

THRANCONIA HACK CAMPAIGN HOUSE RULES

LORDS OF HACK 2019

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CHAPTER ONE: CHARACTER MODIFICATIONS

1—Combination Classes: all combination classes are permitted of any two of Fighter, Cleric, Thief or Magic-User, as long as no other restrictions apply (no good-aligned cleric-thieves). The combined Experience Per Level has been charted out. Also, instead of rolling and averaging the hit dice, an averaged die is used (roll a d6 instead of averaging a d4 and d8, for example).

2—Neutral Clerics: if a player chooses to be a cleric and wants to follow a neutral god, he will have a mix of positive and reversed spells. When he learns a new spell level, he must decide whether he will take all regular spells for that level or all reverse spells for that level. Once the choice is made, it can't be undone, unless he loses and regains levels. Neutral Clerics have no power to turn away undead, but can turn away lycanthropes and elementals at the same odds other clerics affect undead.

3—Ability Checks: when ability checks are called for, we will usually roll 1d20 with a number equal to or less than the ability score meaning success. If the task is very difficult, then roll d100 with ability score or less indicating success. When an opposed check is called for, two opponents roll 1d20 each and whichever rolls higher, but still not greater than his ability score wins.

4—Special Features Cards: at first, 4th, 8th and 12th level each player character draws three cards from the special features deck. He then chooses 1 and only one of them to apply as a special benefit to his character, then returns all 3 cards to the deck.

5—Backgrounds: when a character enters play he should choose a 1-2 word background description. For example: "hunter", "sailor" or "merchant". The DM then can allow the character to make an ability check in a specific situation that would be in the experience of the background. So, if the players find themselves on a ship, and the crew vanishes, a character with Sailor background might be able to make an INT check to guide the ship to shore.

Suggestions: alchemist, armorer, artist, baker, bandit, butcher, carpenter, clerk, cook, farmer, herdsman, hermit, hobo, hunter, jeweler, knight, lawyer, mason, mercenary, merchant, miner, minstrel, money changer, monk, priest, sailor, scholar, shoemaker, smith, soldier, stonecutter, tailor, teamster, thief, wanderer, weaver, woodcutter.

If character does not choose, then one is assigned by class: Fighter=soldier, Cleric=priest, Thief=thief, Magic-User=scholar.

6—Spell Memorizing and Spell Books: if a caster has studied his books within the last 24 hours or has not cast spells in any intervening day since he studied his books, he can spend his spell slots to cast any spell he knows. If he has not consulted his books, he can only cast spells he has studied from a scroll he has with him.

Magic-users begin with a level 1 spell book. Dues-paying members of magic guilds receive a spell book from the guild when they reach each new spell level. If they

aren't in a guild, they must create or acquire a new spell book for 750gp times the spell level. Likewise, if a magic-user loses his spell book he must create or buy a new one for the same price. If a magic-user captures an enemy spell book, he may use it to study spells he knows, once he has cast Read Magic on that particular spell in the book. All magic-users begin play with 1 scroll of 1 spell from their first level spell book in order to allow them to travel and function as a magic-user.

Clerics receive a level 1 spell book from their temple when they reach 2nd level and each additional time they gain a new spell level. If a clerical book is lost or destroyed, the cleric is issued a replacement, but is also assigned a penance task for failing his god. Spell books from another religion do clerics no good.

Spell books are large and fragile. Each volume fills an entire back pack or saddlebag. A person cannot carry more than 1 volume (without some sort of magical help) in any circumstance. Each day a spell-book is carried on adventure, roll 2d6, if the total is 12, the volume has been destroyed in some mishap. If the book is subject to any sort of water, magical or fire attack on an adventure, it is automatically destroyed. A book can be transported safely if packed securely in a locked chest, lain flat in a sturdy 4-wheeled wagon that travels on a road. If travelling well-packed in a ship, there is a 1 in 20 chance every 3 days that it will be ruined on the trip.

7—Species: all the humanoid species from the creature section are available for play.

HUMANS AND DEMIHUMANS

Humans: Move 30; AC 9; Class: C,F,M,T; Special: none

Amazon: Move 30; AC 9; Class: C,F,M,T; Special: none

Berserker: Move 30; AC 9; Class: C,F,; Ability: Con+1; Special: +2 to hit vs. humanoids, battle rage

Centaur: Move 35; AC 9; Class: C,F; Ability: Str+1, Int -1; Special: double damage on lance charge. May make 2 attacks, kick 1d6 plus 1 weapon.

Cyclopiian: Move 30; AC 8; Class: F,M,T; Ability: Str+1; excellent darkvision; Special: none

Dwarf: Move 25; AC 9; Class: C,F,T; darkvision; Special: Notice stonework details/traps on 1-2, +2 on all saves.

Elf: Move 30; AC 9; Class: F,M,T; darkvision; Special: lowered HD, notice secret doors on 1-2, immune to ghoulish paralysis. Some thief skill mods.

Feline: Move 35; AC 9; Class: F,M,T; Ability: Dex+1; darkvision; Special: weapon or 3 attacks (1d3 each)

Gnome: Move 25; AC 9; Class: F,M,T; darkvision; Special: Notice stone work 1-2, +2 saving throws, small size: lowered HD, May not use heavy weapons, treat small weapons as normal, normal as heavy. Small sized.

Halfling: Move 25; AC 9; Class: C,F,T; Special: +1 to hit with missiles, +2 saving throws, May not use heavy weapons, treat small weapons as normal, normal as heavy. Small sized: lowered HD. Some thief skill mods.

Half Elf: Move 30; AC 9; Class: C,F,M, T; darkvision; Special: lowered HD, notice secret doors 1-2. Some thief skill mods. Must take a combination class.

Merfolk: Move 30, Swim 45; AC 9; Class: C,F,M; darkvision; Special: -1 to hit on land.

Satyr: Move 35; AC 8; Class: F,M,T; Special: may use head-but (1d6) instead of weapon. At 6th level may play pipes to cast charm person, sleep, or fear (must choose knowledge in 1 of these only). Only surprised on a 1, surprises others on 1-4.

Humanoids

Bugbear: Move 40; AC 9; Class: C,F,T; Ability: Str+1, Con +1, Dex +1; darkvision; Special: surprise on a 1-3, normal weapons do 2d4 damage at 3rd level or above. -20% experience point modifier.

Dreenoi (bugmen): Move 30; AC 9; Class: F,T; darkvision; Special: none may make weapon attack or 1d4 bite, communicate telepathically. Some thief skill mods

Gnolls: Move 30; AC 9; Class: C,F,T; Ability: Str+1, Int-1; darkvision; Special: none

Goblin: Move 25; AC 9; Class: F,T; darkvision; Special: small size (hit dice lowered). Darkvision. At first and second level suffer -1 to rolls when in daylight. May not use heavy weapons, treat small weapons as normal, normal as heavy

Half Orc: Move 30; AC 9; Class: C,F,T; darkvision; Special: some thief skill mods

Hobgoblin: Move 30; AC 9; Class: C,F,T; darkvision; Special: at 5th level, hobgoblin fighters do 1d10 damage with heavy weapons.

Kobold: Move 25; AC 9; Class: C,F,T; darkvision; Special: Smaller size (hit die lower), May not use heavy weapons, treat small weapons as normal, normal as heavy. +3 save vs. magic. -1 to rolls in daylight.

Lizardman: Move 30, Swim 30; AC 5; Class: F, T; darkvision; Special: at 2nd level, lizardmen do 1d8 with normal weapons.

Ogre: Move 30; AC 6; Class: F; Strength +1; darkvision; Special: at 2nd level normal weapons do 1d8, at 4th level normal weapons do 1d10.

Orc: Move 30; AC 9; Class: F,T; darkvision; Special: -1 to rolls under daylight. Some thief skill mods.

Sagath (Ape-man): Move 30; AC 8; Class: F; Ability: Str+1; darkvision; Special: at 2nd level 1d6 damage weapons are increased to 1d8.

MONSTROUS SPECIES

Ape: Move see below; AC see below; Class: F; Ability: Str+2, Int -4; Special: 3 attacks. Can't use armor or weapons, can't speak.

Level 1: damage 1d4, AC 7, Move 30/Climb 30

Level 4: damage 1d6, AC 6, Move 40/Climb 20

Level 8: damage 1d10, AC 5, Move 50/Climb 15

Ghoul: Move 30, burrow 5; AC 6; Class: F,T; darkvision; Special: immune to sleep, charm, read thoughts, poison. Can be turned by clerics. First level: 2 attacks 1d3 each. Second level 3 attacks, 1d3 each, save vs. paralysis. Cannot be healed by magic, herbs, food or rest, only by eating brains (1d6 hp per brain).

Minotaur: Move 30; AC 6; Class: F; darkvision; Special: Charge with horns does 2d6 damage. At 6th level, 1d6 damage weapons do 1d8 damage.

Naga: Move 30; AC 8; Class: C,F,M; darkvision; Special: may use poison bite attack, immune to poison.

Troglodyte: Move 30, Swim 30; AC 7; Class: F; Ability: Str+1; darkvision; Special: chameleon power, surprise on 1-4. Weapon or 3 attacks (1d4 each), Stench attack, save vs. poison or lose 1d6 strength for 10 rounds.

Troll: Move 30; AC 6; Class: F; Ability: Str+1, Int -1, Dex +1; darkvision; Special: -25% xp point modifier.

Level 1: 2 claws 1d6. Regenerate 1hp/round to non-fire/acid.

Level 3: weapon OR 3 claws 1d6, regenerate 2 hp/round to non-fire/acid

Level 6: weapon (1d6 weapons do 1d8) or 3 claws, regenerate 3hp/round to non-fire/acid

Vampire: Move 30; Class: C,F,M; darkvision; Special: immune to sleep, charm, read thoughts, poison, can be turned by clerics, can be damaged by holy water. Must be evil alignment. Cannot be healed by magic, herbs, special foods, or alchemy, only by resting in the ground (3 hp per day) until level 5 where it regenerates per round. Undead characters suffer a -30% experience point penalty to advance.

Level 1: AC 9, weapon or 1d3 attack.

Level 2: AC 8, weapon or 1d4 attack.

Level 3: AC 7: silver or magic weapons to hit, save or destroyed by sunlight

Level 4: AC 6, 1 attack, 1d4 plus drain 1 level, command bats and rats

Level 5: AC 5, can transform into shape of a giant bat, regenerate 1hp/round; damage 1d6 plus drain 1 level.

Level 6: AC 4, charm gaze (save -2), regenerate 2hp/round, recoil garlic and mirror; damage 1d8 plus drain 1 level

Level 7: AC 3, damage 1d10 plus drain 2 levels, regenerate 3hp/round, destroyed by running water.

Level 8: AC 2, requires magic weapons to damage.

CHAPTER TWO: COMBAT MODIFICATIONS

1--INITIATIVE: BLUEHOLME/CHAINMAIL MIX:

Each character and group of monsters must have a DEX rating.

Cycle through each phase. In order of DEX (except melee with weapons):

1—Surprise attacks or backstabs

2—Spells and other magic effects

3—Missile attacks

4—Melee attacks

5—Morale Phase

6—Movement

2--MELEE WITH WEAPONS VARIANT: each melee weapon has an S-R number (size-rating) with basically an expression of the weapons effective combat length/reach with some account of its mass too. Smaller numbers (Dagger=1) are short and fast; larger numbers (pike=12) are long and slow.

In the melee attack phase, if it is the first round when combat has been joined by these combatants, then the larger S-R strikes first. In subsequent rounds, the smaller number goes first.

On the second and further rounds of combat, if one combatant has a weapon that is 4-7 lower in S-R, then he may make 2 attacks. If he has a weapon that is 8 or more lower in S-R, then he may make 3 attacks.

If two combatants are using weapons with the same S-R, then DEXTERITY is used to determine order.

If armed combatants are fighting creatures that don't use weapons, the armed combatants strike first in the first round of contact, and the subsequent turns rely on DEXTERITY.

A combatant who is climbing a ladder or climbing over a rampart or barrier always attacks after a defender at the top or on the other side.

Damage: damage for various weapons is not limited to 1d6. As a general principal, light weapons do 1d4, Normal Weapons used in 1 hand do 1d6, and Heavy Weapons and most 2-handed Normal weapons do 1d8. There are some exceptions to this guideline.

Hands: a one-handed weapon allows the use of a shield in the second hand. Two-handed weapons prevent shield use. A character can have a different one-handed weapon in each

hand, allowing choice of which to use in any round. Some weapons can be used in either 1 or 2 hands and might have different S-R and Damage depending on how it is used.

Parry: a combatant can give up one of his attacks to make a parry, giving the enemy a -2 to hit, but Light Weapons cannot parry Heavy Weapons.

See weapon notes, below, and Gear Book for more specific details.

3—CHARGE: during a movement phase, a combatant can declare a Charge. He must move at least 15' and end in contact with an enemy. A combatant may not charge two turns in a row. If he charges he will gain +1 to his "to hit" roll and +1 on his "damage" roll, on the next melee phase, except if he is using a lance from a medium or heavy horse in which cases he will still get the +1 to hit, but will roll double weapon dice. If a charging combatant is hit in melee by an opponent using a Spear, Dismounted Lance or Pike on the round his charge bonus would be gained, the opponent will double his rolled weapon damage.

You do not gain any benefit from a charge uphill or upslope. You gain an additional +1 damage and an additional 5' of movement if you charge down a significant slope or hill.

4—KNOCK DOWN AND PIN: a combatant using a heavy weapon or a shield can give up his regular attack in order to make a knock-down instead. The target must be roughly the same size or smaller than the attacker. The attacker rolls a normal attack roll, needing to hit AC 6, and then makes an opposed STR roll with the target. If the attacker wins, no damage is scored but the target is knocked prone and must make a Constitution check or be stunned and lose the next move phase. He must spend an entire movement phase getting back up and cannot make free attacks against those who move away from him that phase. If a target is prone an adjacent enemy who has not yet attacked can attempt to pin him with an opposed strength check. Once pinned, he can attempt to escape on each subsequent attack phase, suffering a cumulative -3 to his strength score each round until he reaches 0 strength and gives up.

5—REACH WEAPONS:

A thrusting weapon with S-R of 8-11 (halberd, spear in 2 hands, polearm, dismounted lance in 2 hands) can attack over an ally from the second rank, although this suffers a -2 to-hit roll.

A weapon with S-R of 12 (Pike) can attack an enemy from the second or third rank, over an ally, but suffers a -2 to-hit roll.

6—OTHER WEAPON NOTES:

- A flail, great sword, great axe, halberd and morning star all require a clear space to use, if a friendly is standing within 5' of the user of one of those weapons, the wielder cannot strike with it.
- Pikes, lances and polearms cannot be used in a dungeon or building, except in the very largest of rooms (DM's judgement).
- A polearm can be used to dismount an enemy rider instead of making a damaging attack. The attacker must hit AC 4, and then the defender must make a saving throw vs. poison or be pulled from his horse and knocked prone.
- Daggers, spears, short swords and swords gain a +4 to hit against an opponent in plate armor who is prone.
- If any character rolls a natural 1 in combat and is using a baton, club, quarterstaff, spear, polearm, halberd, pike or lance, that weapon's wooden shaft will break. If the weapon is magical, it will only break if the target is wearing magical armor or is using a magical

weapon or shield. If magical spear, polearm, halberd, pike or lance is broken, it can be repaired with a normal wooden shaft, as the magical virtue is in the metallic head.

- If a character rolls a natural 1 in missile combat with a bow or crossbow, roll 1d4, and on a 1 the bow string will break, unless it is a magical bow.

7—OPPOSED CHECKS AND OTHER MANEUVERS: when an opposed ability check is called for, the two combatants each roll 1d20. The one whose result is highest, without going over his score in the ability score, is the winner. Combatants can try other maneuvers not listed above, the DM will set conditions, usually a to-hit roll and either a saving throw or opposed ability check, possibly with special equipment being required.

8—REACHING 0 HIT POINTS:

- When a character or monster is brought to 0 hit points, he is considered to be dead, unless he makes a Saving Throw vs. Ray/Poison. If he makes the saving throw he is wounded and unconscious, but can be revived if healed to 1 hp.
- A player character can spend a FATE CHIP on himself or any henchman or hireling (but not allies or other PC's) to re-roll any failed death saving throw. If that fails, he may spend all his remaining chips (if he has at least 1) for one more chance.
- If healing magic brings the character to 1 hp or above, he's back in the action.

9—HEALING HIT POINTS

- Resting without travelling or fighting, with some food and shelter, heals 1d3 hit point of damage per day. Each day a resting character is treated with a dose of Woundwort, he heals an additional 1 hp.
- Magic spells and potions heal hit points as indicated in their descriptions.
- Immediately after a battle, drinking 1 pint of beer or wine (one half a skin) will heal 1 hit point of damage.
- If thirty minutes of rest is taken, an Awesome Pie, Dwarf Haggis, or Grape Nuts will heal 1d4 hit points of damage (max 1 of these, once per day). Comfrey Root applied to a wound immediately after battle can heal 1d4 hit points as well (once per day).
- Those who have fallen under the effects of Hercu-beer regain 1d4 hit points over the 8 hours they are unconscious.

10—Rolling 20

Any time a fighter, cleric, thief or magic-user classed combatant rolls a modified 20 or above using a melee attack, hurled weapon (if another weapon is in ready reach) or bow (But not crossbow or sling) the character gains a bonus attack against any target in reach. A character can gain only 1 extra attack per round for rolling 20+.

11—Fighter Rampage Attack

Any time a fighter-classed character drops an enemy to 0 hit points or below in hand-to-hand combat, he may make a bonus melee attack against any opponent in reach. He may repeat this to a maximum of 1 extra attack per experience level or 8, whichever is lower. Ogres, Giants, Demons, Angels, Trolls and Vampires can also make such bonus attacks (HD equaling levels).

12—Shield Sacrifice

A fighter or cleric classed character or NPC who is currently using a shield in his hand, can sacrifice his shield in order to save himself from an attack. If an attack hits, the shield-user calls "shield sacrifice" in which case he suffers no damage from the attack, but his shield is destroyed, broken to bits.

13—Morale: see chapter 4 for details on morale scores, morale checks and rallying.

14—Mounted Combat Notes

- Horses (whether mounted or not) can either move or attack in the same round, never both.
- Heavy Warhorses are the only mounts that can attack while mounted by a rider
- Lances from a medium or heavy warhorse do double damage on a charge.
- A rider gets a +1 to hit when attacking an opponent on foot that is armed with a weapon with a lower SR
- Unmounted combatants suffer a -2 to hit when attacking a Fighter-classed opponent mounted on a horse.

15—Tactical Modifiers Summary

Charge +1 to hit, +1 Damage

Lance Charge: +1 to hit, Double Damage

Down Hill Charge: additional +1 Damage and +5' movement

Rear Attack: +2 to hit

Rear Attack (thief): +4 to hit, Multiple Backstab damage

Melee vs. Prone: +1 to hit

Sword, Dagger, Spear vs Prone in plate, +4

2nd Row (spear in 2 hands, pike, halberd) or 3rd Row (pike) -2

Foot vs Mounted Fighter: -2

Mounted Fighter vs. foot with lower SR: +1

Spear/Pike Strike Charging opponent: double damage

Parry: -2 to enemy attack

Gang Up: if 4 or more attackers melee the same target in a round, they all get +2 to hit

CHAPTER THREE: 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 1 Fate Chip 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 2-3 chips.

The Fate Chips take the place of Monster Experience Points (but not Treasure Experience Points).

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 d8, but not a 6d6 fireball).
- Death to Wound: if a character has been brought to 0 hit points by damage, or killed by poison, or turned to stone etc., he can spend 1 chip to re-roll the saving throw of course. If that second save fails, he can cash in all his chips (providing he has at least 1) to make another saving roll.
- No Sucking: if a character has failed his Touch save vs. a level drain, and then failed a re-roll from spending a fate chip, he can cash in all his chips (if he has at least 1) to make a third saving throw to avoid level loss.
- 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 an amount equal to having gotten half the number of chips for a character of his level.

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 FOUR: MAINTENANCE, HENCHMEN, HIRELINGS AND MORALE

1—MAINTENANCE: each month players must pay a maintenance fee for themselves and each of their henchmen, soldiers and hirelings. If the fee is paid, the character or npc is assumed to have a place to live (rented room if he hasn't bought permanent structure), regular meals, maintained clothing and equipment that is in repair and good condition. Additionally, the character or npc will refill his arrows, quarrels, thrown daggers, sling stones, and will have filled any wineskins and will have 1 week of rations on hand from his expense cost.

2—MAINTENANCE EXPENSE COSTS:

- Player Characters: 50gp per level
- Henchmen, Ship's Captain, Soldier Leader, Knight: 25gp per level
- Light Horse or Mule: 5gp; Medium Horse: 10gp, Heavy Horse: 15gp
- Servant, laborer: 10gp
- Light Foot, Light Archer, Levy: 15gp
- Heavy Foot, Heavy Archer, Ship's Crew: 20gp
- Light Cavalry (includes horse): 20gp
- Medium Cavalry (includes horse): 35gp
- Heavy Cavalry (includes horse): 45gp
- Blacksmith: 20gp, Armorer 50gp
- Alchemist 1000gp, Animal Trainer 500gp, Engineer 700gp, Sage 2000gp
- Spies and Assassins are hired on a per mission basis, no maintenance needed

3—FAILURE TO PAY MAINTENANCE:

If a character fails to pay maintenance for himself, all of his arms, armor, and adventuring gear is considered to have become Poor Quality. This means that the first time each piece is used in a dangerous or important situation there is a 1 in 6 chance that it breaks. Permanent magic items such as sword or cloaks are not affected, but potions and scrolls are. Horses and other animals are also affected. If hirelings are not paid their maintenance, they leave service. If henchmen are not paid maintenance, they must roll a morale check or leave service.

4—STRONGHOLDS AND MAINTENANCE

If a character owns a stronghold within the Realm, the maintenance costs for himself and for henchmen and hirelings are cut in half. If the character owns a stronghold in the Wilderness that has attracted settlers, he needs to pay no maintenance for himself or his henchmen, or his non-soldier hirelings, but soldiers still must be paid half standard maintenance for their type. In all circumstances, soldier hirelings must be paid at least half their standard maintenance.

To gain the stronghold maintenance discount, the stronghold must be able to house all the hirelings and at least 1 servant or laborer for every 5 other people. Each type of building available in the Gear Book indicates the number of occupants it can house.

5—HENCHMEN: henchmen are npc's with a regular class and level. Usually they are level 1 to begin with, but some might be higher. Henchmen are called Followers in the Blueholme rulebook.

- **To recruit henchmen,** one must go to a town or city and spend a week posting notices and spreading the word. For each 50gp spent on the recruitment drive per week 1d6 potential henchmen will arrive. There is a maximum of 1d6 per 1000 people in any town or city's population during any one week. The party member with the highest Charisma attempts to hire first and must roll his CHA or less on a d20 to succeed. A character is limited to a number of henchmen indicated by his Charisma (henchmen==followers listed on page 5) at any one time.
- **Henchmen terms:** a henchman will come with minimal equipment (usually leather armor, 1 hand weapon, backpack, maybe a shield, and lockpicks or wooden holy symbol and/or spell book as required by class). He expects to receive maintenance (25gp per level per month) and expects gifts of equipment and shares of his liege's treasure take when on adventures. He will serve until he is denied any of these things or until he reaches equal or higher level than the liege, where he will leave service (but perhaps remain friend and ally).

6—MORALE NUMBER: Each NPC or group of NPC's is assigned a Morale Class by the DM, and rolls its morale number based on that class.

- Low Morale: 2d6 (peasants, animals, kobolds, goblins)
- Standard Morale: 3d6 (soldiers, elves, orcs, hobgoblins, ogres)
- High Morale: 2d6+6 (knights, werewolves, giants)
- Fanatic Morale: 3d6+6 (berserkers, undead, trolls)
- Henchmen: individual henchmen roll Standard Morale (3d6) and add 1 for each level they rise in their liege's service. Check during standard combat situation and when abused or neglected.

7—MORALE CHECK: the DM rolls a Morale Check for each group in the following circumstances:

- Once a group has lost 50% of its number it must roll each and every turn until the battle is over or it fails the check.
- If the enemy appears invulnerable to the group's attacks, it must make a morale check.
- If the group's leader is killed or captured.

The check is made by rolling 1d20 and if the result is equal to or less than the group's morale number, the check is passed. If the roll exceeds the morale number, the check is failed.

8—MORALE RESULTS

If a morale check is passed, the group in question continues fighting normally until the next morale check. If the morale check is failed, the group will retreat on its next movement phase, even if that means members suffer a free attack. The group will flee away from their enemies toward a means of escape. If there is no escape, make a second check. Success indicates that the group will stop and fight till the end, a failure means the group will surrender.

9—RALLY

A leader of some sort can attempt to Rally a group that has failed a morale check and is fleeing. The leader must give up his attacks/spells on the next turn and be within 1' x CHA score from the closest group member. During the morale phase, the leader must roll his CHA or less on 1d20, if he succeeds, the group can re-roll its morale check.