like wands), other than through the focus method, requires an Enchanter's Furnace, also known as a Cosmic Energy Chamber. This chamber is a box of biotite granite with a solid lid. The box must be in the proportions 5 feet x 4feet x 3 feet costing 5,000gp, although a double sized box (10x8x6) for 15,000gp could also be used for large items. Furthermore, the box must be permanently installed in a location that is either 39 feet above ground level (say in a tower) or 39 feet below ground level (say in a dungeon chamber) in order to act as an Enchanter's Furnace. Magic-Users, Illusionists, Elves, Gnomes, and Clerics can use an Enchanter's Furnace to create magic

items beginning at 5th level. Bards can do so at 10th level. Dwarves can use one to create arms and armor (only) beginning at 5th level.

Magic-Users and Elves can create any item, apart from those that are specifically cleric-related and/or religious in nature. Gnomes, Illusionists, Bards and Clerics can create any item that they themselves can use, and any item made by a Cleric or Druid is automatically aligned to his religion's teaching alignment. Dwarves can only enchant arms and armor. If an item has some sort of racial descriptor (e.g., Dwarven Throwing Hammer, Elven Cloak, Gnomish Poking Stick) only members of the described race can manufacture the item. If an item duplicates a spell effect, then the caster must be able to cast that spell to make the item (e.g. a magic-user must have fireball spell in his book to create a wand of fireballs). Certain items, like the Librams, Manuals and Tomes, cannot be created by mortal casters, the DM must rule as to which other items are similarly restricted to the gods' work.

To create a permanent magic item, he must first have a formula, which can be discovered through research in an intermediate or advanced library (magic-users, illusionists, elves, gnomes, bards) or meditation and prayer (clerics and druids). After one month's study or prayer, roll the character's Intelligence or Wisdom (arcane or divine respectively) or less on d100 to achieve the formula, a re-roll is allowed after each additional week of work. Once such a formula is discovered, it can be used to make multiple examples. Arcane casters can only have a number of permanent item formulae in their spell book equal to their maximum number of spells per level.

The caster places the item to be enchanted into the Enchanter's Furnace, together with a secret ingredient determined by the DM and a number of gold pieces equal to half the gold piece value of the magic item listed in the *Hackmaster Gamemaster's Guide*. The caster must spend 1 week chanting the formula and minding the Enchanter's Furnace for each 100 gold pieces spent. This gold (and it must be gold metal, not merely the monetary equivalent) is slowly changed into a monatomic zero-spin state, releasing binding magical energy and becoming a worthless white powder. During the creation process, the caster's entire spell casting quota is used up each day he works on the item. He can have an apprentice mind the Furnace for 1 day in 7, but any more than that will end with the item ruined. At the end of the creation process, the caster must roll the sum of his Intelligence (arcane) or Wisdom (divine) and his experience level or less on a d30, success means the object is successfully created, failure means the object and components are destroyed.

EXAMPLE: Hugo of the Grey Cliffs is a 9th level magic-user with Intelligence of 15. He decides to use his brand new Enchanter's Furnace to make a Wand of Fire. Since he knows "burning hands", "pyrotechnics", "fireball" and "wall of fire", the DM rules that he can indeed make such a wand. He travels to Viridistan and does a month's worth of research to discover the formula. He rolls 17 on a d100 and fails to discover the formula. After a week he tries again and rolls an 87 and fails again, and after a third week he rolls a 10 and succeeds. He adds "Formula for Wand of Fire" to his spell book. At this point, the DM informs him that he needs the bone marrow from a Flame Salamander as the special ingredient to make such a wand. He spends several months questing for such a substance and when he's killed a Flame Salamander and harvested its bones he returns home. He places a finely made ivory wand, topped by a small ruby in the Enchanter's Furnace together with 5000 gold pieces (one half the gold value of the wand) and the Salamander's bone marrow and closes the lid. He then spends 50 weeks (5000gp divided by 100) chanting the formula and minding the mystic forces of the furnace, and at the end rolls 1d30 and gets a 24, narrowly achieving his goal, producing a Wand of Fire with 100 charges.

7—Magical Research

Magical Research is done by Magic-Users and other arcane classes (illusionists, gnomes, elves and bards) in order to achieve one of the following tasks: finding a potion formula, finding a Magical Item formula, finding a pre-existing spell to add to one's spell book, or creating a new spell. The rules for finding potion and item formulae are listed under the relevant sections.

To research the means to add a preexisting spell to one's book, it requires 1 week of research per spell level of preliminary work. Then, 1 week of work per spell level for each attempt to add the spell to the book, the attempt is made by adding Intelligence, Wisdom and Experience Level and rolling the sum or less on a d100.

To create a new spell takes 1 month per spell level of preliminary work. Then 2 weeks per spell level for each attempt to add the spell to the book (the same chance as adding a pre-existing spell). In addition to library access for research, spell creation requires a spell laboratory to test the spell action, and additional expenses accrue for spell components and mystical materials at a rate of 100gp per week of work, beyond the preliminary work period.

When trying to add or create a spell of levels 1-3, or to find a potion formula, only a basic library is required. When trying to add or create a spell of levels 4-6, or to find a magic item formula, an intermediate library is required. When trying to add or create a spell of levels 7-9, an advanced library is required.

Magical library materials can be purchased and installed in the magician's headquarters, or he can pay dues to a magic guild for access to their library. Sometimes the guild may require an initiation fee or a quest to join, and in any case, once one joins a guild, if one is expelled for not paying dues, one cannot typically rejoin the guild.

8—Miscellaneous Details

Recharging Items: wands, rings and other such items that use charges may be recharged in an enchanter's furnace, unless they are forbidden to be recharged by the item description. The re-charging character must have a formula to create the item, and simply does an abbreviated creation procedure. It takes half the component cost, half the time and no special ingredient to recharge the item. The process still risks the item's destruction on the final roll.

Special Ingredients: each formula should have its own special ingredient. However, only one "dose" of special ingredient can be harvested from any particular animal, plant or monster. So, if a Ring of Fire Resistance has a special ingredient of red dragon scales, only one ring can be made from any particular dragon.

Prices for Weapons: since "vanilla" magic weapons and armor are not given a Gold Piece Value in the *Hackmaster Guide* (probably an oversight), attach these values: +1=2000gp, +2=4000gp, +3=8,000gp, +4=12,000gp, +5=18,000gp.

Magic Item Creation Shopping List

Tools

Item	Cost	Use
Purest Vellum	50gp/sheet	1 sheet per scroll spell
Sacred or Magic Ink	100gp/dose	1 dose per spell level of scroll spell
Holy Incense	100gp/dose	1 dose per spell level for clerical focus
Magic Myrrh	100gp/dose	1 dose per spell level for magic focus
Wooden/Clay Tablet	1-4cp	For low-tech scroll
Potion Laboratory Gear	2000gp	Needed to make magical potions
Gourds and Pots	1-10cp	For low-tech potions
Silver Font/Basin	3000gp	Needed to make clerical potions, holy water
Poisoner's Kit	200gp	Needed to make poison
Biotite Box (5x4x3)	5000gp	Central Component of Enchanter's Furnace
Biotite Box (10x8x6)	15,000gp	For Large Enchanter's Furnace

Poisons

Type	Cost	Effect
Common Blade Venom	25gp	1d4 damage for 1d6 rounds, save +4
Strong Blade Venom	250gp	Death in 1d3 rounds, save applies
Common Food Poison	15gp	1d4 damage per turn for 2d6 turns, save +4
Strong Food Poison	150gp	Death in 1d4 turns, save applies
Common Contact Poison	75gp	1d4 damage for 2d4 rounds, save +4
Strong Contact Poison	750gp	Death in 1d6 rounds, save applies

Research Materials

Item	Cost	Use
Basic Library	4000gp	To research level 1-3 spells; potion formulae
Intermediate Library	25,000gp	To research level 4-6 spells; permanent item formulae
Advanced Library	81,000gp	To research level 7-9 spells
Basic Dues	20gp/month	To access guild basic library
Intermediate Dues	100gp/month	To access guild intermediate library
Advanced Dues	500gp/month	To access guild advanced library
Spell Supplies	100gp/week	For making attempts to create new spell
Spell Laboratory	1000gp	Needed to create new spells

SECTION 2: PRIMITIVE ARCANE CASTERS

Since divine magic comes exclusively through divine revelation, clerics in even the most primitive tribes have the same procedures for gaining and casting spells and creating magic items as other clerics. However, in illiterate tribes there are problems with being an arcane spell caster. First, the arcane caster has no spell book, instead he has what is generally called a "demon bag" or "ghost bag" which contains a series of objects such as marked stones, bone necklaces, chains of beads, woven mats, and collections of feathers all of which serve as mnemonic aides for the caster to remember the sequence of his spells. Losing one's demon bag is as bad for a primitive caster as losing a spell book is for his civilized counterpart.

However, there is no such thing as "Read Magic" for these primitive casters and capturing another's demon bag will do not good for learning spells. Instead, an illiterate spell caster must depend on the spells he gains for leveling up (i.e., his own trial and error and magical practice) to add new spells.

Spell research is also impossible for primitive casters. To find potion formulae, they must either be taught by another caster or a spiritual creature (see below). Primitive casters, furthermore, can only make magic items as Magical Foci, not having access to the secret of the Enchanter's Furnace.

SECTION 3: TEACHING SPELLS

All arcane spell casters can also teach one another spells by direct instruction. This process takes 1 month per spell level and fully occupies the time of the teacher and the student. While literate casters can also do this process (it's how a master teaches his apprentice "read magic" to begin his magic career), it generally faster and more efficient to create a scroll and allow the student to copy it into his book, so the process among the civilized is rather rare.

Spiritual creatures such as Demons, Valkyries, Godlings etc., can also teach arcane spells to mortals. This only takes them 1 hour per spell level to imprint the spell into the mind of the caster, who must then write it down in his spell book (or create aids for his demon bag) as normal.

Section 4: ALCHEMISTS (NPC CLASS)

Prime Requisite: Intelligence

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

Hit Dice: 1d4 per level until 6th

Maximum Level: 6

Armor: none

Weapons: dagger, dart, staff, club

Special Abilities: Make Alchemical products, Identify potion, Make Poison, Brew Potion, Analyze Potion, Invent Alchemical Product, Double Potion Book

Alchemists are experts in compiling mundane and magical substances to create formulations with powerful effects.

CLASS DETAILS

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

Hit Dice: Roll a d4 to determine an alchemist's hit points, plus Constitution bonus, if any. He gets 1d4 extra points plus Con bonus for each experience level thereafter until 6th level, the maximum level for alchemists.

Armor: An alchemist can wear no sort of armor.

Weapons: An alchemist may use a dagger, staff, dart or club as a weapon.

SPECIAL ABILITIES

Make Alchemical Product: if in possession of a potion laboratory, the alchemist can create any of the alchemical product from the gear book. This requires half the retail price in materials and 1 day per 10gp value of the item (round up).

Identify Potion: an alchemist who rolls his INT or less on a d20 can identify what type of potion any sample is, by looking and smelling, without having to taste it.

Make Poisons: if in possession of a poisoner's kit, the alchemist can fabricate any of the poisons listed above. This requires half the retail price in materials and 1 day per 10gp value of the item (round up).

Brew Potions: if in possession of a potion laboratory, the alchemist can create any potion for which he has a formula (see rules above for finding formulae and creating potions).

Analyze Potions: if in possession of a potion laboratory, the alchemist can create a formula by analyzing an example potion (destroying it in the process). This takes 3d8 days to complete.

Invent Alchemical Product: by spending 1d6 months in research in a potion laboratory, an alchemist can invent a new alchemical product—subject to DM guidelines and rulings---similar in power to the ones listed in the gear book.

Double Potion Book: at 6th level the alchemist's maximum number of potion formulae he can master (from Intelligence) is doubled.

MAXIMUM EXPERIENCE LEVEL

Since Alchemists are scholars rather than adventurers, they cannot progress past the 6th level of experience.

ALCHEMIST SAVING THROWS:

Alchemists use the same saving throw tables as magic-users.

ALCHEMIST COMBAT:

Alchemists use the same attack tables as magic-users, and do **not** gain combat options or maneuvers except those available to all classes.

ALCHEMIST EXPERIENCE TABLE

EXP LEVEL	EXP POINTS	HD	POWERS
1	0	1d4	Make Alchemical Substances; Identify Potion
2	2000	2d4	Make Poisons
3	4000	3d4	Brew Potions
4	8000	4d4	Analyze Potion
5	16000	5d4	Invent Alchemical Substance
6	32000	6d4	Double Potion Book

SECTION 5: BARDS CHARM ABILITY

In addition to their other class abilities, Bards can also use their musical ability to charm or enthrall an audience. The bard must either sing or play one of his musical instruments to attempt to charm. He must spend one complete round performing and on his next round the magical effect “goes off.” The chance of success is 10% plus 5% per experience level. If he succeeds on the roll, he must either elect to Charm a single target, or Enthrall the entire viewing audience. If the bard is hit in combat, or stops performing, or moves more than 20 feet (4 inches) in a single round, or is affected by a hostile spell, the charm or enthrall effect is broken. The range of the effect is 24” (120 feet), but is blocked by walls, trees or other obstructions.

Charming works exactly as the Charm Person Spell, and the target does indeed get a saving throw vs. spells to avoid the effect.

The Enthrall ability requires all persons, animals or animal-like monsters (e.g., yes: Minotaurs, Ogres, Trolls, Owlbears; but No: demons, undead, black puddings, elementals) to make a save vs. spells or become enthralled, taking no action as long as the bard continues to play or sing. Note, the Enthrall ability affects friends as well as enemies.

SECTION 6: REACTION CHECKS

When checking for the Reaction of NPC’s to attempts at negotiation, check the following tables, applying the modifiers listed:

2d6 Result	Hire	Sell	Bribe/Back Down	Make Peace
2-4	No	No	Fight	Fight
5-7	Better Offer-1	Better Offer-1	No	Fight
8-10	Yes	Better Offer-2	Better Offer-2	Yes
11-12	Yes, Bonus	Yes	Yes	Help

Hire: When you wish to hire an NPC as a henchman or hireling, or when you want to convince someone to hire you for a job.

Sell: when you wish to convince someone to sell you something they wouldn’t ordinarily sell or perform a service that’s difficult or time consuming. Examples: getting a noble to sell you a family heirloom or getting a wizard to write you a scroll.

Bribe/Back Down: when you want to convince someone to do something that’s against their nature, their job, their ethics. This assumes you have either a perceived advantage in force or are offering a bribe. If it is strictly threat of force, you may substitute a morale check. Examples: bribing guards to open a gate or smuggle goods in to a prison, getting orcs to move out of the way on a bridge to allow passage, or getting an evil priest to heal a sick good guy for cash and prizes.

Make Peace: when you wish to get a potential enemy to not fight, but for both groups to pass on their way peacefully (without a bribe or threat of force). Example: you stumble across 20 goblins in a forest, you see no need to fight them so you attempt to ask for a no-foul truce.

RESULTS:

No: the NPC’s refuse, the parley is over.

Yes: the NPC’s agree at the stated terms.

Fight: check initiative, it’s go time.

Help:: the NPC’s become friendly and offer to provide some help or assistance.

Better Offer-1: the PC's may check again, if they offer 50% more cash. If attempting to be hired, you may check again, if you offer boss a discount.

Better Offer-2: the PC's may check again, if they offer twice the last offer. If this was a "back down" attempt, they will ask for an appropriate bribe and allow a re-roll.

Yes Bonus: if hiring NPC's, they will agree and will introduce you to a like-minded friend. If you are attempting to be hired you will get a 50% bonus.

MODIFIERS:

Lead Negotiator: Add Charisma Bonus

Bard: can attempt to use Bard power to shift reaction 1 level

Different Alignment: -1

Opposite Alignment: -2

Different Species or Nation: -1

Hostile Species or Nation: -2