

# THE Hench

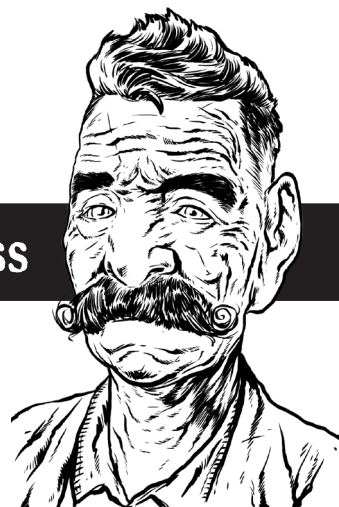
## A Labyrinth Lord-Compatible Class



HIT DICE



REQUIREMENTS



### ADDITIONAL ABILITIES

*Nobody pays any attention to the Henges in an adventuring party, at least not until they need something, like carrying something, holding something, poking a stick at something, or telling them that they're particularly heroic and good looking (and most people aren't in the first place anyway). That's us, the sad sacks who are often the first to go in and check out a musty and moldy room in the old ruins because the "heroes" don't want to "rush untoward into danger". It's left to us to poke around with ten-foot poles (and carry the bloody things) and trigger traps so that the "heroes" don't ending up dying or messing up their idiom or their saga or some other stupid thing like that. Here's the thing though: we Henges aren't just expendables you can throw at whatever danger comes up. We have real skills. Skills that most "heroes" don't even worry about having. We're the ones who handle making and breaking camp, food gathering and preparation, taking care of the animals, and all manner of other mundane things. So stop overlooking us and give us our dues, both accolades and money, or you may suddenly just find yourself alone when you need our help the most.*

### HENGES IN THE TRENCHES

Henges form the backbone of the support personnel for most adventuring parties. While they don't start as particularly tough characters, through surviving and experiencing all that comes at a non-heroic adventurer, Henges toughen up. Quickly. They also have a number of additional skills that serve them well when they eventually decide to become adventurers themselves, which many do after adventuring for a while and seeing what the potential spoils are. Henges are a brotherhood and sisterhood that spans all races, and any Hengh will instantly recognize and bond with other Henges encountered.

#### LEVEL 1: TORCHBEARER

Henges start off with a number of basic skills that help adventuring parties. Any typical camp-based activity can be handled by them. They know how and where to source the best wild plants and animals in the local region, and can instantly connect with other non-adventuring heroes to negotiate and haggle provisions. Henges use Fighter *Saving Throws*, but at half their Level (round down). They gain a full share of experience earned. They cannot wear armor or use weapons (except clubs).

#### REACHING LEVEL 2: SURVIVOR

Henges that survive for some time stop being so timid, gaining a +2 bonus to all *Fear* and *Morale* checks, as well as a +1 bonus to *Surprise* checks. They also no longer drop any equipment they are carrying if they are routed or flee. They can also wear light armors to help them stay alive longer.

#### REACHING LEVEL 3: MEATSHIELD

Henges now gain the benefit of wearing any armor, as well as using shields. This makes them tough advance support and ensures that they themselves stay alive longer. They also become adept at using staffs and spears, as well as small knives and slings. They can use other martial weapons at a -2 penalty to attacks, due to lack of training and familiarity with the weapons. They gain a highly effective shield bash that does d4 damage.

#### REACHING LEVEL 4: ANIMAL WRANGLER

While all Henges have basic familiarity with pack animals and can get them to move from point A to point B, Henges that reach this level of skill become experts at loading and unloading animals, finding and sourcing food for animals, caring for and healing them, and getting them to do what they want. Horses and pack animals become highly responsive to their commands, and continued training with dogs and hounds allows the Hengh to control a pack of animals using whistles, calls, and hand signals. From this point forward, a Hengh may have a pack of dogs or hounds (including war dogs) of a group size equal to their level (which still need sourced). Each of the animals may be trained (taking 1 week to learn each specific command or tactic). Animals used in this way gain the ability to act as a pack and swarm their targets, gaining a +1 bonus to all attacks made against targets attacked by two or more animals in the pack.

#### REACHING LEVEL 5: PACK MULE

Because of all of the physical exertion involved in being a Hengh, those who reach this level not only change their Hit Dice from a d4 to a d6, but they gain 1d6 points that they may use to improve one or more of their physical attributes (*Strength*, *Dexterity*, *Constitution*), gaining any other benefits for increasing them. They also gain the ability to carry 25% more than they normally would be able to. They also have extended stamina and willpower.

Experience	Level	Hit Dice	Attack AC 0	Hengh Skills
0	1	1d4	20	Torchbearer
1,001	2	2d4	20	Survivor
2,001	3	3d4	19	Meatshield
4,001	4	4d4	19	Animal Wrangler
8,001	5	5d6	18	Pack Mule
16,001	6	6d6	18	Hengh-At-Arms
32,001	7	6d6	18	Apprentice
64,001	8	6d6	18	Adventurer

## REACHING LEVEL 6: HENCH-AT-ARMS

Henches may now use crossbows or bows effectively, as well as other martial weapons, although these are limited to those that they have been trained in by the adventurers in the adventuring party. They no longer suffer the -2 penalty to attacks for weapons that they become trained in.

## REACHING LEVEL 7: APPRENTICE

Henches may now choose one adventurer in the party that they can apprentice to. The mentor Classed adventurer will take time to train the Hench in the required skills for the Class, effectively offering field training. If the mentor adventurer dies, the Hench can choose another mentor of the same Class or a different one that is in the adventuring party.

## REACHING LEVEL 8: ADVENTURER

Henches may now choose to change completely to another Class instead of remaining a Hench, although the choice of Class is limited to those that the Hench has been mentored in for at least six months. Although effectively switching to a new Class and starting with 0 experience points, Henches retain all the benefits and skills they learn as a Hench (including weapons and armor training, which supplement other Class restrictions), and add the new Class abilities and features on top of what they already know. They use the experience track for the new Class, discarding the Hench experience track, and starting at Level 1 of the New Class. However, they do not change Hit Dice, staying at 6d6 for each level until Level 7 of the new Class, where they start to follow the progression for the new Class (although if the Hit Dice for the new Class is lower than a d6, they continue to use a d6 for the remainder of the Class progression instead). They do not change *Saving Throws*, instead continuing to use the Fighter's *Saving Throw* or *Attack* progression, but at +4 levels higher than their current level in their new Class (which speaks to their experience). As a Classed adventurer, they continue to receive a full share of experience.

## VARIANTS

These variants replace the Animal Wrangler ability at Level 4.

### CAVALRYMAN

The Hench is trained in riding horses, rather than just caring for them. They learn basic cavalry skills (from other adventurers such as Fighters), including how to move in formation, charging, and fighting on horseback.

### INFANTRY

The Hench gains Hench-At-Arms at Level 5 instead of Level 6. Two or more Infantry gain a +1 bonus to all joint attacks on targets, as well as a +1 bonus to Armor Class.

### SCOUT

The Hench learns how to move effectively and quietly in many surroundings, gaining the following Thief skills at Level 1: Move Silently, Climb Walls, Hide in Shadows, and Hear Noise. Each new level earned beyond Level 4 corresponds with a +1 increase in the level of these skills, up to Level 5. These skills are retained if the Hench changes to an adventuring Class.

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