MORALE, EVASION AND PURSUIT

MONSTER MORALE

Monsters have a morale rating expressed as a number between 2 and 12. Monsters with a 12 morale never need to check for morale, whilst monsters with a 2 morale always flee/surrender. Morale is checked twice during a combat: when the first monster is slain, and when half the monsters are slain. For fights against individual monsters, check morale with the first hit and at 50% hit points.

To check morale, roll 2d6 and compare to the rating. If the roll is greater than the rating, the monster will flee or surrender if fleeing is not an option. Otherwise it will fight on. Once two morale checks are successfully made, the monsters will fight until death.

You may apply modifiers of up to ±2 depending on the situation.

Standard monsters have a morale of 7. Elite monsters have morale of 8.

PURSUIT IN THE DUNGEON

The chance monsters will pursue a party is based on their intelligence and the situation:

Semi-intelligent monsters (and lower) have an 80% chance of pursuit if hungry, angry, aggressive, or trained to do so.

Low intelligence monsters (and higher):
- party outnumbers monsters: 20% chance of pursuit
- equal size: 40% chance of pursuit
- monsters outnumber party: 80% chance of pursuit
- monsters outnumber and consider themselves superior to party: 100% chance of pursuit

MODIFIERS TO PURSUIT:

A *Barrier* will delay or stop pursuit. (*Wall of Fire*, locked doors, etc.)

A *Distraction* will delay or stop pursuit. (*Dancing Lights, Phantasamal Force,* other monsters, etc.) with a 10-100% chance

Food distracts **low-intelligence and lower** monsters with a d10*10% chance for one round, with +10% chance of delaying for each point of intelligence less than 5.

Treasure distracts **low-intelligence and higher** monsters with a d10%*10% chance for one round (or however long it takes to pick up the treasure). Modify by +10% for each 10 items dropped in the case of **low** intelligence (e.g. +20% for 20 copper pieces), or by +10% for each 100 gp for higher intelligence creatures.

Multiple choice as to direction of pursuit gives a proportional chance of the monsters going the wrong way (so 1 in 3 for a three-way intersection, etc.) if the monsters can't see which way the party went.

ENDING PURSUIT

If the pursuers are faster than the pursued, the pursuit ends when
* pursued in sight but 100 ft. distance
* pursued out-of sight and 50 ft or more distance when left sight
* pursuit has continued 5 rounds without gaining on the pursued.

If equal speed:
* pursued in sight but 150 ft distance
* pursued out-of sight and 80 ft or more distance when left sight
* pursuit has continued 10 rounds without gaining on the pursued.

If slower:
* pursued out-of sight and 200 ft or more distance when left sight
* pursuer is unable to continue due to reasons of physical endurance

PROCEDURE FOR RESOLVING PURSUIT

There are three movement phases per round. The party moves at 10' per 1" speed of its slowest member; the pursuing monsters move at 10' per 1" speed of its fastest member (with slower members being spread behind).

Move the party first, then the monsters, then use the pursuit modifiers and criteria for ending pursuits above. If the monsters are within 10' of any party member, confrontation then begins.

WILDERNESS EVASION

The likelihood monsters will pursue is the same as in the dungeon:

Semi-intelligent monsters (and lower) have an 80% chance of pursuit if hungry, angry, aggressive, or trained to do so.

Low intelligence monsters (and higher):
- party outnumbers monsters: 20% chance of pursuit
- equal size: 40% chance of pursuit
- monsters outnumber party: 80% chance of pursuit
- monsters outnumber and consider themselves superior to party: 100% chance of pursuit

If party has surprised the monsters, evasion is automatic.

A check is made every hour; a successful check indicates pursuit ends. A failed check indicates pursuit continues UNLESS pursuers are faster, when confrontation starts.

Base chance of evading pursuit: 80%

Movement speed adjustment:
+10% if pursued faster
-20% if pursuer faster

Terrain adjustment:
Plains, desert, open water -50%
Scrub, rough, hills, marsh +10%
forest mountains +30%

Size of pursued party:
<6 creatures: +10%;
>11 creatures -20%;
>50 creatures -50%

Size of pursuing party:
<12 creatures: -20%;
>24 creatures +10%

Light:
full daylight -30%;
twilight -10%;
moonlight 0%;
starlight +20%;
dark night +50%

STANDARD MONSTER MORALES

Monster	ML	Monster	ML
Animal	7	Basilisk	9
Bandit	8	Chimera	9
Bugbear	9	Cockatrice	7
Dragon	8-10	Displacer Beast	8
Gargoyle	11	Elemental	10
Gelatinous Cube	12	Giant, Hill	8
Ghoul	9	Giant	9
Gnoll	8	Giant, Cloud/Storm	10
Goblin	7	Golem	12
Harpy	7	Gorgon	8
Hobgoblin	8	Griffon	8
Kobold	6	Hellhound	9
Minotaur	12	Hydra	9
Normal Human	6	Manticore	9
Ogre	10	Mummy	12
Orc	8	Purple Worm	10
Owl Bear	9	Spectre	11
Rat, Giant	8	Toad, Giant	6
Skeleton	12	Troll	10
Spider, Giant	8	Vampire	11
Troglodyte	9	Wraith	12
Wight	12	Wyvern	9
Wolf	8		
Zombie	12		