

THE LORDS OF HACK

PRESENT

THE BADLANDS CAMPAIGN

CAMPAIGN RULES BOOKLET

David L. Nelson

Final Draft

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CHAPTER ONE: THE MONTHLY SEQUENCE

Unless an adventure session ends in mid-action, each session begins a new game month.

1. Draw Event Card and Draw Item Cards
2. Collect farm income (June, August, November)
3. Pay rent (November)
4. Promise Maintenance to Underlings, adjust loyalty for maintenance
5. Check Loyalty
6. Pay maintenance for oneself and those underlings who stay
7. Roll hit points for the month for self and underlings
8. Run the month (in any order)
 - a. Go on adventures
 - b. Buy equipment
 - c. Recruit underlings
 - d. Travel
 - e. Make magic items
 - f. Divide treasure, sell loot
9. Adjust Loyalty for treatment during adventures/treasure share

EVENT CARDS: a deck of events, 1 of which is drawn for the Campaign per month, can be an event that affects a single player, or it might be a province or world-wide event.

ITEM CARDS: each character draws one card, humans draw 2, that represent 1-2 items that the character has stumbled across during down time.

CHAPTER TWO: REACTIONS, RECRUITMENT, LOYALTY AND MORALE

1. Charisma

As noted in the character section, replace the charisma chart in the PHB with the following:

CHARISMA	Reaction/Loyalty	Max. Henchmen	Initiative
3-	-3	1	-3
4-5	-2	2	-2
6-8	-1	3	-1
9-12	0	4	0
13-14	+1	5	0
15	+2	6	+1
16	+3	8	+2
17	+4	10	+3
18	+5	15	+4

2. Reaction: Will this bullshit work?

When the players attempt to parley with someone who would normally be averse to granting the players a favor, use the following table, rolling 1d20 and adding the Reaction adjustment from the Charisma Table above:

D20 Roll	Orcs/Goblins	Hostile Humans	Guards	Employment
1-3	Attack	Attack	Attack/Arrest	Attack/Insult
4-6	Attack	Attack	Refuse	Refuse
7-9	Attack	Demand Bribe	Refuse	Accept
10-12	Attack	Neutral	Refuse	Accept
13-14	Attack	Neutral	Refuse	Accept
15-16	Demand Bribe	Friendly	Refuse	Accept
17-18	Neutral	Friendly	Agree	Accept
19+	Agree	Join	Helpful	Accept

Orcs/Goblins: use this column when you try to parley with intelligent chaotic monsters.

Hostile Humans: use this column when you try to parley with humans of the opposite alignment or who are otherwise of a different bent or have opposing goals.

Guards: when you attempt to pass guards who are supposed to stop your entry or otherwise keep you from some task or object.

Employment: use this column when offering employment to prospective hirelings or henchmen.

3. Recruitment

In the campaign, some settlements are “recruitment centers” for finding hirelings, partner NPC’s, and henchmen. At the beginning of the month, the players who start in such a place have a chance to recruit from the available choices. Draw cards from the recruitment deck for the town, allow players to attempt employment using the above table. The players can make the attempts in descending order of Charisma Scores. The underlings must be offered one of the following terms of employment:

Lackey: servants, laborers, and so forth who do not go into dungeons and who aren’t expected to fight need not establish a loyalty number and will agree to serve and keep serving as long as they are paid lackey’s level of maintenance each month.

Partner: the npc or squad is made a full partner in the party for the next expedition, getting a full share of the treasure. The character will typically be shuffled back in the deck at the end of the month. The npc is in charge of his own expenses. This is the means low-level characters have of getting help for an expedition.

Hireling Troops: the troops come in squads and agree to serve for pay. They expect “standard” level of maintenance, plus a “dungeon bonus” of 50gp if they go into combat against dangerous monsters. The entire squad share a loyalty level.

Hireling NPCs: characters with a PC class can be hired, either by a character or by a whole party. They expect standard maintenance and a half share of treasure. Roll loyalty for the hireling to see whether he will ask to continue for the next month.

Henchmen: a permanent offer of employment for npc’s with class and level. Loyalty should be established and checked each month. High level of maintenance is normal as is some treasure, paid out of the master’s share. A character must be 3rd level or higher to take on a henchman. When an npc becomes a henchman, he and the pc swear an oath of loyalty, and the henchman’s loyalty total is raised by 4. Henchmen are usually recruited from hirelings and troops who have served the pc’s for several expeditions.

Followers: certain classes get a set of follower at higher levels. As long as they are paid maintenance each month, they need not check loyalty. Cleric followers take care of their own maintenance. The followers of the other classes, don’t check loyalty as long as they are paid standard level maintenance each month. Once they aren’t paid, establish a loyalty number as usual and check each month until it rises to 20.

4. Loyalty

When a squad of troops or npc is hired as a hireling, vassal or henchman, the DM should establish their loyalty score in secret. Roll 3d6 and add the master’s Loyalty Bonus from his Charisma Score. At the beginning of the month roll 1d20. If the number is less than or equal to the loyalty score, then the employee stays in the service of the player character, if it is higher, then the employee quits. Each month the loyalty might permanently increase or decrease based on certain factors, the most common being the level of maintenance:

	Troop Hirelings	NPC hirelings	NPC henchmen
Minimal main.	-4	-8	-8
Lackey main.	-2	-4	-4
Standard main.	+0	+0	-2
Exceptional main.	+2	+1	-1
High main.	+4	+2	+0
Double high main.	+8	+6	+2
Given magic item	+2	+1	+1
Healed magically	+1	+1	0
Raised from Dead	+10	+10	+10
No treasure share	0	-10	-5
No dungeon bonus	-10	--	--

5. Morale

Each monster and NPC should be assigned a morale number. Use the monster morale number from the Rules Cyclopedia if convenient. Otherwise, use a value of 8 for armed humanoids, and 10 for fearsome monsters. Check morale when a leader is killed or when a group of enemies falls below half. Roll 1d12, and if you get equal to or lesser than the morale number (plus a leader's charisma loyalty bonus if he is present), the group passes the morale test. If it scores higher than the morale number, the group flees or surrenders.

Morale values for pc's hireling troops is given in the "level 0 troops" section. Hirelings have a morale of 9 and Henchmen have a morale of 10. Followers, gained by high-level characters have a morale of 11.

CHAPTER THREE: COMMON NPC'S

1. SOLDIERS AND WARRIORS

Grade	Description	Hit Dice	Attack/Save	Morale	Advancement
E	Untrained	1d4	F0 -1	6	Training
D	Green	1d6	F0	7	1 in 4
C	Regular	1d6+2	F0	8	1 in 6
B	Veteran	2d6	F1	9	1 in 8
A	Elite	2d8	F1	10	Special

Advancement: after each adventure session where a squad of soldiers faces real danger and takes real action, roll the chance for advancement for the squad to the next grade. Grade E troops require 1 solid month of training with 1 level of fighter per 10 troops conducting said training, after which they pass to Grade D. Grade A troops generally don't advance, but if a member is promoted to captain or into a henchman, he, at the discretion of the DM, can convert into a regular first level fighter.

2. MONSTER MANUAL MEN

Type	Hit Dice	Attack/Save	Morale	Notes
Bandit	1d8	T1	8	
Brigand	1d8	F0	8	
Berserker	1d8+1	F0	12	+2 to hit or 2 attacks
Buccaneer	1d8	F0	6	
Pirate	1d8	F0	7	
Dervish	1d8	F0	12	+1 to hit and damage
Nomad	1d8	F0	8	
Pilgrim	1d6	F0	7	
Guard	1d8	F0	8	
Merchant	1d6	F0	7	
Tribesman	1d8	F0	8	
Caveman	2d8	F1	6	

Advancement: if they enter the employ of PC's, consider them to advance as if they are Grade C. At grade B add 2 extra hit points and 1 morale, attacking as F1. At grade A add 4 more hit points and 1 more morale. Use all other information from the Monster Manual as written, treating "platemail" as "heavy chain mail".

3. SPECIALISTS

Type	Hit Die	Attack/Save	Morale	Notes
Alchemist	4d4	MU-3	7	Makes potions
Poisoner	4d6	Th-3	7	Makes poison

4. SMITHS

Grade	Description	Hit Dice	Attack/Save	Morale	Advancement
E	Apprentice	1d4	F0 -1	6	Training
D	Blacksmith	1d6	F0	7	1 in 4
C	Armorer	2d6	F0	7	1 in 6
B	Swordsmith	3d6	F0	7	1 in 8
A	Master	4d6	F0	7	--

A **blacksmith** can make studded leather and ring mail armor, and can make ordinary tools, bludgeons, knives, spears, lances and polearms. An **armorer** can make chain, scale, and shields, as well as axes and picks. A **swordsmith** is required to make swords and daggers as well as crossbows. A **master smith** is required to make bows, heavy mail and siege engines. Only **elf master smiths** can make elf chain mail. Only a **dwarf master smith** can make dwarf chain mail. Advancement: when an apprentice reaches age 18, he becomes a blacksmith. For each year in a player's service, roll the advancement die to see if the smith advances to the next grade.

5. Enterprising Lackey

Grade	Description	Hit Dice	Attack/Save	Morale	Advancement
E	First Time	1 point	F0 -1	6	1 adventure
D	Green	1d4	F0	7	1 in 4
C	Regular	1d6	F0	8	1 in 6
B	Experienced	2d4	F1	9	1 in 8
A	Old Timer	2d6	F1	10	Special

These are ordinary folk without combat training who nevertheless help out on adventures. If, for example, you convince a local farmer to be party pack carrier, and he manages to survive, and he keeps coming back on expeditions because of the excellent travel biscuits. If one rises to level A, he generally won't go higher, but he could be made into a henchman (treat as a level 1 thief or fighter at that point).

6. Apprentices

Class	Description	Hit Dice	Attack/Save	Morale	Advancement
Mage/Illusionist	Apprentice	1d4	F-0	6	1 in 6
Cleric/Druid	Altar-boy	1d8	F-0	6	1 in 6
Thief/Assassin	Runner	1d6	F0	6	1 in 6
Monk	Neophyte	1d4	F0	7	1 in 6
Ranger	Spotter	1d8	F0	7	1 in 6
Fighter	Squire	1d10	F0	7	1 in 6

These are youngsters who are in formal training to become members of a class. After each dangerous adventure session, roll 1d6, with a 6 meaning the apprentice becomes a level 1 character in the class. A character must be level 4 or higher to train an apprentice.

CHAPTER FOUR: DOGS

Dogs are useful creatures to adventurers in many situations. There are 5 major types of dogs that characters can use on adventures: War Dogs, Guard Dogs, Hunting Dogs, Blood Hounds, and Sled Dogs

1. DOG HANDLING: dogs must be trained by a skilled trainer/handler to do some functions. Various level 0 guys are skilled in dog handling, but PC's must spend a Weapon Proficiency slot in order to become a trained dog handler, in one specific dog type. A handler can only command 1 type of dog at a time. Any handler can control 2 war dogs plus 1 per point of Charisma Loyalty Bonus, or 4 guard dogs or blood hounds plus 1 per point of Charisma Loyalty Bonus, or 8 sled dogs or hunting dogs plus 1 per point of Charisma Loyalty Bonus.

It takes 1 month of familiarity training for a handler to acclimate a dog to its owner or new surroundings or a new owner. A owner is someone to whom the dog has been acclimated by a trainer or handler to obey his orders.

2. DOGS IN COMBAT: each type of dog reacts differently to combat:

WAR DOGS: size M, AC 6, HD 2+2, move 12", morale 10, 1 attack, 2-8 damage.

Handler Present: War dogs will attack any target a handler commands when first entering combat. If the handler is not engaged in combat, he can shift the dogs from target to target as he pleases (1 in 6 chance of the dogs going to the wrong target).

No Handler Present: once fighting starts the war dogs will attack targets completely at random, friend or foe alike. War Dogs require a true Handler for best results, an owner is usually not the best idea.

GUARD DOGS: size M, AC 7, HD 1+1, move 15", morale 8, 1 attack, 1d6 damage.

On Guard: if guard dogs have been acclimated to a particular place or person they will add 3 to the surprise roll if intruders attempt to sneak up. They will attack the intruders on a 3 or better on a d6, otherwise they will just make noise. A acclimated owner can call them off from an attack (they ignore the command on a 6 on a d6).

Handler Present: a handler can order guard dogs to attack at any time and they will (except if a 6 is rolled on a d6). However, there is also a 1 in 6 chance that the dogs will attack the wrong target.

No Handler Present: an acclimated owner can order dogs to attack, but they will fail to do so on a 5 or 6 on a d6, likewise they are very likely (4+ on d6) to get the target wrong if there are multiple people present beyond the owner.

HUNTING DOGS: size S, AC 7, HD 1+1, move 15", morale 7, 1 attack, 1d4 damage.

Handler Present: a handler can order hunting dogs to attack, but unless it is their trained game animal, they will only do so on a 4+ on a d6. However, there is also a 2 in 6 chance that the dogs will attack the wrong target.

No Handler Present: an acclimated owner can order dogs to attack, but they will fail to do so on a 3 or better on a d6, likewise they are very likely (2+ on d6) to get the target wrong if there are multiple people present beyond the owner, unless it is their normal game animal.

BLOOD HOUNDS: size S, AC 7, HD 1+1, move 15", morale 7, 1 attack, 1d4 damage.

Handler Present: a handler can order blood hounds to attack, but, they will only do so on a 4+ on a d6. However, there is also a 2 in 6 chance that the dogs will attack the wrong target.

No Handler Present: an acclimated owner can order dogs to attack, but they will fail to do so on a 3 or better on a d6, likewise they are very likely (2+ on d6) to get the target wrong if there are multiple people present beyond the owner.

SLED DOGS: size S, AC 7, HD 1+1, move 15", morale 7, 1 attack, 1d4 damage.

Handler Present: a handler can order sled dogs to attack, but unless it is their trained game animal, they will only do so on a 4+ on a d6. However, there is also a 2 in 6 chance that the dogs will attack the wrong target.

No Handler Present: an acclimated owner can order dogs to attack, but they will fail to do so on a 3 or better on a d6, likewise they are very likely (2+ on d6) to get the target wrong if there are multiple people present beyond the owner.

3. Tracking with Dogs

Blood Hounds and Hunting Dogs can be used to track. Each Hunting Dog has a specific game animal it is trained to hunt (wolves, deer, boar, ducks, etc.). Blood Hounds are trained to pick up scents on command and to follow them.

Hunting for General Game: roll 1d20 each hour a pack of hunting dogs or blood hounds is looking for its chosen animal type. Add 1 for each dog in the pack. Any hour where the result is 20+ means the pack has caught the scent of some game animal to be found in the area. If a pack of hunting dogs is looking for its specific type of game, add 4 to the roll.

Tracking Down a Specific Target: if a blood hound has a specific scent sample, or hunting dogs or a blood hound has "caught the scent" of a specific prey, then they can begin to track the target. Each turn, have a blood hound roll a d12 or the Hunting Dogs roll a d8 (d10 if it is their chosen game), and have the quarry roll a die as follows:

Ranger, Scout or Druid	d10
Wild Animal, Elf, Gnome	d8
Most Humans/Humanoids	d6
Dwarves, and most monsters	d4

If the dogs win, count 1 point for them, if the quarry wins, count 1 point for them. If the quarry gets 3 more points than the dogs, it escaped, if the dogs get 3 more points than the quarry, they've caught up with them. If the quarry is able to flee by air, boat or fast horse in the open country, then they should also escape.

Chapter Five: MONSTERS

Nasenna (Old Ones)

Frequency: Uncommon

No. Appearing: 40-240

Armor Class: 5 or 4 (superior bronze breastplate, with or without shield)

Move: 9"

Hit Dice: 2

%in Lair: 40%

Treasure Type: individuals M (x4), lair: G

No. of Attacks: 1

Damage/Attack: by weapon

Special Attacks: leader types

Special Defenses: none (vulnerable to iron)

Magic Resistance: standard

Intelligence: mean: average to very

Alignment: Chaotic

Size: M

They Nasenna are distant cousins of mankind who once ruled over a mighty evil empire on earth, but were driven underground by man, at the instigation of certain ancient gods. They have recently returned to the surface to inflict their genocidal revenge on humanity. Nasenna are manlike in shape and size, but their skin is gray, their eyes are completely black. Nasenna are hopelessly evil, aligned with Chaos and worship the foulest of demons.

Nasenna have an aversion to iron, and each time one is hit by an iron or steel weapon, he or she suffers an additional 1 point of damage. As a result of this trait, the Nasenna have become expert bronze-workers. Their bronze breastplate, greaves and helmets are the equivalent in protection and weight to iron chainmail. They are armed with a wide variety of high-quality bronze weaponry which can often be sold, used, for twice the price of a new, standard steel weapon, due to its fine appearance and craftsmanship. A band of Nasenna warriors will typically be armed as follows:

25%: breastplate and shield, sword

25%: breastplate and shield, javelins and sword

25%: breastplate, pole-arm or poleaxe and sword

25%: breastplate, shield, battle axe, and sword

For every 40 Nasenna there is a leader with 4HD and a sorcerer (2HD and the spells of a 3rd level magic-user). For every 80 Nasenna, there is a captain with 6 HD, and for every 160 Nasenna there is a High Commander with 8 HD.

For every 50 Nasenna, there is a 25% chance that there is a master sorcerer with 5HD and the spells of a 7th level magic-user. For every 100 Nasenna, there is a 10% chance that there is a grand sorcerer with 8HD and the spells of a 12th level magic-user.

For every 80 Nasenna, there is a 10% chance that there is a Shadow Slayer of 2-8 HD (with the powers of an assassin and illusionist of the corresponding levels)

Each Nasenna leader, captain, or high commander has a 10% chance per hit die of having a magic weapon, armor, shield, and/or potion (check each one). Each

Sorcerer, Master Sorcerer, or Grand Sorcerer has a 10% chance per hit die of having a wand, ring, scroll, potion, and/or miscellaneous magic item (check each one). A Shadow Slayer has a 10% per HD chance of having a magic weapon, ring, miscellaneous magic item, and/or potion (check each one).

TYPE/HD	XP	TYPE/HD	XP
Warrior (2HD)	20+2/hp	Leader (4HD)	60+4/hp
Captain (6HD)	150+6/hp	High Commander (8HD)	375+10/hp
Sorcerer (2HD)	65+2/hp	Master Sorcerer (5HD)	165+5/hp
Grand Sorcerer (8HD)	650+10/hp	Shadow Slayer (2 HD)	65+2/hp
Shadow Slayer (3HD)	90+3/hp	Shadow Slayer (4 HD)	125+4/hp
Shadow Slayer (5HD)	165+5/hp	Shadow Slayer (6HD)	275+6/hp
Shadow Slayer (7HD)	400+8/hp	Shadow Slayer (8HD)	650+10/hp

THE LEGION OF THE DAMNED

Frequency: Rare

No. Appearing: 10-60

Armor Class: 4

Move: 9"

Hit Dice: 3

%in Lair: 40%

Treasure Type: none

No. of Attacks: 1

Damage/Attack: 2d4 damage (scythe)

Special Attacks: none

Special Defenses: sharp weapon resistance

Magic Resistance: immune to sleep, charm, hold and cold

Intelligence: low

Alignment: Chaotic

Size: M

Morale 12

XP: 50+3/hp

The sorcerer Dengwur, growing alarmed at the power of his Nasenna enemies, bargained with demons for a more powerful sort of undead minion. The spell which creates the legion of the damned must be cast on the skeletal remains of dead soldiers or warriors. They then rise as gray-cloaked, scythe-armed killers, possessed by minor demonic spirits. Like skeletons, the legion of the damned are immune to sleep, charm, cold, and hold spells. They also take only half damage from slashing and thrusting weapons. The legion of the damned are turned by clerics as if they were wights. The legion of the damned will attempt to gang up on enemy clerics if possible, in preference to other targets. They are more aware than skeletons or zombies and will make rudimentary plans and will follow more detailed commands from the wizards or warlocks who created them.

Tunnel Midgets

Frequency: Rare

No. Appearing: 10-60

Armor Class: 5

Move: 9"

Hit Dice: 1

%in Lair: 40%

Treasure Type: none

No. of Attacks: 2

Damage/Attack: 1d4

Special Attacks: none

Special Defenses: save vs, poison and magic as 4 HD higher

Magic Resistance: standard

Intelligence: low

Alignment: Chaotic

Size: S

Morale 8

XP: 10+1/hp

The tunnel midgets were originally a race closely related to gnomes and dwarves, but turned early to the worship of demons and devils. When the Nasenna were banished from the surface the tunnel midgets joined them in the subterranean world. Sometimes bands of these creatures will serve the Nasenna, sometimes they strike out on their own. The midgets eat rats (giant or otherwise), bugs (giant or otherwise) and unwary surface dwellers. They have gray or chalky-white skin and patchy, mangy black beards and hair. They typically wear armor made of boiled rat hide with a studding of assorted metal and bone. They usually wield a knife in each hand, attacking twice with no penalty for 1d4 damage each. Unlike their dwarf and gnome cousins, the tunnel midgets, being degenerate and mad, care not for treasure and only live to slay and eat, hopefully while inflicting as much pain as possible.