

THE LORDS OF HACK
Lodge #1: The Dallastown Destroyers
Present

HOUSE RULE BOOK
FOR THE D&D:
WILDERLANDS OF HACK
CAMPAIGN

By David L. Nelson

WILDERLANDS OF HACK HOUSE RULES

TABLE OF CONTENTS

<p>CHAPTER ONE: CHARACTERS</p> <p>A Ability Scores p3 B Changes to Hit Dice p3 C Changes to Alignment p3 D Modifications to Classes p3 E New Classes p4 F Special Feature Cards p4</p>	<p>CHAPTER FIVE: COMBAT OPTIONS</p> <p>B—G: p11 M—R: p12 Se—Sp p13 Su-U p14</p>
<p>CHAPTER TWO: MONTHLY MAINTENANCE</p> <p>A People p5 B Mounts p6 C Dogs p6</p>	<p>CHAPTER SIX: MAGIC</p> <p>A—Spells Per Day p15 B—Arcane Casters Spell Books p15 C—Creating Magic Items p15-16 D—Spells in Combat p16</p>
<p>CHAPTER THREE: TREASURE AND EXPERIENCE</p> <p>A—Spending for EXP p7 B—Spending that Doesn't Grant XP p7 C—Spending that Does Grant XP p7 D—Special Spending: XP Bank p7</p>	<p>CHAPTER SEVEN: FATE CHIPS</p> <p>A—Getting Fate Chips p17 B—Spending Fate Chips p17 C—Cashing in Fate Chips p17 D—DM Fate Chips page 17</p>
<p>CHAPTER FOUR: COMBAT MODIFICATIONS</p> <p>A—Surprise p8 B—Initiative p8 C—Fumbles p8 D—Dying p8 E—Non-lethal Damage p9 F—Critical Hits p9 G—Combat Modifiers p9 H—Gang-Up Bonus p9 I—Combining Multiplied Damage p10 J—Item Saves p10</p>	<p>CHAPTER EIGHT: HENCHMEN</p> <p>A—Recruiting page 18 B—Types of Underling page 18 C—The Offer page 18 D—Rules of the Henchman Guild page 19</p>
<p>APPENDIX: NEW CHARACTER CLASSES</p> <p>BARDS p 20 BERSERKERS p 23 GNOMES p 25</p>	

CHAPTER ONE: CHARACTERS

The D&D Rules Cyclopeda will be used as the baseline for the rules of the campaign. Any rule found in this booklet or in the gear book or in a special supplement for the campaign overrides the RC, but the RC is the baseline for characters, to-hit rules, saves, and basic details.

A--ABILITY SCORES

Player Characters will roll 4d6, dropping the lowest die, six times and arrange the results in any order desired among the six different ability scores listed in the book.

B--CHANGES TO HIT DICE

Hit dice for each character will be re-rolled each game month. Depending on how much money is spent for maintenance, the characters may roll multiple times taking the better or worse of various rolls (see maintenance chapter).

C--CHANGES TO ALIGNMENT

In order to mesh with the City State Setting, we will use the 5-alignment system, as follows:
Lawful Good, Lawful Evil, Neutral, Chaotic Good, Chaotic Evil.

D--MODIFICATIONS TO CHARACTER CLASSES

CLERICS: instead of choosing spells each morning, the character can use his spell slots to spontaneously cast any spell of the appropriate level from his spell list. Spells will be chosen from the *Hackmaster* 4th edition spell list. Clerics can also create permanent magic items (called foci) by sacrificing spell slots (see magic chapter).

FIGHTERS: fighters will largely remain as written, except that they will have access to a larger range of Fighter Combat Options. Paladins are restricted to Lawful Good alignment; Avengers are restricted to either Lawful Evil or Chaotic Evil alignments.

MAGIC-USERS: instead of memorizing spells each morning, the character can use his spell slots to spontaneously cast any spell of the appropriate level in his spell book. Spells will be learned from the *Hackmaster* 4th edition spell list. Magic-users can also create permanent magic items (called foci) by sacrificing spell slots (see magic section). At the time of creation, a magic-user can decide to become an Illusionist, using the Illusionist spell list instead of the magic-user list.

THIEVES: thieves will use d6 for hit dice, rather than d4. Thieves (and others) will add +5% for each point of Dexterity Bonus to their thief skills (except Hear Noise). Thief backstab effects will increase with level (levels 1-4 x2, levels 5-8 x3, levels 9-12 x4, levels 13+ x5).

DRUIDS: druids will have the same modifications to spells as Clerics.

MYSTICS: Mystics in unarmed combat can gain a Stun or Throw result in certain circumstances (see combat options). Mystics have access to many of the Fighter Combat Options. *Awareness* power gives the party a flat +1 to surprise roll.

ELVES: elves will follow the modified rules for spells used by magic-users and will receive many of the Fighter Combat Options. They may not choose to become Illusionists, however.

DWARVES: dwarves will receive many of the Fighter Combat options. Dwarves gain the power to create magic arms and armor at higher level.

HALFLINGS: will receive many of the Fighter Combat options.

E—ADDITIONAL CHARACTER CLASSES

BERSERKER: rage-filled fighter, see New Character Class Appendix

BARD: Song-magic wandering lore master, see New Character Class Appendix

GNOME: gnomes are awesome, see New Character Class Appendix

F—SPECIAL FEATURES CARDS:

When a new player character is created, once all the details are finalized, the player draws 3 cards from the Special Features deck. He then must choose to keep exactly one of the cards. He may not re-arrange his scores, class or race based on the card draw. He writes down the new special feature for his character and informs to DM of the same. He then returns all three cards to the deck.

CHAPTER TWO: MONTHLY MAINTENANCE

Each game month, each character must pay maintenance for himself and each of his henchmen, hirelings, mounts and dogs. There are several levels of maintenance that the character can choose to pay and each of them has a specific game effects.

Hit Dice Procedure: at the beginning of each game month, the player pays out his chosen level of maintenance for himself and each of his underlings and animals. Then check the Hit Dice column for the level paid. He re-rolls his total hit points and uses that total for the game month. If, for example, he is a 4th level fighter with 13 constitution, he is due 4d8+4 hit points. If he chooses “Good” level, he would spend 240gp on maintenance (60gp x4), and would then roll 4d8+4 two times and use the higher of the two totals as his hit points for the month’s adventuring.

A—People

Level	Cost	Hit Dice	Example
Minimal	10sp	Worst of 3	Prisoner, beggar
Lackey	3gp/level	Worse of 2	Servant, apprentice
Standard	30gp/level	1 roll	Soldier, craftsman
Good	60gp/level	Better of 2	Merchant
Excellent	100gp/level	Best of 3	Adventurer, knight

Minimal: a half ration of grain (1 bushel per month) and water. Person will be dressed in rags and look lean and starved. Make a saving throw vs. poison once per month or come down with a disease. Lodging is on a pile of garbage.

Lackey: includes a full ration of grain (2 bushels per month) and 1 mug of beer per day. There will be a clothing allowance providing a new set of common clothes per year. Person will have 1d8sp in spending money. If soldiers or henchmen are supported at this level, there is a 1 in 6 chance that weapons or armor will fail due to poor maintenance. Lodging is typically a space on the floor of the common room or stable.

Standard: includes 3 weeks of standard rations and 1 week of iron rations and a pint of ale, or cheap wine, per day, a clothing allowance that provides for 2 sets of common clothes per year, maintenance and repair of tools and weaponry, and 1-2gp of spending money per month. Lodging is a share of a multi-person room. If called on to travel, the person will have 3 days of iron rations and a 2-quart skin of ale on hand.

Good: includes 3 merchant-quality meals per day and 1 week of iron rations per month, 2 pints of average wine per day and 1 gallon of good wine per month, one new set of merchant-quality clothing per month. Maintenance and repair of tools and weaponry is provided, as well as 1d4gp in spending money per month. Lodging is one half of a nice 2-person room, or better. If called on to travel person will have 1 week of iron rations and a 2-quart skin of good wine ready.

Excellent: includes 3 rich-quality meals per day and 1 week of iron rations per month, 2 pints of good wine per day and 1 gallon of excellent wine per month, one new set of noble-quality clothing per month. Maintenance and repair of tools and weaponry is provided, as well as 5gp

per level in spending money per month. Lodging is a private suite of rooms. If called on to travel person will have 1 week of iron rations and a 2-quart skin of excellent wine ready.

A special note on Mystics: since mystics are trained in self-denial and asceticism, they can support themselves at a Lackey level cost, but gain the Hit Die benefit from the Excellent level of maintenance.

B—Horses and Similar Draft Animals

Level	Cost	Hit Dice	Example
Minimal	5sp	Worst of 3	Neglected Nag
Poor	1gp	Worse of 2	Poor man's plough horse
Standard	5gp	1 roll	Merchant's riding horse
Good	25gp	Better of 2	Warhorse
Excellent	75gp	Best of 3	Prize Steed

Minimal: horse is tied up outside and grazes for food, given fodder only ¼ of the time. Make a save vs. poison or die of horse fever.

Poor: horse is corralled outside but given fodder every day. Make a save vs. poison once per month or go lame at some time.

Standard: horse is stabled and fed fodder ¾ of the time and grain ¼ of the time. It is regularly shod and has the attention of 1/10 of a groom's time.

Good: horse is stabled and fed grain every day. It is well-shod and has the attention of a 1/5 of a groom's time. Minimum for medium or heavy warhorse.

Excellent: horse is well-stabled, fed superior grain every day and has its own private groom. Mandatory for superior horses and paladin's warhorses.

C—Dogs and Similar Animals

Level	Cost	Hit Dice	Example
Minimal	1sp	Worst of 3	Garbage dog
Poor	4sp	Worse of 2	Poor man's rat dog
Standard	1gp	1 roll	Merchant's guard dog
Good	5gp	Better of 2	Noble's guard dog
Excellent	25gp	Best of 3	Prized hunting dog

Minimal: dog lives and feeds off garbage pile.

Poor: dog given meat once a week or so, otherwise lives on garbage, sleeps outside.

Standard: fed regularly on decent food, has some moderate shelter

Good: has decent meat every day and bed to sleep on.

Excellent: has decent meat, nice bed, grooming and medicine.

CHAPTER THREE: TREASURE AND EXPERIENCE

A—SPENDING FOR EXP

Characters will receive experience points for the treasure they acquire on adventures. However, this will be awarded when the treasure is SPENT rather than gotten. The player receives 1 XP for each 1gp spent for certain things, but not for others. As a general rule, things that are meant to advance the character's power or adventuring ability will not result in XP awards, while things that develop the character's story or personality will.

B--SPENDING THAT DOES NOT RESULT IN EXPERIENCE POINTS

Monthly maintenance for character, underlings and animals
Taxes, tolls, dues, fines, blackmail
Personal armor, weapons, adventuring gear
Spells for hire (divinations, raise dead, protective spells, healing etc)
Buying magic items or components
Spell research or item construction expenses
Travel expenses

C--SPENDING THAT DOES RESULT IN EXPERIENCE POINTS

Funerals for friends, family, henchmen
Purchase, repair, development of home/castle/land
Good Characters: alms to the poor
Clerics: destruction of valuable objects of enemy religion
Parties, Banquets, Bitching Keggers
Gambling Losses
Fancy Clothes and Jewelry
Presents to pretty ladies
Defenses/Armaments to defend nation or kin
Personal Collection
Statues, songs, plays in the character's honor

D--SPECIAL SPENDING: THE XP BANK

If a character spends money on a Sacrifice to his god (in whatever way that is permitted to his religion) the XP generated is special. One half of the XP goes to the character directly, while the other is put into the Player's XP Bank. XP in the Bank can be applied to a new character when that new character is brought into play.

CHAPTER FOUR: COMBAT MODIFICATIONS

A—SURPRISE:

When two parties blunder into one another, a check for surprise must be made. Each side rolls 1d6, adding modifiers listed below. If one side rolls 3 points or more higher than the other, the lower rolling side is said to be surprised, the winning side may take 1 round's actions before initiative is checked. The non-surprised side is also considered unspotted by the others and may take reasonable measures to avoid the encounter instead of taking action.

Surprise Modifiers:

Party has a Mystic with Awareness	+1
Party is Stealthy	+1 (no metal armor, moving carefully)
Party is Silent	+3 (move silently, or silence spell)
Party is Invisible	+3 (hide in shadows or invisibility magic)
Party is waiting in ambush	+2
Camp protected by guard dogs	+3
Party has horses/mounts	-2
Party is 10+	-2
Party is 20+	-4
If alone	+Dex Bonus
If on watch/on point	+ Wisdom Bonus
Stalking Predator Animal	+2
Monster with surprise bonus	+2
A motionless, hidden halfling	+6

B—INITIATIVE

Each player and group of similar monsters will be dealt a Playing Card at the start of the round. Play will cycle through from highest card to lowest card. Active unit may hold action to a later point in the same round if desired, but if he tries to interrupt an enemy action in mid-move there will be an opposed level roll (each unit rolls 1d12+level, if interrupter scores higher, he interrupts enemy). If two actors draw the same number card, priority is Spades, Hearts, Diamonds, Clubs (reverse alphabetical).

If a character has 16-17 Dexterity he may draw 2 cards and use the better card. If a character has 18 Dexterity he may draw 3 cards and use the best of the three.

When someone draws a Joker, he gains +2 to hit, damage, and saving throws for the round and may act at any point in the round he wishes.

C—FUMBLES: whenever a character or monster draws the 2 of clubs (formerly known as the "I go last card" now known as the "Fumble Card") he will suffer a Fumble or Mishap. If he has drawn several cards due to high Dexterity, he will still fumble if the first card drawn is the 2 of clubs. Archers will have a bow string break, swordsmen will drop their swords, those with a wooden-hafted (non-magic) weapon will see that weapon break, spellcasters will trip and fall. In all cases, the character loses his action for the round. If the fumble affects a whole group, the leader only will have a weapon break or drop, the henchmen or followers simply lose their turn.

D—DYING: when a character or monster reaches exactly 0 hit points he is considered wounded and helpless. He makes a saving throw vs Death to remain conscious. If conscious, the only action he can take is to crawl 5 feet, drink a potion, speak, or use a simple magic item. If the character reaches -1 hit points, he is dead, unless he spends a FATE CHIP (see chapter 7) to convert the death to a bleeding wound. However low his hit points were, they are

immediately reset to -1, and he lies there unconscious losing 1 hit point per round until he reaches -10 and really dies. The bleeding may be stopped by a second Fate Chip, by another character bandaging the bleeder, or by application of healing magic. If the character is restored to 1 hit point or more, he can rejoin the fight.

E—NON-LETHAL DAMAGE: when characters punch or kick, or when they use weapons striking to subdue (see Combat Options below), damage inflicted is said to non-lethal. Likewise points of damage caused by illusions or phantasms are non-lethal. If the target falls to 0 or fewer hit points due to non-lethal damage he won't die, but will fall unconscious, regaining 1 non-lethal hp per 10 minutes. If however, a critical hit is scored by a normally non-lethal attack, it counts as lethal damage. When mystics use their unarmed attacks, they do lethal damage, unless they specifically state that they are making non-lethal attacks.

F—CRITICAL HITS: when an attacker rolls a natural 20 on any missile or melee attack roll, he scores a critical hit. The entire damage roll (weapon damage, strength bonus, magic bonus) is totaled and the entire amount is doubled.

G—COMBAT MODIFIERS

Cover/Concealment AC Bonuses

Target Behind Chest, Table, Small Boulder	+2 AC
Target in Bushes	+3 AC
Target Behind Tree Trunk, Doorway, Large Boulder	+4 AC
Target in Fog or Smoke	+4 AC
Target on Battlements	+5 AC
Target in Window	+5 AC
Target Behind Mantlet	+7 AC
Target in Arrow slit	+9 AC
Target Invisible but located	+5 AC

Tactical Mods

Attacker on Higher Ground (or mounted vs Foot)	+1 to hit
Attacker on Lower Ground (or foot vs mounted)	-1 to hit
Target off balance, slipping, 1 limb held	+2 to hit
Target stunned, dazed, held 2-3 limbs, chained	+4 to hit
Target asleep, paralyzed, held, bound	Automatic hit
Rear Attack	+2, ignore Dex and Shield
Rear attack by thief	+4, ignore Dex and Shield
Charge Attack	+2 to hit, -2 to own AC
Shield Wall	+3 AC
Short Range Shot	+1 to hit
Long Range Shot	-1 to hit
Striking to Subdue	-2 to hit, -2 damage
Gang Up	+1 to hit for each attacker over 1 who attack in same initiative
Target Prone	+4 to hit melee, -4 to hit missile
Unarmed attacking armed enemy	-2 to hit (except mystics)

H—GANG-UP BONUS

When a group of trained attackers all use the same initiative card and all attack the same target, they get a significant combat bonus. Count the number of such attackers, and for each over 1, grant all the attackers a +1 on their to-hit roll. So, if there are 5 attackers, all 5 attackers would gain a +4 on their to-hit roll for the round. The gang-up bonus only applies to melee attacks and

not to throw weapons or any other missile attacks. Also, only trained combatants get the gang-up bonus. So, all player character classes except magic-users gain the gang-up bonus. Mercenary soldiers, pirates, bandits, cavemen, orcs, goblins and similar foes who are trained or experienced in fighting together would get the gang-up bonus. A group of untrained slaves or serfs who were not trained as militia would not gain the gang-up bonus, neither would mindless zombies or skeletons. A pack of wolves would get the gang-up bonus, but not a herd of buffalo.

I--COMBINING MULTIPLIED DAMAGE

Damage that is multiplied by a game effect is handled differently and when combined with other multiplying effects must be handled with care. For a backstab, the entire damage normally scored is totaled and the sum is doubled or tripled. For a critical hit, likewise, the entire damage sum is doubled. If a backstab is combined with a critical hit, the critical hit just adds another multiplication factor, i.e., a double damage backstab with a critical hit becomes a triple damage backstab. Doubled Damage for other sources (e.g. Growth, Giant Strength, Lance Attack) always only add 1 extra die of weapon damage of the appropriate type.

Example 1: Thief level 6 with 13 strength and +1 dagger, backstabs and scores a critical hit. 1d4+2 damage is rolled and the total is multiplied by x4 (three for backstab, one extra for critical).

Example 2: Knight with strength 16, giant strength potion, scores a critical hit on a lance attack. Lance 1d10, "doubled" for giant strength and doubled for lance attack, yields 3d10 damage (2 extra weapon dice), add 2 for strength, then double the entire result for critical hit.

J—ITEM SAVES

When a character is attacked by some sort of damaging energy (dragon breath, cold spell, acid, lightning etc) and fails his saving throw, he must make an Item saving throw for any magic item or significant non-magic item he is carrying. For most items, just roll a save vs. the character's worst saving throw to see if the item survives. The DM can rule that books and scrolls not in a case are automatically destroyed by fire or acid, and that items of glass or crystal are automatically destroyed by cold or lightning or a fall if desired.

CHAPTER FIVE: COMBAT OPTIONS:

BACKSTAB:

Classes: thieves

Requirement: must attack with melee weapon from the back of an enemy who does not know you are there, or is surprised.

Benefit: +4 to hit, ignores Dex bonus to AC, Damage total is x2 for levels 1-4, x3 for levels 5-8, x4 for levels 9-12, and x5 for levels 13+.

Penalty: Surprise or Unseen attack to the back required.

CHARGE:

Classes: all characters

Requirement: move at least 10 feet in straight line directly into contact

Benefit: +2 to hit, allows running speed movement and an attack

Penalty: liable to Set vs, Charge effect, -2 AC for rest of round

DISARM

Classes: fighter, dwarf, elf, gnome, halfling, berserker, mystic, thief

Requirement: using a sword, whip or 2-handed weapon (Mystics may use hands)

Benefit: If attacker hits AC 2, target must roll DEX or less (monsters 8+HD) or drop weapon

Penalty: Attack scores no damage.

DUAL-WIELDING

Classes: all classes

Requirement: using a one-handed weapon in the main hand, and a dagger, small hammer, dart or torch in the secondary hand (mystics may use both fists instead).

Benefit: The attacker gets 1 additional attack, using the small weapon.

Penalty: Both main weapon and secondary weapon suffer -4 on their to-hit rolls. That penalty is reduced by the Lower of the wielder's Strength or Dexterity bonus. May not use a shield.

EXCELLENT KUNG-FU

Classes: mystic

Requirement: making an unarmed attack against a man-sized or smaller humanoid enemy

Benefit: If a mystic hits a man-sized and man-shaped enemy in combat with his unarmed attack and the hit roll is equal to a natural (20 minus EXP level of mystic) on the die, in addition to the damage, the target will be either stunned for 1 round (losing his action) or is thrown for 5 feet plus 5 feet per point of Strength bonus of the mystic.

Penalty: if the target has HD or Exp level equal or greater to the mystic's level, he may make a saving throw vs. paralysis to avoid the stun or throw effect.

GRAPPLE

Classes: all classes

Requirement: having both hands free

Benefit: on successful hit, roll Str or less on d20, if succeeds, target saves vs. paralysis or has one of his limbs held. May attempt save each round to break hold. If both legs are grappled, target falls down.

Penalty: -2 to hit (except mystics) if enemy armed. No damage scored by attack.

MIGHTY SWEEP

Classes: fighter, dwarf, elf, mystic, berserker

Requirement: begin in melee contact, using a 2-handed weapon (except spear/pike)

Benefit: Each adjacent target must either move back 5ft (free) or be attacked. Attacker therefore might be able to attack a large number of enemies.

Penalty: if all enemies step back, attacker loses his attack, but may be clear to move.

PARRY

Classes: fighter, mystic, dwarf, elf, Halfling, gnome

Requirement: using a melee weapon (we are ignoring level requirement)

Benefit: +4 AC for the round, except against bows, slings, or crossbows

Penalty: may not attack this round

RAMPAGE (replaces multiple attack rules in RC)

Classes: fighter, dwarf, elf, halfling, gnome, mystic, berserker

Requirement: proper class

Benefit: make an additional number of attacks during a round, depending on level

Penalty: suffering hit points of damage scaling with the number of attacks

	Minimum Level	Additional Attacks	Damage
Rampage A	1	1	1
Rampage B	4	2	3
Rampage C	7	3	6
Rampage D	10	4	10
Rampage E	13	5	15
Rampage F	16	6	21

So, if a 4th level fighter decides to rampage during a round, he could either get 1 additional attack, suffering 1 point of damage in the process, or 2 additional attacks, suffering 3 points of damage in the process.

RAPID FIRE

Classes: elf, fighter, halfling

Requirement: using short bow, composite bow or long bow

Benefit: make one extra shot per round (level 1-4), or two extra shots per round (levels 5-8) or three extra shots per round (levels 9+)

Penalty: may not move in round

REACH ATTACK

Classes: fighter, elf, mystic

Requirement: using spear or pike

Benefit: may attack enemy that is 5 feet away from actual contact

Penalty: -2 to hit

RIDE-BY ATTACK

Classes: fighter

Requirement: mounted on war horse

Benefit: human fighters on warhorses can make their attack(s) at any point of his horse's movement, and continue to move, without facing a free attack, except by set vs charge.

Penalty: subject to "set vs. charge" attack by any target with spear or pike.

SET VS. CHARGE

Classes: fighter, dwarf, elf, halfling, gnome, mystic, berserker

Requirement: using spear or pike, charged by enemy

Benefit: double rolled weapon damage when charged by enemy

Penalty: may not move in round

SHIELD PUSH

Classes: any class permitted to use shields

Requirement: using a shield

Benefit: Instead of making an attack, the character pushes enemy with his shield. If the attacker scores a hit, the defender is pushed back 5 feet, plus 5 feet per point of Strength Bonus

Penalty: The attacker scores no damage and must, of course follow along with the target.

Shield push is ineffective against targets a size code bigger than the attacker.

SHIELD SACRIFICE

Classes: any class permitted to use shields

Requirement: using a shield

Benefit: 1 enemy attack that would have hit is completely blocked. If the hit was a critical hit, it becomes a normal hit instead of being completely blocked

Penalty: The shield being used is completely destroyed by the attack. This maneuver cannot be used against a back stab attack.

SHIELD WALL

Classes: any class permitted to use shields

Requirement: 3 or more adjacent characters all taking this action and using shields

Benefit: all characters in the shield wall get a +3 boost to AC in the direction of the wall.

Penalty: Movement is restricted to 20 feet, all members are on the same initiative, and weaponry restricted to spears, daggers or short swords.

SHOOT YOUR FACE

Classes: fighter, elf, halfling, mystic

Requirement: Using a bow or crossbow (halflings may use rock or sling as well)

Benefit: add 4 points to damage

Penalty: suffer a -4 to hit penalty

SMASH

Classes: fighter, dwarf, elf, halfling, gnome, mystic, berserker

Requirement: 9th level or greater (special for Demi-humans)

Benefit: add Strength Score to total damage

Penalty: -5 to hit, goes last in initiative for round

SPLIT-FIRE ATTACK

Classes: elf, human nomads/horse archers on horse back

Requirement: elf using short bow, composite bow or long bow; mounted nomad using short bow, javelin, dart or composite bow.

Benefit: elves can move at running speed and shoot a bow at any point during movement. Human nomads/trained horse archers, can shoot an arrow at any point of their horse's movement.

Penalty: You have to live with yourself as an elf or nomad.

SUBDUE ATTACK

Classes: all classes

Requirement: using a melee weapon

Benefit: An attacker can choose to strike to subdue. Any damage scored will be counted as "Non-lethal damage" and if the target falls to 0 or fewer hit points due to non-lethal damage he won't die, but will fall unconscious, regaining 1 non-lethal hp per 10 minutes.

Penalty: Attacker suffers -2 to hit and -2 damage on all subdual attacks. If he scores a Critical Hit, it is still a normal critical hit with double damage that is all lethal.

SUNDER

Classes: fighter, gnome, dwarf, elf, berserker

Requirement: using any axe or sword, or any 2-handed weapon except a staff

Benefit: May aim for the Weapon (AC 2) or Shield (AC 6) of an enemy instead of his body. If hit is scored roll damage and then roll damage scored or less on d20 to break a shield or weapon with wooden haft. If weapon is all metal, half the damage.

Penalty: The attack scores no damage on the target.

TO THE HILT

Classes: fighter, gnome, berserker, thief

Requirement: using a dagger

Benefit: dagger does +1 damage and is stuck in the wound doing 1 point of damage per round until pulled out (uses attack action).

Penalty: The attack is made at -3 to hit.

TRIP

Classes: fighter, dwarf, elf, gnome, halfling, berserker, mystic

Requirement: using a 2-handed weapon (mystics may use legs)

Benefit: If attacker hits AC 4, target must roll DEX or less (monsters 8+HD) or fall prone

Penalty: Attack scores no damage. Ineffective against larger creatures.

UNHORSE

Classes: fighter, elf, mystic

Requirement: using a polearm vs. mounted enemy

Benefit: if hit AC 4 or better, target must save vs. paralysis or fall from horse.

Penalty: hit does no damage.

CHAPTER SIX: MAGIC

Whereas the number of spell slots available per caster per day is derived from the D&D Rules Cyclopeda, the actual default spell list will be taken from the *Hackmaster* 4th edition Players Handbook for all classes. The *Hackmaster* spell lists include all of the AD&D first edition spells, plus a selection of additional ones. If the *Hackmaster* spell description is in variance with rules framework found in this book or in the RC, the DM will have to make his own ruling at the time. He may substitute an RC version of the spell, or construct his own ruling.

A---SPELLS PER DAY

Clerics and Druids can cast any spell from their class list as long as they have spell slots left of the correct level. There is no need to “memorize” or “prepare” specific spells ahead of time.

Cast spell slots are restored after 8 hours of sleep and two hours of devout prayer. If the cleric has prayer beads he reduces the required prayer time by a half an hour. If the cleric has a holy book of his faith, he reduces the required prayer time by another half hour.

Arcane Casters can cast any spell that are written as long as they have spell slots left of the correct level. There is no need to “memorize” or “prepare” specific spells ahead of time. Cast spell slots are restored after 8 hours of sleep and one hour of study and mystical contemplation of their spell books. If the caster does not have access to his spell book, he cannot recover his used spell slots.

B—ARCANE CASTER SPELL BOOKS:

MAXIMUM NUMBER OF SPELLS PER LEVEL: the maximum number of spells that an arcane caster can have in his spell book per spell level is taken from the AD&D player’s handbook based on his Intelligence.

SPELL BOOKS: each Magic-User, Illusionist, Bard, Elf or Gnome who casts spells must keep his spells in a spell book, which he must study regularly. He will begin with 2 spells at first level, one of which is Read Magic (necessary to read scrolls or others’ spell books, and is now added to the illusionist list), and the other is another first level spell of his choice. Spell Books are large and heavy (20 pounds or more) and one book should be sufficient for all of a mages’ spells. Should a replacement or spare be desired, a blank spell book costs 1000gp.

When he discovers a new spell on a scroll or captured spell book, a caster may copy it into his own book. Copying from a scroll destroys the scroll in the process. To copy the spell, the caster must cast Read Magic and use 1 dose of Magic Ink (100gp) regardless of spell level and must spend one day per level of the spell at the task. It requires the Write Spell to copy a spell of a level higher than the caster may cast into his book.

A more portable “Travelling Spell Book” may be purchased for use by a caster who fears to risk his main spell book. It weighs only 5 pounds, costs 500gp, and can contain only 8 different spells in total. If a caster is only studying from his Travelling Book, he can only cast spells contained in that book. The rules for copying spells into the Travelling Book are the same as the standard spell book.

MAGICAL RESEARCH: will follow the rules in the Rules Cyclopeda.

C—CREATING MAGIC ITEMS

SPELL SCROLLS: clerics, druids, magic-users, illusionists, gnomes and elves of any level (but not bards) can scribe a scroll of any spell he can cast. First the caster must have 1 sheet of

Purest Vellum (50gp) per spell scribed. Secondly, the caster must use 1 dose of Magic Ink (arcane) or Sacred Ink (cleric), per spell level of the spell. Each dose costs 100gp. The scroll takes 1 week per spell level to write.

MAGICAL FOCUS: every spell casting class has the ability to make permanent magic devices known as Magical Foci. To do so, he must permanently sacrifice 1 spell slot from his casting power. He then imbues the magic focus with the power to bring forth a spell that the caster knows and is able to cast with the desired spell slot three times per day, regardless of the caster's state of rest or study. The device takes 1 week per spell level of prayer or incantation to create, and 100gp per spell level in either Holy Incense (clerics) or Mystic Myrrh (other casters). Primitive or impoverished casters can skip the incense or myrrh, but it multiplies the preparation time by 4. The focus forever functions as if the spell it produces was cast by a caster at the level at which the creator was when the focus was created. At a later date, if the caster wishes to make an additional focus, he can either add another spell to the same device or create a separate device. Since the focus is bound to the creator's personal energies, if the caster dies, there is a 90% chance minus 5% per experience level that each of his foci will be destroyed at the same time, and if the caster is raised from the dead, his foci do not reform. If a focus is destroyed by some other means, on the other hand, the caster does not get his spell slot back. A focus can be used by anyone of the same class as the creator, but for such a person it will only operate once per day.

Example: Orville of Redenbacker is a 3rd level magic-user. He can cast 2 level 1 and 1 level 2 spells per day. He decides that he needs more magic power. He decides to give up one level 1 spell slot permanently, in order to make "Orville's Bitchin' Headband of Magic Missiles", a magic focus. He will be able to use the Focus to cast Magic Missile spell three times per day, but will forever cast 1 fewer first level spell than his level allows. At third level, his magic missile spell launches 2 missiles, but even when Orville has advanced to 10th level and could cast 5 missiles with a normal spell, his head band will still only launch 2 missiles per casting. One day when Orville was 8th level, he is killed by a poison trap. $90\% \text{ minus } 5\% \times 8$ equals 50% chance that his head band will survive. It does so, and his partner Steve the Elf and his Apprentice Cheesy Joe both claim it. However, since Steve is of a different class (elf) he can't use it and gives way and allows Joe to take it. Joe can now use the headband to cast 1 free magic missile spell per day.

OTHER MAGIC ITEMS: potions, weapons and other magic items will be discussed in a later supplemental document, until then use the Rules Cyclopeda to handle them.

D—SPELLS IN COMBAT (Stump the Wizard)

Casting Spells and Casting from Scrolls can be spoiled, resulting in the loss of the spell slot for the day or the ruination of the scroll. If an enemy who draws a higher card than the caster holds his initiative, he can attempt to interrupt the caster during his initiative. Both the caster and the attacker rolls 1d12 plus his level (or Hit Die) if the attacker scores higher than the caster, he makes an attack or casts a spell at the spell caster. If he scores even 1 point of damage, the caster's spell or scroll is ruined and lost. You cannot spoil the activation of a magic item such as a wand or focus.

In a similar fashion, if a caster is wounded for damage before his initiative card is played, he cannot cast a spell or use a scroll during his initiative.

CHAPTER SEVEN: FATE CHIPS

A--Getting Fate Chips: each Player begins the session with 3 Fate Chips. He will gain more through the course of the game session. Generally speaking, each significant combat or role-playing encounter that involves some risk, or advances the action, goal or mission will result in either 1 or 2 Fate Chips being awarded to each player who participated. The GM can award more for significant actions to specific players. At most 1 encounter per session can be designated a “key encounter” or “super dangerous monkey-slap encounter” and be worth 3 chips.

B--Spending Fate Chips: a player may spend Fate Chips during the game to help any character or henchman under his control. Chips may be spent to do the following actions:

- Re-roll a die: 1 chip allows any result to be re-rolled, but only 1 chip per roll may be spent. The re-roll can never be worse than the original roll.
- Heal: immediately heal 1d4 hit points of damage suffered
- Maximum Damage: score maximum damage on a single die rolled for damage (so you can max out a great axe shot d10, but not a 6d6 fireball).
- Put the Hoo-Doo: cause an enemy to suffer –4 on a saving throw. This use may be vetoed by the GM at his whim.
- Death to Wound: it is assumed that whenever a character reaches –1 hit points, he is dead. If you spend a chip, you can transfer that into a lethal wound, reset to -1 hit points, that bleeds 1 hit point per round until treated. Character dies if he reaches -10 hit points or spends a second chip to stabilize the wound (or heals it to 1 hp or better).
- Change the World: allows the player’s character to find a piece of needed mundane equipment, or to turn a non-hostile npc into an old friend met by chance, or similar minor effect.

C--Cashing In Fate Chips: when the session is over, each player must cash in his Fate Chips. Each chip left over is worth 100 experience points (if characters are levels 1-3). 200 experience points (if characters are levels 4-6), or 400 experience points (if characters are levels 7-9) or 800xp (if the characters are levels 10-15), or 1600xp (if characters are levels 16+). The main character under the player’s control gets the full value of the chips he holds at the end, but henchmen get ½ that value.

D--DM FATE CHIPS: The DM gets 2 chips for each player sitting at the table that he can use for his NPC’s and monsters in the same way PC’s can use for themselves.

CHAPTER EIGHT: HENCHMEN AND HIRELINGS:

Recruiting:

- **Normal Recruiting:** most recruiting by players will be a search for Henchmen and small squads of Mercenary Soldiers. The player must go to a major city. The character(s) then pay for written notices and criers to spread the news. After 1 week, the potential employees arrive and the character(s) draw 1d6 cards from the master Henchman Deck for each 100gp they spent, up to a maximum of 600gp. Recruitment can be tried a second time in the same month, but the cost will be doubled.
- **Other Recruiting:** if the players are looking for specialists, larger numbers of soldiers, lackeys, or specific types of henchmen, they can use the recruiting rules from Ready Ref Sheets page 10-11.
- **Role-Play Recruiting:** characters can, of course, recruit NPC's and monsters met while on adventure to become henchmen or hirelings. The DM will have final say on all such details.

Types of Underlings:

Henchmen: henchmen and the player character swear personal oaths of loyalty to one another. A henchman expects excellent level of maintenance each month (100gp per level) and a share of the treasure (at least 15% of whatever his lord ends up taking for himself) on any expedition/adventure on which he participates. In return he is expected to attend upon his master at all times requested, to use his powers and skills to further his master's aims and to serve his master faithfully. If he is cheated of maintenance or treasure, or is betrayed or abandoned, he must make a loyalty check or desert. The Maximum number of Retainers based on Charisma from the RC is the maximum number of henchmen that the player character may have at one time.

Soldiers: mercenaries or household troops will serve a player character as well. These usually come in small bands of like- equipped troopers who must be hired as a group. Soldiers will expect Standard level of maintenance each (30gp each per level per month). Soldiers will willingly guard the player's home, holdings or castle, and will go on overland adventures with the player, however, if the unit is asked to fight the undead or other enchanted creatures, or go into a dungeon, they will expect a share of the treasure (a unit of up to 10 men will count as a henchman's share). Most soldiers will be 1st level fighters, but some might be normal men or even monsters.

Specialists: the specialists listed on page 133 of the RC are available as described. They get the fees listed per month, except for Rowers and Sailors who get Standard Maintenance instead (30gp per month per level).

Lackeys: unskilled laborers and general flunkies can be hired as well, these can be paid at simple lackey level of maintenance (3gp per month).

The Offer:

when the henchmen and hirelings available have been assembled, the character with the highest charisma gets first chance at hiring from the selection, it then proceeds downward through the charisma levels. The offer is accepted if the Player rolls his Charisma score or less on a d20. If it fails, he can try once more with a signing bonus equal to 3 months' pay. Opposite alignment is always a -4 penalty. The gift of a permanent, usable magic item is always a +4 bonus.

THE HENCHMEN GUILD RULES:

- If a henchmen is forced to risk a trapped chest, he gets first pick of what's in it.
- Any equipment a henchman uses in a dungeon is assumed to be a permanent gift, unless the master makes an explicit contract, and charisma check first.
- A master is expected to raise or heal his henchmen, but the henchman can be required to chip in from his own savings unless he died or was wounded saving his master.
- Henchmen almost always spend at least half their treasure immediately (to get XP).
- A henchman may honorably leave service if he exceeds master's level or reached 9th level, but it is DM's decision.

APPENDIX: NEW CHARACTER CLASSES:

BARDS

Prime Requisite: Charisma

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

Hit Dice: 1d6 per level until 9th. Beginning with 10th +2 per level and Con bonus no longer applies.

Maximum Level: 36

Armor: leather, scale or chain, no shield

Weapons: any one-handed weapon, plus short bow and longbow.

Special Abilities: Musical skills, inspirational song, counter-song, reaction modification, climb walls, hear noise, pick pocket, read languages (at 4th), use scrolls (at 10th). Analysis and Lore. Magic Spells.

Bards are human characters who are experts at music, lore, communication and entertainment. They are multi-talented, gaining magical, thief and unique powers with some fairly good weapon and armor choice.

CLASS DETAILS

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

Hit Dice: Roll a d6 to determine a bard's hit points, plus Constitution bonus, if any. He gets 1d6 extra points plus Con bonus for each experience level thereafter until 9th level. beginning at 10th level gain 2 hit points per level with no Con bonus.

Armor: A bard can wear leather, scale or chain mail armor, but may not carry a shield.

Weapons: A bard may use any one-handed weapon, plus the short and long bow.

SPECIAL ABILITIES

Musical Abilities

A bard automatically knows how to sing and play 2 types of musical instruments of his choosing. He can produce a pleasing performance by rolling his CHA or less on a d20, subject to DM modifiers.

Furthermore, he can use his songs to inspire his friends. If he sings or plays an inspiring song, he must roll CHA or less on a d20 to have a positive effect granting his friends either a +1 to hit, +1 damage, +1 to saving throws or +2 morale, as chosen by the bard, for as long as he continues to sing or play. The effect has a range of 10' per level and can only be used once per battle. The song automatically stops if the singer is hit in combat or moves at more than a walking speed.

Bards can also use music as a counter-measure to an enemy oral-based attacks (Power Word Spells, the Singing of Harpies, Suggestions given in Charm spells etc., at discretion of referee). If the bard makes a save vs. Spells, all friends within 30" are immune to such attacks as long as he keeps singing or playing. The song automatically stops if the singer is hit in combat or moves at more than a walking speed.

Reaction Modification

A bard can use his wealth of knowledge and performance skills to influence the reaction roll in a negotiation as long as a fight has not yet begun. If he makes the attempt, listening audience must save vs. Paralysis, -1 per every 3 experience levels of the bard. Those who fail have their reaction shifted one category in the bard's desired direction. See page 93 for reaction table. The listeners must be able to understand the language the bard is using, of course.

Thief Abilities

Bards have the ability to Pick Pockets, Hear Noise, and Climb Walls as a thief of the same experience level. They also gain the ability to Read Languages (as thieves do) at 4th level. And, they gain the ability to use Magic Scrolls and Books as thieves do at 10th level. The bard may not wear scale or chain mail when attempting Pick Pockets or Climb Walls.

Lore

Upon close examination of an object or place with a legendary or historical past (including most permanent magic items), a bard has a 15% +5% per level chance of being able to give a general description of its uses, powers, owners and/or purposes. This is similar in scope to the Analyze spell, but the bard does not need to touch or handle the object, and he may use this ability at will. At 17th level the bard's lore ability allows him to gain knowledge equal to the Magic-User spell Lore once per day plus once per day for every 3 levels of experience past 17th, as a natural ability.

Spells

Beginning at second level and proceeding to 36th, the bard gains more and more power to cast magic-user spells. Unlike magic-users elves and gnomes, he is not able to cast scroll spells until 10th level. Also, unlike Gnomes and Elves, he must remove all armor before casting any magic spells. He also cannot use magic items, such as wands, restricted to Magic-Users only, but can use ones usable by "all spell casters." bards never cast spells higher than 6th level magic-user spells. Bards begin with two spells in their spell books at 2nd level, including Read Magic, but are never given any more by their mentors, but must find them, buy them or steal them.

HIGHER EXPERIENCE LEVELS

Traveling Bards: once name level (9th) is reached, bards are referred to as either Master-Bards or Ollaves. Most bards elect to remain traveling bards, and as such gain the ability to ask for shelter at any noble or royal castle, druid enclosure or Good or Neutral temple. Usually, the bard is expected to entertain and advise the residents, and is often given a gift as well. Traveling master-bards are held in high esteem, and harming them or imprisoning them brings a strong reaction and/or rescue force from nearby nobles and clerics. Traveling bards attract a group of 1-6 followers who are bards of level 1-4, known as his troupe.

Land-Owning Bards: If a bard decides to build a stronghold at ninth level or above he becomes a Land-Owning bard, and does not have the esteem and rights of traveling bards, but does attract 1-8 followers of level 2-4 of various different classes, as well as 10-40 mercenaries (choice of men, elf or orc).

BARD SAVING THROWS:

Bards use the same saving throw tables as thieves.

BARD COMBAT:

Bards use the same attack tables as thieves, and gain only limited numbers of Combat Options. They also do **not** gain thieves' backstab ability.

BARD EXPERIENCE TABLE

Exp Level	Exp Points	Spell Levels					
		1	2	3	4	5	6
1	0	--	--	--	--	--	--
2	1500	1	--	--	--	--	--
3	3000	2	--	--	--	--	--
4	6000	2	1	--	--	--	--
5	12,000	3	1	--	--	--	--
6	25,000	3	2	--	--	--	--
7	50,000	3	2	1	--	--	--
8	100,000	3	3	1	--	--	--
9	200,000	3	3	2	--	--	--
10	300,000	3	3	2	1	--	--
11	400,000	3	3	3	1	--	--
12	500,000	3	3	3	2	--	--
13	600,000	3	3	3	2	1	--
14	700,000	3	3	3	3	1	--
15	800,000	3	3	3	3	2	--
16	900,000	4	3	3	3	2	1
17	1,000,000***	4	4	3	3	3	1
18	1,100,000	4	4	4	3	3	2
19	1,200,000	4	4	4	4	3	2
20	1,300,000	4	4	4	4	4	3
21	1,400,000	4	4	4	4	4	4
22	1,500,000	5	4	4	4	4	4
23	1,600,000	5	5	4	4	4	4
24	1,700,000	5	5	5	4	4	4
25	1,800,000	5	5	5	5	4	4
26	1,900,000	5	5	5	5	5	4
27	2,000,000	5	5	5	5	5	5
28	2,100,000	6	5	5	5	5	5
29	2,200,000	6	6	5	5	5	5
30	2,300,000	6	6	6	5	5	5
31	2,400,000	6	6	6	6	5	5
32	2,500,000	6	6	6	6	6	5
33	2,600,000	6	6	6	6	6	6
34	2,700,000	7	6	6	6	6	6
35	2,800,000	7	7	6	6	6	6
36	2,900,000	7	7	7	6	6	6

* receives Read Languages ability

** receives Use Magic Scrolls ability

*** receives greater Lore ability.

BERSERKERS

Prime Requisite: Strength

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

Hit Dice: 1d8 per level until 9th. Beginning with 10th +2 per level and Con bonus no longer applies.

Maximum Level: 36

Armor: leather, scale or chain, shield permitted

Weapons: any melee weapon **except** lance, net, pike or polearm. No bows or crossbows.

Other Requirements: Must have Strength 9+ and Constitution 13+, and come from a barbarian tribe that has berserkers.

Special Abilities: Berserker Ferocity, Influence Berserkers. Spell Immunity, Pain Immunity. Set Spear, Smash, Multiple attacks. Immunity to Fire and Iron.

Berserkers are barbarian fighters who are able to summon a mad battle-rage during combat. They live to destroy things in hand to hand combat, and know no fear.

CLASS DETAILS

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

Hit Dice: Roll a d8 to determine a berserker's hit points, plus Constitution bonus. He gets 1d8 extra points plus Con bonus for each experience level thereafter until 9th level. beginning at 10th level gain 2 hit points per level with no Con bonus.

Armor: A berserker can wear leather, scale or chain mail armor, and use a shield, but rejects plate mail as a cowardly "tin suit".

Weapons: A berserker can use any melee weapon except the lance, pike, net and polearm which are seen to be decadent or cowardly, used to keep foes at a distance (although he can use the spear-- a very traditional warrior's weapon and the poleaxe --which is seen as just a big axe). A berserker also refuses to use the bow or crossbow as coward's weapons, though limited use of thrown axes, spears and hammers is acceptable.

SPECIAL ABILITIES

Berserker Ferocity:

Beginning at first level all berserkers gain battle-madness or ferocity. As soon as a fight begins, the berserker enters a state of rage. This gives the character a +2 to hit when in the state of rage. The berserker is also immune to morale checks and, once a fight has started he will fight until he has won or he is dead. However, this also means he is not permitted to retreat, surrender or take any prisoners even if he wants to. If a fight ends before a particular berserker has hit an enemy in combat, he must save vs. Poison or attack his comrades. He can re-roll his save every round until he snaps out of the rage.

Influence Berserkers:

Beginning at second level, if a berserker encounters first-level berserkers, who are not from an enemy tribe and who do not have a leader higher than first level, he can negotiate with them, and if their reaction is friendly, they will accept him as their leader. If he provides them with several victorious combats and a decent pile of loot in the next few days, they may become his retainers or loyal hirelings. If he is lackluster, they will wander off after a few days.

Fighter Combat Skills

Berserkers receive Set Spear vs. Charge ability at first level. They do **not**, however, gain Lance Attack, Parry or Disarm options at any time (those are for sissies). Check the combat options section of house rules for complete run-down.

Spell Immunity:

Beginning at third level berserkers gain immunity to certain spells, but only once a battle has started, if caught in a peaceful state or by surprise the immunity does not apply. The spells included are Cleric: *Cause Fear, Hold Person*; Magic-User: *Charm Person, Sleep, Hold Person, Charm Monster, Feeblemind*. This immunity also applies to effects from magic items which mirror those spells, as well as all special monster powers which involve Fear or Charm effects.

Pain Immunity:

Beginning at 5th level, berserkers become so immune to pain that they can keep fighting when they have reached 0 hit points. Even though they will instantly die once their battle rage leaves them, they can keep fighting until they have reached their Constitution score in hit points below zero. At this level they also become immune to any magic spell, item or monster effect that specifically states that it works through Pain. There is a down-side to the Pain Immunity, however, once enraged, the DM will keep track of the Berserker's current hit point total until the rage ends, so he will not know how close to death he is.

Immunity to Fire and Iron

Beginning at 9th level, Berserkers take only half damage from fire-based attacks and non-magical weapons made of iron.

HIGHER EXPERIENCE LEVELS

Sea Lords: At ninth level if a berserker builds a small fort or base on the sea coast and purchases, or otherwise acquires 2 or more Long Ships, he becomes a Sea Lord. A group of 10-40 first-level berserkers will come into his service and additional mercenaries and normal men will be relatively easy to recruit to fill his ships. As long as he raids enemy nations and gives a portion of his loot to the local King, he will have an honored place in the nation and will be able to recruit crews for raids.

War Lord: A berserker can opt instead to become a land-owner and build a stronghold. He will still gain 10-40 first level berserkers, but then can run a Dominion in the standard way.

Champion: A 9th level berserker can opt instead to become a champion in the court of a King or other nobleman. He will be given many chances to combat monsters and enemies of the king and will be granted great honors and riches. He will attract a group of 1-10 berserkers of level 2-4 who will act as his henchmen and shield-men. The berserker may have to challenge the previous champion to a fight to the death to gain the office if it is not vacant. Once he is a champion, he will be challenged 1-2 times a year by a challenger level 8+1d6.

BERSERKER SAVING THROWS:

Berserkers use the same saving throw tables as fighters.

BERSERKER EXPERIENCE TABLE:

Berserkers use the same experience tables as Fighters.

GNOMES

Prime Requisite: Dexterity and Intelligence

Experience Bonus: 5% if Int and Dex 13+, 10% if one 13+ and the other 16+.

Hit Dice: 1d6 per level until 9th.

Maximum Level: 9th.

Armor: leather, scale or chain, shields permitted.

Weapons: all one handed weapons plus war hammer, light crossbow and spear (2 hands required for spear use).

Special Abilities: Some combat options (see section). Speak dwarf, kobold, goblin, and burrowing mammals. Infravision, Hear Noise, Open Locks, Find Traps, Remove Traps, Magic Spells.

Gnomes are a humanoid race, related to, but smaller than, dwarves. They stand 3-1/2-4 feet tall and have full beards and long noses. Gnomes live in hilly terrain, in burrows or in underground towns. Gnomes are excellent miners and smiths and especial experts in mechanical devices. Gnomes are tinkers and pranksters, fast friends and annoying enemies.

Class Details

Prime Requisite: Gnomes have two prime requisites, Dexterity and Intelligence. If a gnome has 13 or better in both he gets +5% experience point bonus. If one is 13+ and the other is 16+ he gets +10% experience bonus.

Minimum Scores: A Gnome must have Intelligence of 9 or better when first played.

Hit Dice: Roll a d6 to determine a gnome's hit points, plus Constitution bonus, if any. He gets 1d6 extra points plus Con bonus for each experience level thereafter.

Armor: A gnome can wear leather, scale or chain mail and may use a shield.

Weapons: a gnome may use any one-handed weapon, plus war hammer, light crossbow and spear (must use 2 hands for spear).

Special Abilities

Fighter Combat Options

See Combat options section for details

Infravision and Listening

Gnomes have infravision to a 90' range. Gnomes also gain the ability to Hear Noise equal to a thief of the same level.

Languages

Gnomes have the ability to speak the language of dwarves, goblins, kobolds and can speak to small burrowing mammals such as moles and badgers.

Mechanical Abilities

Beginning at first level, and proceeding to 9th, Gnomes gain the abilities Open Locks, Find Traps and Remove Traps as a thief of the same level.

Spells

Beginning at second level and increasing to 9th, Gnomes gain the ability to cast illusionist spells of level one through 4. Gnomes can use illusionist scroll spells as Magic-Users can, but do not use other magic-user restricted magic items, although they can use items usable by "all spell casters." Like elves, gnomes can cast spells while wearing armor.

Higher Experience Levels:

A Gnome reaching 9th level of experience usually takes the title of King of All the Gnomes, in fact most gnomes claim to be king of all the gnomes at one point or another. Once this level is reached if the Gnome has built a stronghold in the hills or lowlands, or an underground fortress/town, he will attract a clan of 1d4x30 first level Gnomes to the stronghold. These Gnomes will defend the stronghold, but mercenaries must be hired to clear the area and go on offensive missions. In addition, the King will receive 1d6 third level Gnomes as personal followers and bodyguards. Gnome mercenaries are equipped and are hired for the same rate of pay as Dwarf mercenaries, except they carry light crossbows, short swords and warhammers as weapons as appropriate.

GNOME EXPERIENCE TABLE

Level	EXP	Attack Rank	Spells---			
			1	2	3	4
1	0		--	---	---	---
2	3000		1	---	---	---
3	6000		2	---	---	---
4	12,000		2	1	---	---
5	24,000		2	2	---	---
6	48,000		3	2	1	---
7	90,000		3	2	2	---
8	180,000		3	3	2	1
9	360,000		3	3	3	2
	500,000	C				
	850,000	D				
	1,100,000	E				
	1,350,000	F				
	1,600,000	G				
	1,850,000	H				
	2,100,000	I				
	2,350,000	J				
	2,600,000	K				
	2,850,000	L				
	3,100,000	M				

Gnome Saving Throw Table

Levels	1-3	4-6	7-8	9+
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis/ Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod/Staff/Spell	12	9	6	3

