

House Rules for Alair 3e

- Hit points are rolled where the DM can see, and two dice of the appropriate type are thrown; the player takes the better of the two rolls.
- Natural Healing is 1 point, per Character Level, per night, per *location*.
- PCs whose players are absent for the evening's play *are* present; they operate passively, fight cautiously, give no concessions that the player might not agree with, don't have brilliant ideas, can use skills they have that the party needs, and can be wounded but not killed - unless something happens that wipes out the entire party. When experience for that session is divvied up, the "playerless" character gets a half share, in the same way any NPCs attached to the party do. If only one player is absent, the player may optionally elect to take "full risks", nominating a fellow player to "call" for his character but is then subject to death.
- Characters fighting with two weapons (and possessing at least *Two-Weapon Fighting*) may elect to use the off-hand weapon as parrying weapon instead. The decision to use or not to use the off-hand weapon as a parrying weapon may be changed each round. For each attack that the character would normally get with the off-hand weapon, his AC is improved by +1 (so, a character with just *Two-Weapon Fighting* gets the equivalent of a shield, whereas a character with *Improved Two-Weapon Fighting* gets +2 AC and one with *Greater Two-Weapon Fighting* gets +3)
- All races receive "any" as their "favoured class". Put simply, there are no experience penalties at all until a third class is added.
- There is no resurrection or reincarnation magic available to PCs or NPCs. Dead is dead. The gods have other uses for the souls of their passed-on worshipers. NB, after 1656 this is no longer true!
- A natural 20 *that successfully hits*, followed by a critical threat check of another natural 20, is an automatic kill.
- Elves and half-elves can take the *Weapon Finesse* feat with a longsword as well as a rapier.
- Binding outsiders (eg demons) into objects with the *Binding* spell a la *Stormbringer* is possible. However, the target creature must be restrained (either physically or in a pentagram) and the appropriate *Craft Item* feat must be available to complete the item. If the outsider has more than 20 HD, the Epic version of the feat will be needed.
- Characters suffering mortal damage in combat will not actually die for a number of combat rounds equal to their Con bonus; healing delivered in that time sufficient to reduce their damage to survivable amounts will save them. This doesn't apply to Death magic and similar.
- Effects and abilities available to characters 'once a day', 'twice a day' and so on, are generally available once per *play session*. If the session ends in mid-encounter, this does not apply. If a session incorporates multiple days' travel etc, each is counted as one Day for these purposes.
- The caster of the spell Zone of Truth knows whether targets have failed or made their saving throws (because they don't get 'true' or 'lie' results when they speak!)
- Each spell cast earns 10xp per spell level (5 for 0th level)
- I always kinda liked cantrips; they made wizards feel more magical without unbalancing anything. Any arcane caster character may have 5 cantrips plus double his 1st level spell bonus (see the table at http://www.dragon.ee/30srd/magic_overview.htm) so for a normal character that's 7 cantrips. See the table.
- Any Feat or Spell that the character was created with *and that has never been used in play*, may be swapped out for a different choice between sessions with the DM's approval.
- Soul Burn; a spellcaster completely out of casts/slots can perform a 'last desperate cast' at the cost of 1 permanent Con per spell level – no saving throw. The character passes out immediately afterwards.